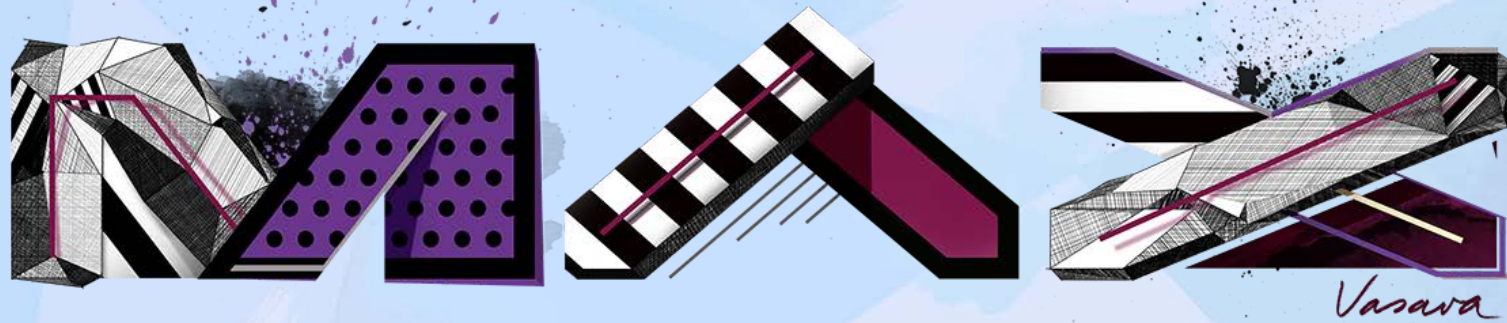




Icons, Sprites, and CSS with Adobe Fireworks

Dave Hogue | UX Design + Psychology | @DaveHogue | DaveHogue.com

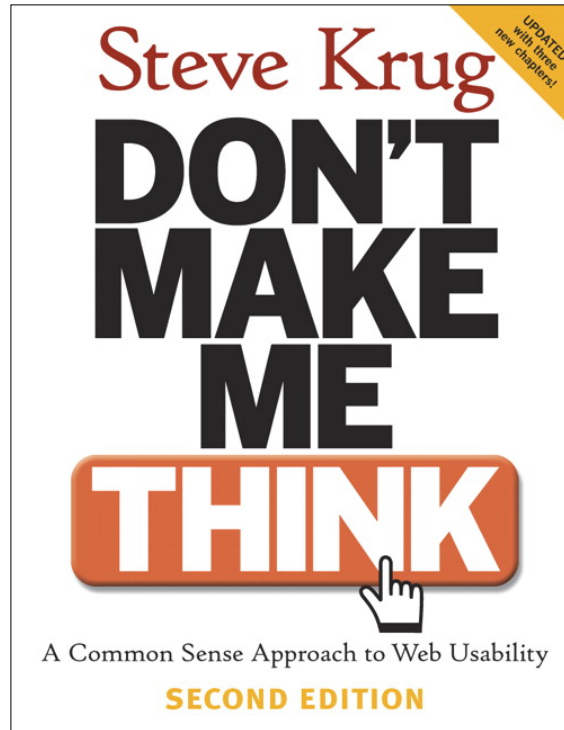


THE CREATIVITY CONFERENCE



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Who Is This Guy?



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Today We'll Take a Look at...

■ Designing Icons

- Design big, make small, then adjust
- Using vector tools
- Creating compound paths



■ Creating Sprite Sheets

- Flat sprite sheets
- Adding :active and :hover with buttons
- Exporting the sprite sheet



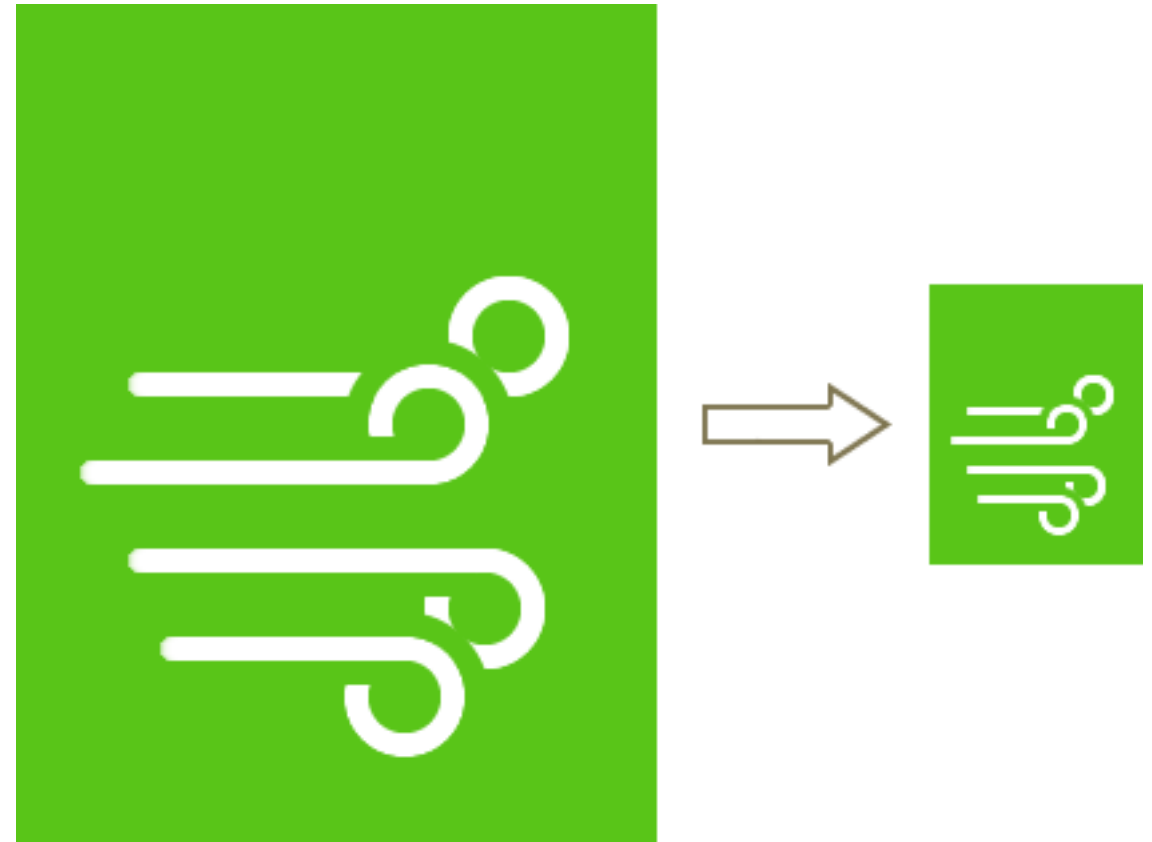
■ Using Sprites

- Exported code
- Adding the sprites to a project



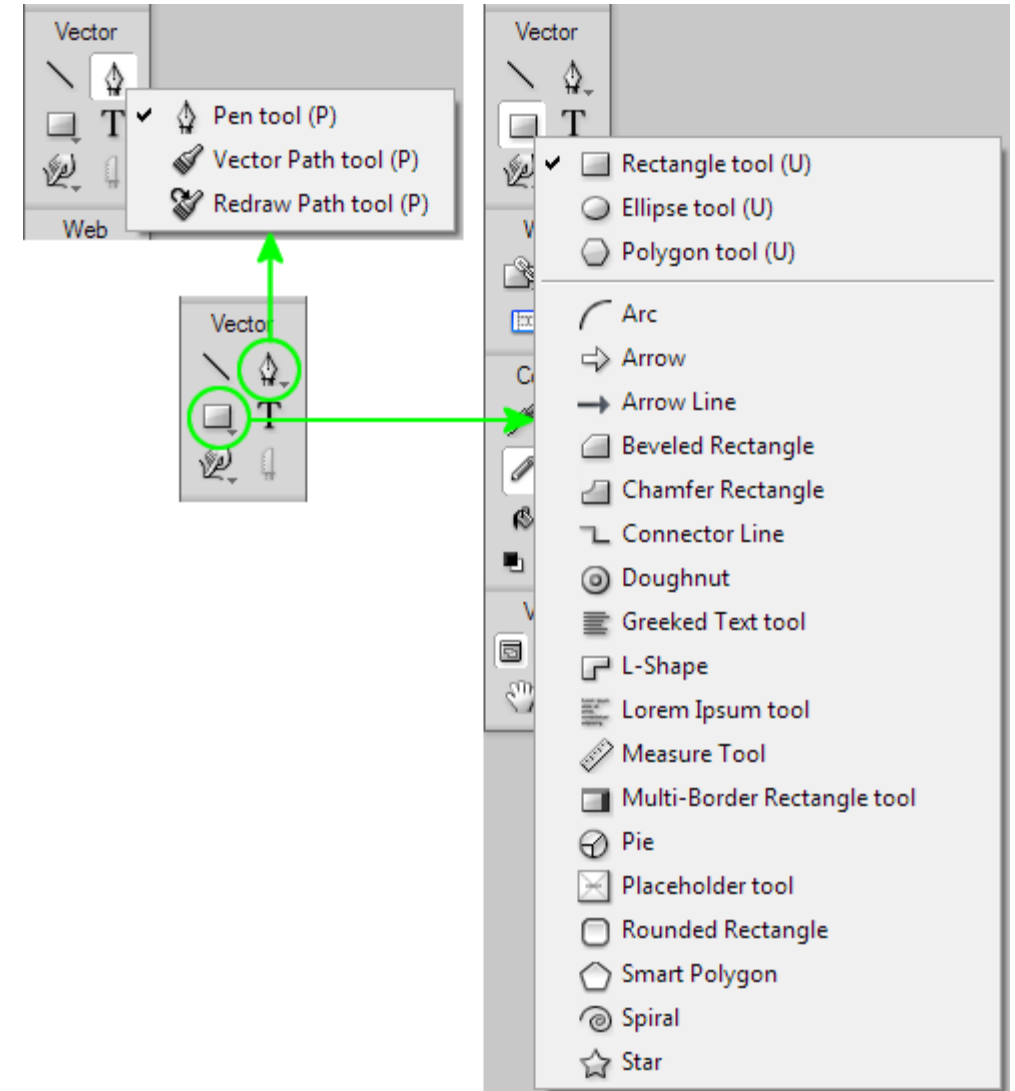
Design Big, Make Small

- Draw your graphics larger than the final icon so that you can better control the detail.
- Reduce size after the icon has been drawn and adjust the vectors for the best appearance.
- Sometimes you can get the best appearance by flattening the vectors into a bitmap before reducing size, but you will lose the ability to edit the graphics precisely once the icon is smaller.
- Fireworks will scale vectors, text, bitmaps, and effects proportionately.



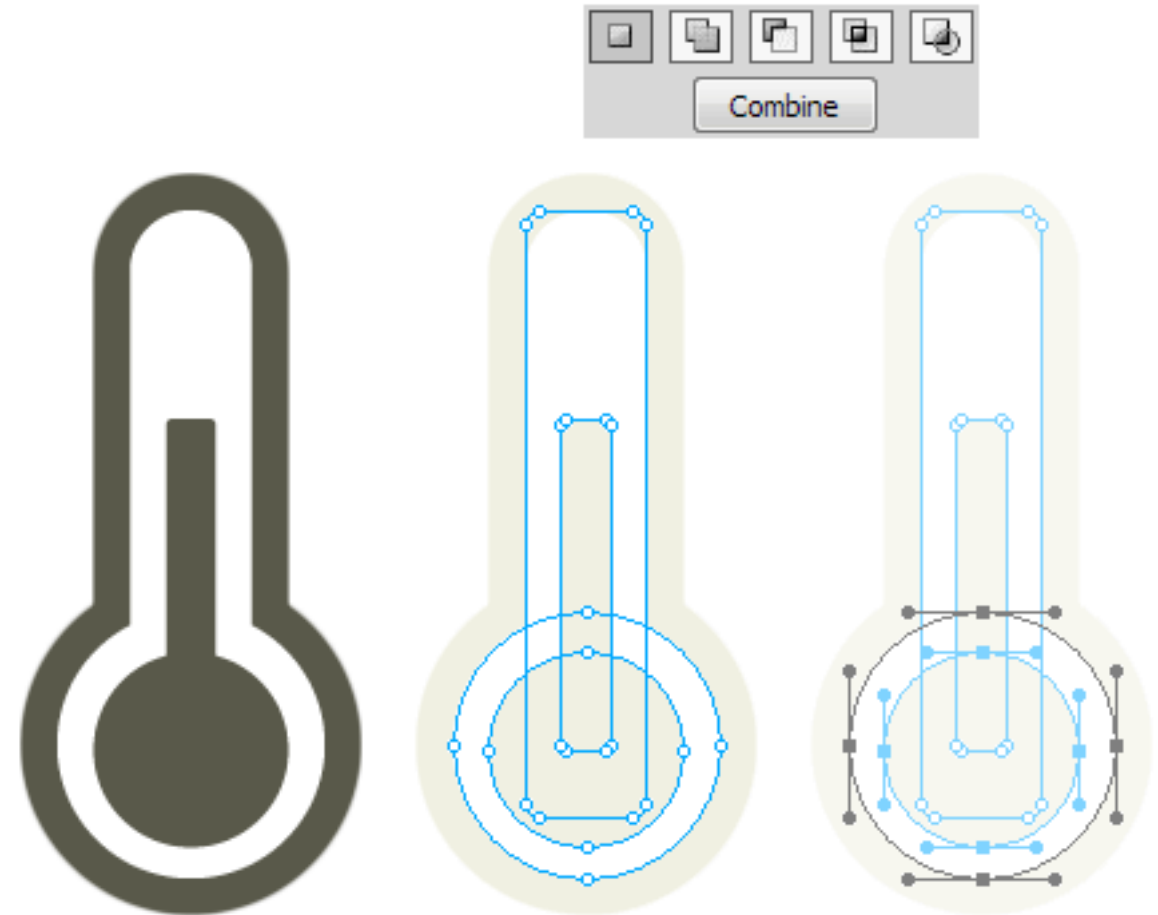
Using Vector Tools

- Vectors are editable, so fine-tuning is easy, and they do not lose fidelity when scaled.
- Line and Pen tools are used for simple and complex paths.
- Shape tools make common shapes easy to draw and manipulate.
- SHIFT + vector tool constraints the proportions.
- Autoshapes provide both common vector shapes and the ability to select for change characteristics.



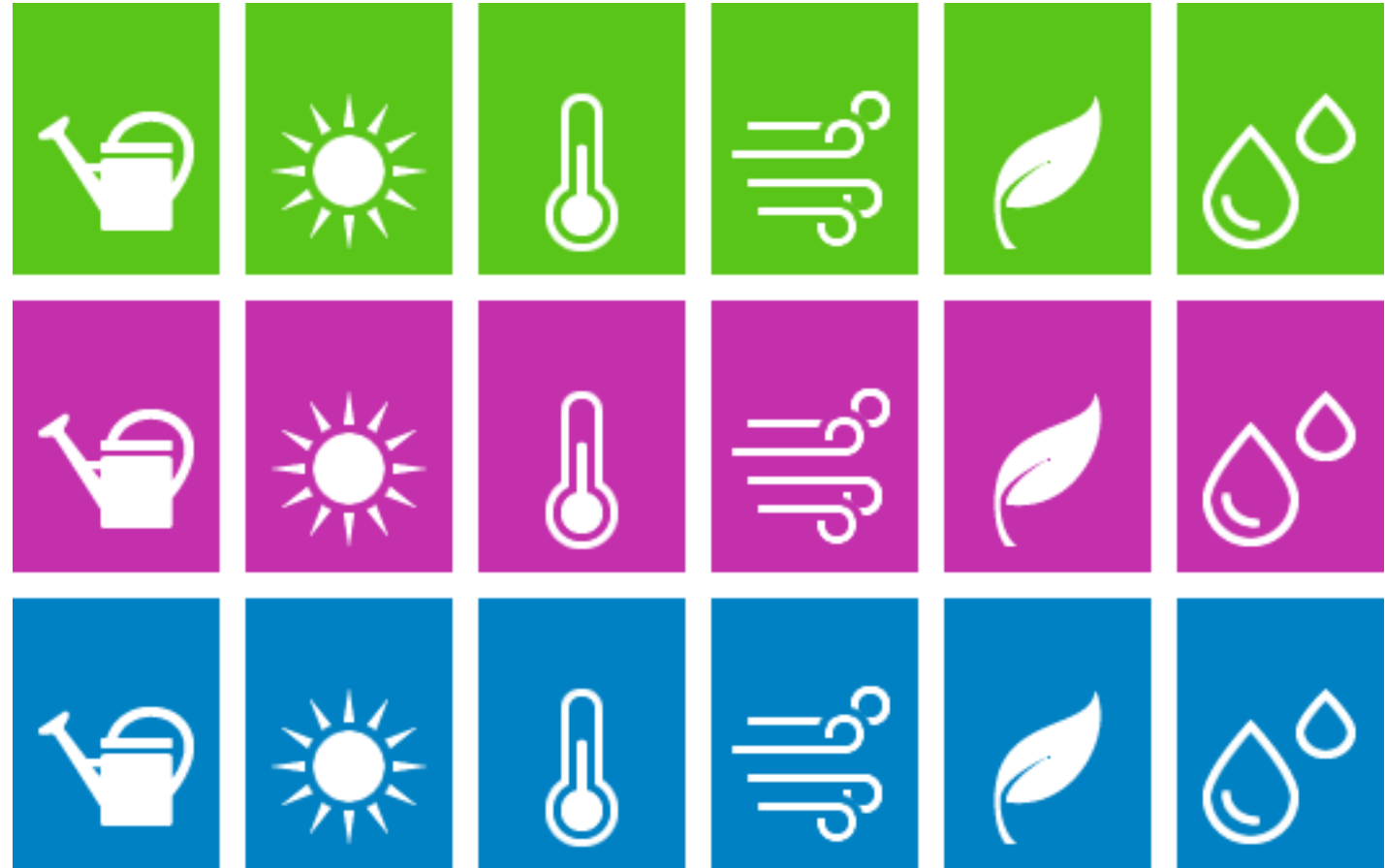
Creating Compound Paths

- Draw the basic vector shapes first.
- Select the individual paths for the compound path and choose the type in the Properties Panel:
 - Union
 - Punch
 - Intersect
 - Crop
- Use the Sub-select tool to choose and edit an individual path.
- Use “Combine” to convert the editable compound path into a composite path.



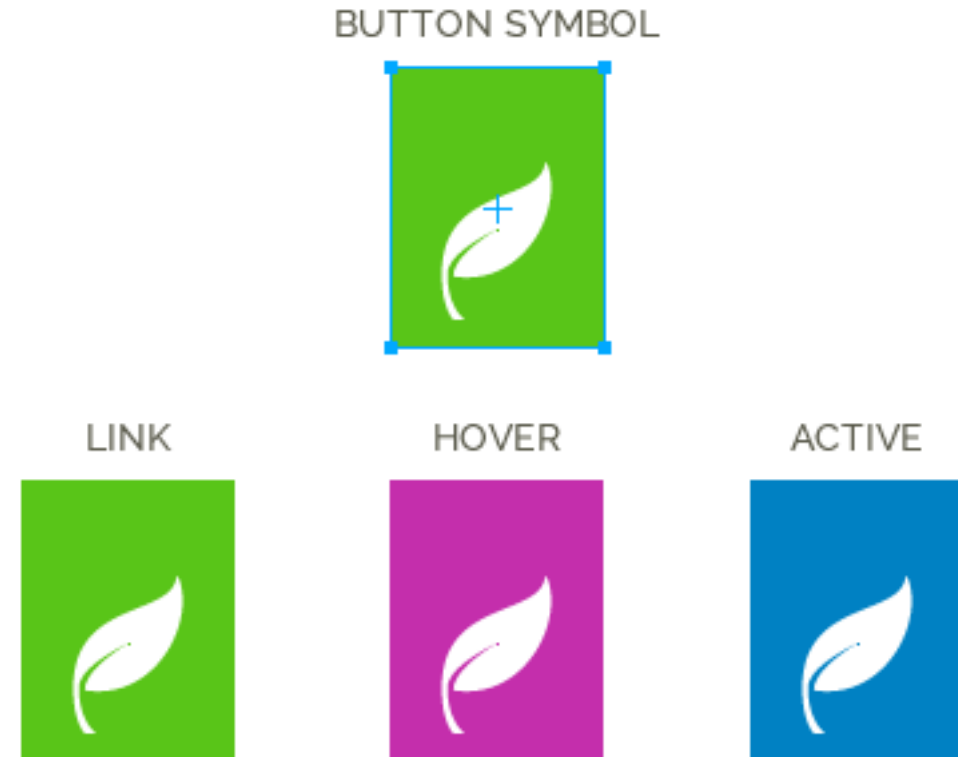
Flat Sprite Sheets

- Sprite sheets may contain a range of icons, buttons, and graphics as well their link, hover, active, and visited states.
- Each image is known as a sprite and has a known coordinate position on the sprite sheet.
- Sprites sheets are used as background images, and CSS is used to shift the position of the background image so the appropriate image is displayed.
- Since the sprite sheet loads all graphics at once, displaying the different images is almost instantaneous.



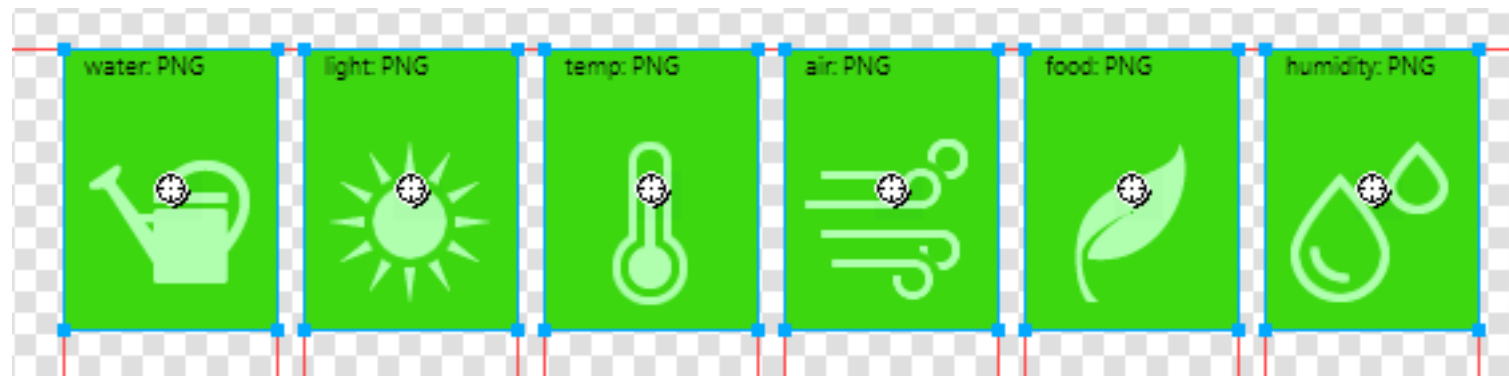
Adding :hover and :active

- Sprite sheets may be used in the CSS to specify what images to show for :active, :hover, :focus, and :visited states.
- A flat sprite sheet requires keeping track of which image is for which state.
- Fireworks can export buttons as sprites and automatically assign the correct :active and :hover states in the CSS.
- Fireworks exports both the sprite sheet graphic and the corresponding CSS file with the coordinates of each image on the sprite sheet.



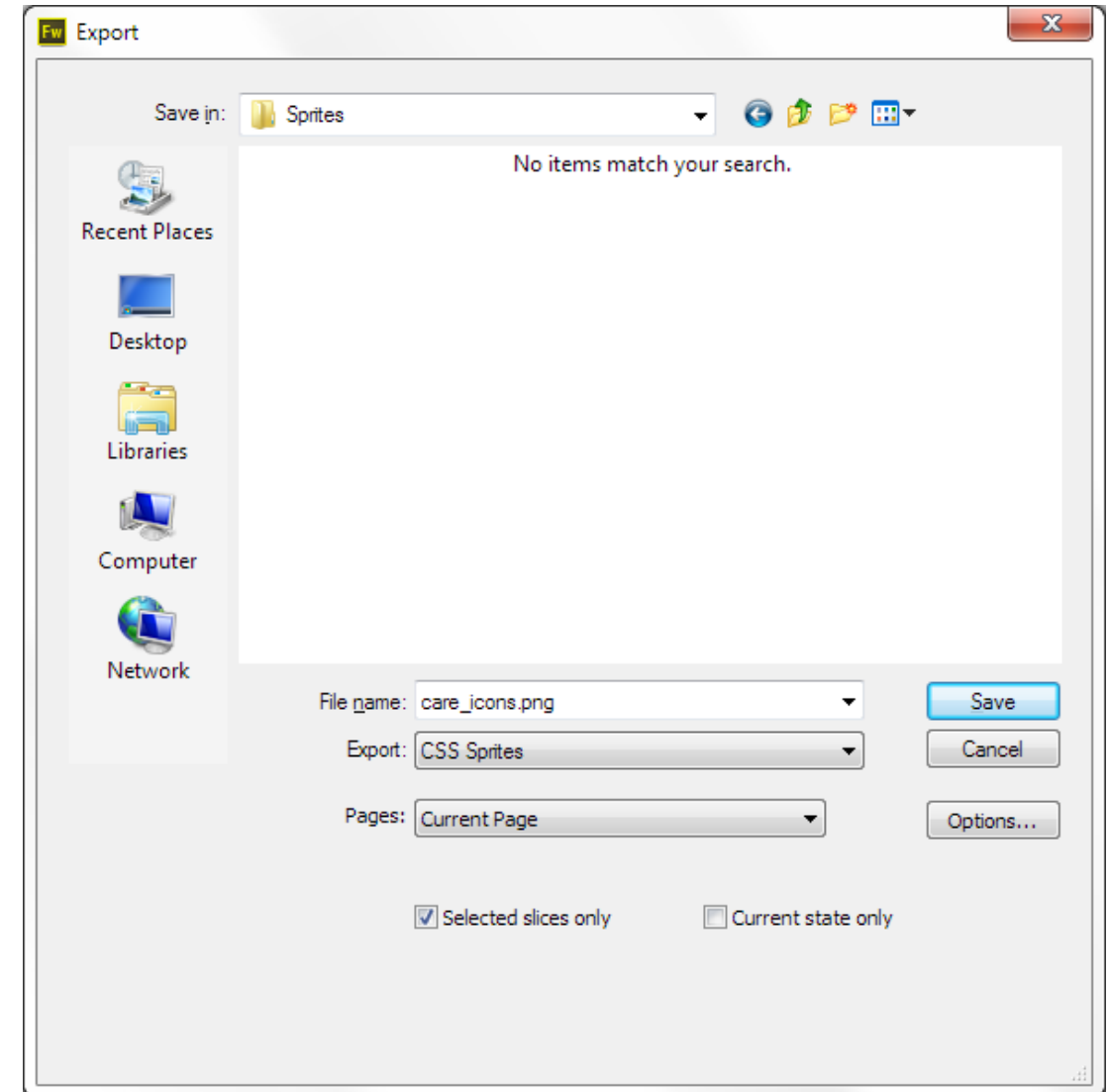
Exporting the Sprite Sheet (1)

- Places slices over the images to be included in the sprite sheet.
- Select the slices and/or buttons.



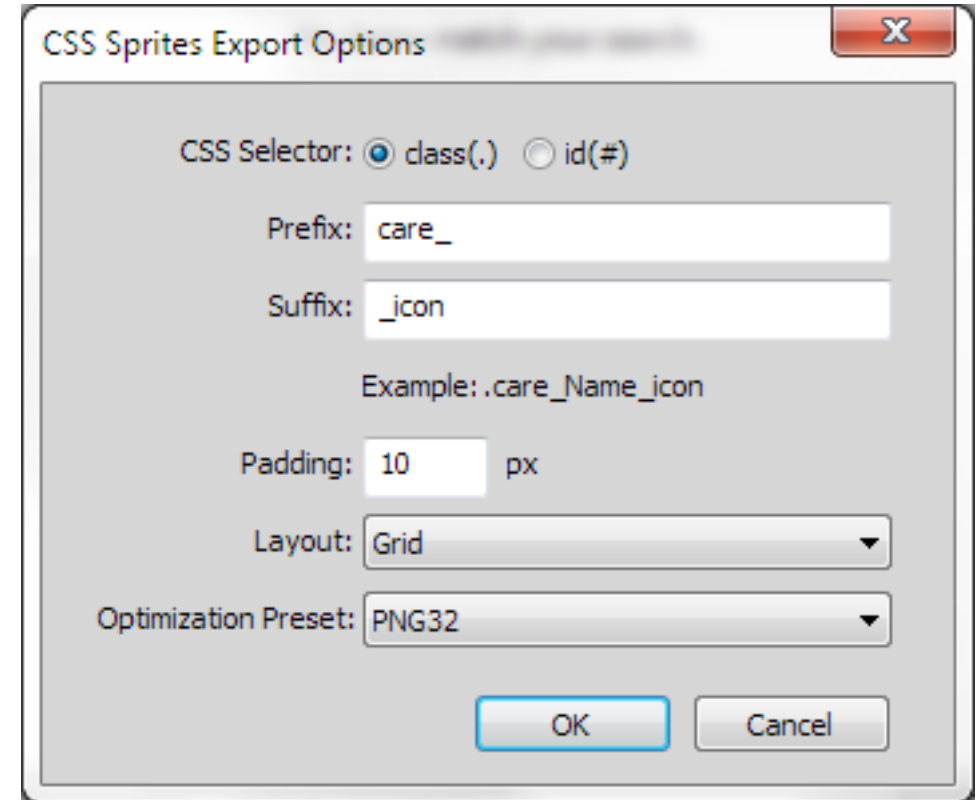
Exporting the Sprite Sheet (2)

- Right-click on a selected slice and choose Export CSS Sprites
- Or go to File > Export and choose “Export: CSS Sprites”



Exporting the Sprite Sheet (3)

- Choose the desired sprite sheet options:
 - CSS class or id?
 - Optional prefix and/or suffix
 - Padding between images on the sprite sheet
 - Horizontal, vertical, or grid layout of images on the sprite sheet
 - Image optimization setting
- Save the sprite sheet and corresponding CSS to the desired file location.



Exported Code

- Fireworks exports CSS to identify the coordinates of each image in the sprite sheet
- If buttons were exported as CSS sprites, CSS selectors for :active and :hover may be included (if they were in the button states)

```
1 .care_icons{ background:url("care_icons.png") top left no-repeat; }
2 .care_humidity_icon{ width:80px; height:105px; background-position:-10px -10px; }
3 .care_humidity_icon:hover{ width:80px; height:105px; background-position:-10px -125px; }
4 .care_humidity_icon:active{ width:80px; height:105px; background-position:-10px -240px; }
5 .care_air_icon{ width:80px; height:105px; background-position:-10px -355px; }
6 .care_air_icon:hover{ width:80px; height:105px; background-position:-10px -470px; }
7 .care_air_icon:active{ width:80px; height:105px; background-position:-10px -585px; }
8 .care_temp_icon{ width:80px; height:105px; background-position:-10px -700px; }
9 .care_temp_icon:hover{ width:80px; height:105px; background-position:-10px -815px; }
10 .care_temp_icon:active{ width:80px; height:105px; background-position:-10px -930px; }
11 .care_light_icon{ width:80px; height:105px; background-position:-10px -1045px; }
12 .care_light_icon:hover{ width:80px; height:105px; background-position:-10px -1160px; }
13 .care_light_icon:active{ width:80px; height:105px; background-position:-10px -1275px; }
14 .care_food_icon{ width:80px; height:105px; background-position:-10px -1390px; }
15 .care_food_icon:hover{ width:80px; height:105px; background-position:-10px -1505px; }
16 .care_food_icon:active{ width:80px; height:105px; background-position:-10px -1620px; }
17 .care_water_icon{ width:80px; height:105px; background-position:-10px -1735px; }
18 .care_water_icon:hover{ width:80px; height:105px; background-position:-10px -1850px; }
19 .care_water_icon:active{ width:80px; height:105px; background-position:-10px -1965px; }
```

Adding Sprites to Your Project

- Add the exported CSS to your project's CSS file
- Include the sprite sheet graphics file with your other project assets and make certain the CSS points to the correct file location and name
- Add any additional CSS properties necessary for your project to the CSS classes (or ids) for the sprites

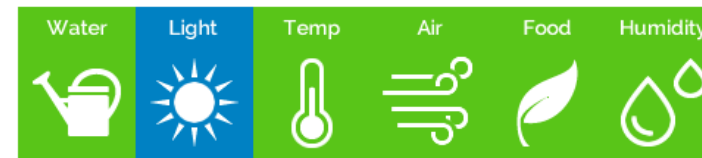
Celebrate sprightly!

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Caring for Your Phalaenopsis



Light

Insufficient light is one the chief causes of orchids failing to bloom. Different kinds of orchids need different levels of light. If an orchid's leaves are light green, it is probably receiving enough light to bloom. Dark green leaves may indicate that the plant needs brighter light.

Some kinds, such as Phalaenopsis and Paphiopedilum, can do well under artificial lights. Fluorescent lights work well, and are energy efficient. Keep the lights 6-9 in (15-20 cm) above the plants, but check





Thank you!

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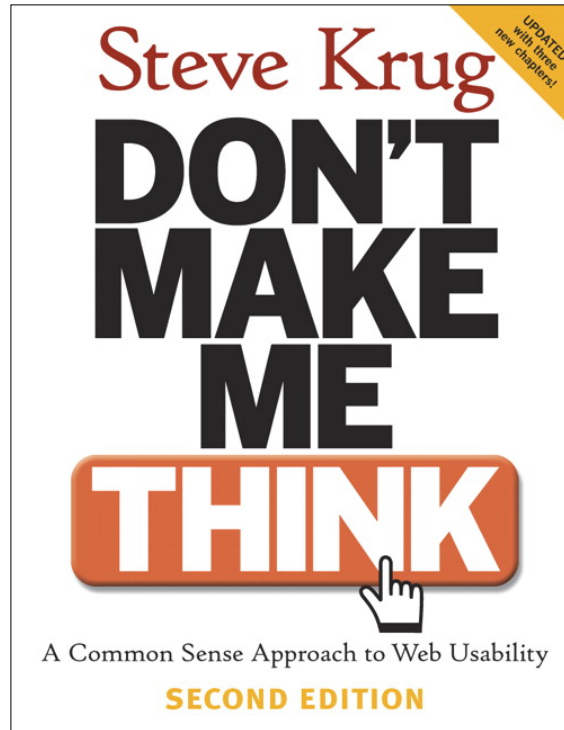
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Sample files and slides may be downloaded from:

<http://www.idux.com/downloads/MAX2013Sprites.zip>

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