

# MAX 2006 Rapid Prototyping with Fireworks



Trevor McCauley  
Technical Support  
Engineer  
Adobe Systems Incorporated

2006 Adobe Systems Incorporated. All Rights Reserved. 1

## What is Rapid Prototyping?

Rapid Prototyping is...

- The development of designs or interfaces
- Web sites
- RIAs (Rich Internet Applications)
- General purpose interfaces
- Quickly and efficiently

2006 Adobe Systems Incorporated. All Rights Reserved. 4

## Biography

### Trevor McCauley


Technical Support Engineer, Adobe Systems Inc.

Worked as a developer for a production company in Columbia, Maryland designing and developing web sites and interactive content for CD and DVD ROMs and has a history of teaching at the University of Maryland, Baltimore County.

Active in the community developing Flash and Fireworks content for [senocular.com](http://senocular.com) and moderates forums on popular Flash-related sites such as [Kirupa.com](http://Kirupa.com), [ActionScript.org](http://ActionScript.org), and [UltraShock.com](http://UltraShock.com).

2006 Adobe Systems Incorporated. All Rights Reserved. 2

## Concept



Client


2006 Adobe Systems Incorporated. All Rights Reserved. 5

## Overview

- What is rapid prototyping?
- Fireworks tools useful for rapid prototyping
- Extensions useful for rapid prototyping
- Prototyping Example

2006 Adobe Systems Incorporated. All Rights Reserved. 3

## Wireframe/Layout



Functional Design

2006 Adobe Systems Incorporated. All Rights Reserved. 6

### Design

Visual Design

2004 Adobe Systems Incorporated. All Rights Reserved. 7

### Fireworks 8

What can Fireworks offer when rapid prototyping?

2004 Adobe Systems Incorporated. All Rights Reserved. 10

### Prototyping

Design  
Visual and Functional

Client

Prototyping

2004 Adobe Systems Incorporated. All Rights Reserved. 8

### Fireworks Tools

- Integrated bitmap and vector graphics
- Symbols
- Find and replace colors
- HTML Export

2004 Adobe Systems Incorporated. All Rights Reserved. 11

### Prototypes

- Show a visual representation of the product
  - Layout
  - Design
- Demonstrate how a product will function

2004 Adobe Systems Incorporated. All Rights Reserved. 9

### Bitmap and Vector Graphics

- Bitmap tools to create or edit bitmaps
- Vector tools to create or edit vector shapes and lines
- Auto Shapes for interactive vector shapes

2004 Adobe Systems Incorporated. All Rights Reserved. 12

### Fireworks Tools

Illustrator  
Photoshop  
Fireworks

2004 Adobe Systems Incorporated. All Rights Reserved. 13

### HTML Export

- Quickly create interactive prototypes
- Define linking and interaction through Fireworks

2004 Adobe Systems Incorporated. All Rights Reserved. 16

### Symbols

- Reusable imagery
- Bitmaps do not degrade in quality after transforms
- Edit one symbol to edit them all
- Libraries store collections of symbols for reuse

2004 Adobe Systems Incorporated. All Rights Reserved. 14

### Fireworks Tools

Illustrator  
Photoshop ImageReady  
Dreamweaver  
Fireworks

2004 Adobe Systems Incorporated. All Rights Reserved. 17

### Find and Replace Colors

- Find colors used in vector objects anywhere in document and change them all at once

2004 Adobe Systems Incorporated. All Rights Reserved. 15

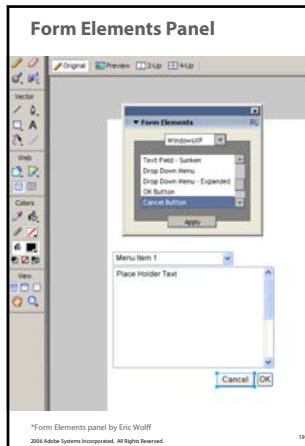
### Fireworks Extensions

- Form Elements Panel
- Update Symbols Command
- Scale3/Scale9 Auto Shape

More extensions can be found on the Exchange:  
<http://www.adobe.com/exchange/>

2004 Adobe Systems Incorporated. All Rights Reserved. 18

### Form Elements Panel



- Easily add various form elements into your document
- Select from elements that relate to various operating systems

\*Form Elements panel by Eric Wolff  
2004 Adobe Systems Incorporated. All Rights Reserved.

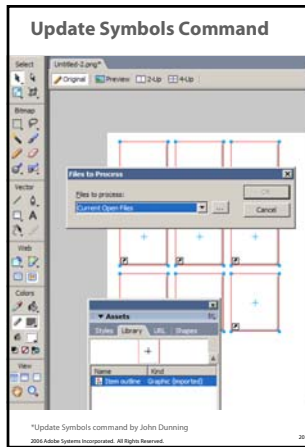
### Prototyping Example



- Working with Fireworks with a prototyping example
  - Using Fireworks' features
  - Using Extensions

2004 Adobe Systems Incorporated. All Rights Reserved.

### Update Symbols Command



- Update externally linked symbols
- Update symbols for one or many documents at once


\*Update Symbols command by John Dunning  
2004 Adobe Systems Incorporated. All Rights Reserved.

### Process

Wireframe	Design	Prototype	Publish
<ul style="list-style-type: none"> <li>• Develop design skeleton</li> <li>• Outline form and functionality</li> <li>• Based from original concept</li> </ul>	<ul style="list-style-type: none"> <li>• Design visual look and feel</li> <li>• Often requires client approval (unless part of prototyping process)</li> </ul>	<ul style="list-style-type: none"> <li>• Work with client to polish wireframe and design</li> </ul>	<ul style="list-style-type: none"> <li>• Final product</li> </ul>

2004 Adobe Systems Incorporated. All Rights Reserved.

### Scale 3 and Scale 9 Components




- Create scalable graphics
- Useful for scalable form elements
- Customizable for various applications

\*Scale 3 and Scale 9 Components by Trevor McCauley  
2004 Adobe Systems Incorporated. All Rights Reserved.


### Prototyping Example

Demo

2004 Adobe Systems Incorporated. All Rights Reserved.

Questions and Answers 

**Q & A**

© 2004 Adobe Systems Incorporated. All Rights Reserved. 25 



**Better by Adobe.™**

© 2004 Adobe Systems Incorporated. All Rights Reserved. 26 