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FREEHAND® 9
AUTHORIZED

Training from the source! All-new, hands-on lessons
developed for Macromedia's own training centers.

Learn to use FreeHand 9, a complete set of professional tools for
drawing, designing, page layout, and creating animated Web
graphics. Enclosed CD-ROM includes practice files for all 10
lessons and QuickTime movies to demonstrate specific techniques.

WINDOWS AND MACINTOSH

CD-ROM

TONY ROAME

FreeHand 9

AUTHORIZED

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PRESS

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table of contents

Macromedia's FreeHand 9 is a powerful and comprehensive drawing and layout program that provides a complete set of tools for creating dynamic graphics, illustrations, and page designs for print, multimedia, and Internet publishing projects.

This Macromedia Authorized training course introduces you to the major features of FreeHand 9 by guiding you step by step through the development of several sample projects. This 12-hour curriculum includes these lessons:

Lesson 1: FreeHand Basics
Lesson 2: Combining Text and Graphics
Lesson 3: Working with Paths and Points
Lesson 4: Using Layers and Styles
Lesson 5: Creating More Complex Artwork
Lesson 6: Blending Shapes for Shading
Lesson 7: Page Layout in FreeHand
Lesson 8: Multiple-Page Documents
Lesson 9: Setting Up Animation
Lesson 10: Web Site Storyboards

Each lesson begins with an overview of the lesson's content and learning objectives, and each is divided into short tasks that break the skills into bite-size units.

Each lesson also includes these special features:

Tips: Shortcuts for carrying out common tasks and ways to use the skills you're learning to solve common problems.

Power Tips: Extra background and advanced techniques for those who are ready to absorb additional information.

Boldface terms: New vocabulary that will come in handy as you use FreeHand and work with graphics.
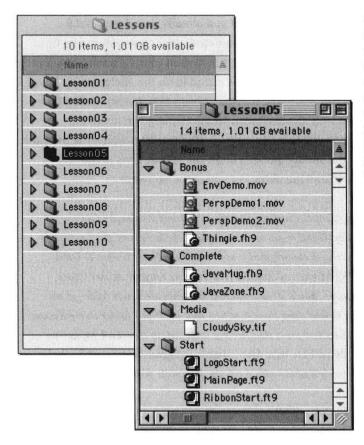
Menu commands and keyboard shortcuts: Alternative methods for executing commands in FreeHand 9. Menu commands are shown like this: Menu › Command › Subcommand. Keyboard shortcuts (when available) are shown in parentheses after the first step in which they can be used; a plus sign between the names of keys means you press keys simultaneously: for example, Ctrl+Z means that you should press the Ctrl and Z keys at the same time.

Appendices A and B at the end of the book provide a quick reference to shortcuts you can use on Windows and Macintosh systems, respectively, to give commands in FreeHand. Appendix C provides a quick FreeHand reference for users of other vector illustration applications.

As you complete these lessons, you'll be developing the skills you need to complete your own designs, layouts, and illustrations for print, multimedia, and the Internet. At the end of this course, you should have mastered all the skills listed in the "What You Will Learn" list in this introduction.

All the files you need for the lessons are included in the Lessons folder on the enclosed CD. Files for each lesson appear in their own folders, titled with the lesson name. You can use the lesson files directly from the CD, or you can copy the Lessons folder to your hard drive for quicker access.

Each lesson folder contains three subfolders: Complete, Media, and Start. The Complete folder contains completed files for each project so you can compare your work or see where you are headed. The Media folder contains any media elements you need to complete each lesson, such as graphics or text required to complete a layout. The Start folder contains any prebuilt files you will need to complete the lesson. The completed, media, and starting files you will need are identified at the beginning of each lesson. (Some lessons may not require starting files or media elements, so in some lesson folders, these subfolders will be empty.)

Lessons

10 items, 1.01 GB available

Name

▷ 🗀 Lesson01
▷ 🗀 Lesson02
▷ 🗀 Lesson03
▷ 🗀 Lesson04
▷ ■ Lesson05
▷ 🗀 Lesson06
▷ 🗀 Lesson07
▷ 🗀 Lesson08
▷ 🗀 Lesson09
▷ 🗀 Lesson10

Lesson05

14 items, 1.01 GB available

Name

▽ 🗀 Bonus
    🎬 EnvDemo.mov
    🎬 PerspDemo1.mov
    🎬 PerspDemo2.mov
    🗎 Thingie.fh9
▽ 🗀 Complete
    🗎 JavaMug.fh9
    🗎 JavaZone.fh9
▽ 🗀 Media
    🗎 CloudySky.tif
▽ 🗀 Start
    🗎 LogoStart.ft9
    🗎 MainPage.ft9
    🗎 RibbonStart.ft9

Files for each lesson appear in their own folders, titled with the lesson name. The Complete folder contains completed files for each lesson. The Media folder contains the media elements you need to complete each lesson. If a lesson requires a prebuilt file, you will find the file in the Start folder.

AUTHORIZED TRAINING FOR MACROMEDIA

Each book in the Macromedia Authorized series includes the complete curriculum of a course originally developed for use by Macromedia's authorized trainers. The lesson plans were developed by some of Macromedia's most successful trainers and refined through long experience to meet students' needs. We believe that Macromedia Authorized courses offer the best available training for Macromedia programs.

The instructions in this book are designed for graphic artists, illustrators, designers, and others interested in creating stunning graphics, typography, and layouts for print, multimedia, and the World Wide Web. This course assumes you are a beginner with FreeHand but are familiar with the basic methods of giving commands on a Windows or Macintosh computer, such as choosing items from menus, opening and saving files, and so on. For more information on those basic tasks, see the documentation provided with your computer.

Finally, the instructions in this book assume that you already have FreeHand 9 installed on a Windows or Macintosh computer, and that your computer meets the system requirements listed on the next page. This minimum configuration will allow you to run FreeHand 9 and open the training files included on the enclosed CD. If you do not own FreeHand 9, you can download a demo version from Macromedia's home page. You will be able to complete the lessons with the training version of the software, but the demo version will function only for 30 days, after which the program will no longer launch without a serial number. Follow the instructions in the downloaded Read Me file to install the demo version of the software.

note *Three TrueType font families included on the FreeHand 9 software CD you received when you purchased FreeHand 9 are used throughout the lessons in this course. To accurately reproduce the projects with the original fonts, install the News Gothic T, URW Garamond T Normal, and URW Imperial Normal font families on your system before starting the lessons. Windows users should drag those font files into the Fonts folder in the control panel. Macintosh users should drag those font files into the Fonts folder in the System folder. In addition, Chapter 7 uses two fonts that are not included on the CD, Utopia and Meta Plus Bold Italic. If you do not own these fonts, simply substitute Times and Trebuchet, respectively. (Trebuchet can be freely downloaded from the Microsoft Web site.)*

If you do not install these specific fonts, simply choose other fonts available on your system and adjust type size and formatting as needed to make your projects similar in appearance to the lesson files. Working without the original fonts installed will not interfere with your ability to complete the lessons.

Welcome to Macromedia Authorized. We hope you enjoy the course.

WHAT YOU WILL LEARN
By the end of this course you will be able to:

- Create, combine, and transform graphic elements in FreeHand

- Incorporate graphics and text into your projects

- Create single- and multiple-page layouts

- Take advantage of powerful and easy-to-use special effects features

- Import and export files for easy integration with other applications

- Organize a document into layers

- Import, format, and flow text within a layout

- Prepare files for a commercial printer

- Create blends of multiple shapes

- Apply gradient and lens fills to enhance your illustrations

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- Combine elements by joining them together or pasting them inside other paths
- Paint graphics onto the page
- Create blends for shading
- Customize your working environment
- Convert FreeHand artwork to Web page graphics
- Create Shockwave Flash graphics in FreeHand
- Use FreeHand to design and create Web pages

MINIMUM SYSTEM REQUIREMENTS

Windows™

- 120 MHz Intel™ Pentium™ processor or higher
- Windows 95, 98, 2000, or NT 4™ (with Service Pack 3) or later
- 64 MB of application RAM
- 50 MB available disk space (70 MB or more recommended)
- CD-ROM drive
- 800 by 600 color monitor
- PostScript printer (recommended)
- For Lesson 10 only, a Web browser

Macintosh™

- PowerPC™ processor
- Mac OS 8.1 or later operating system
- 32 MB of application RAM (64 MB or more recommended)
- 50 MB available disk space (70 MB or more recommended)
- CD-ROM drive
- 800 by 600 color monitor
- PostScript printer (recommended)
- For Lesson 10 only, a Web browser

a quick tour

FreeHand basics:

FreeHand's drawing and layout tools can be used to develop everything from the simplest illustrations to the most complex designs. Its extensive control over graphics, colors, type, and imported artwork makes FreeHand a powerhouse for any graphic design project.

FreeHand is an object-oriented drawing program. Object oriented means that your document is created from graphic objects, or shapes, rather than from individual

This simple robot figure is constructed from a series of shapes created with FreeHand's basic shape tools. You will see how in this lesson.

pixels as with a bitmap drawing tool. Object-oriented graphics are also known as vector graphics. Unlike bitmap graphics, vector graphics can be scaled to any size for output resolution with no loss of quality.

In this lesson you will draw a simple robot using graphic objects created by FreeHand's basic shape tools, including Rectangle, Ellipse, and Line. You will also use the Pointer tool to select and move graphic objects.

If you would like to review the final result of this lesson, open Robot.fh9 in the Complete folder within the Lesson01 folder.

WHAT YOU WILL LEARN

In this lesson you will:

- Create a new document
- Identify and organize tools and controls
- Customize application settings
- Create basic shapes such as rectangles, ellipses, and lines
- Change the appearance of objects by adding color and changing line thickness
- Group and align objects
- Create additional copies of existing elements
- Create a mirror image of an element or group
- Rotate elements on the page

APPROXIMATE TIME

It usually takes about 1 hour to complete this lesson.

LESSON FILES

Media Files:
None

Starting Files:
Lesson01\Start\Robot1.fh9 (optional)

Completed Project:
Lesson01\Complete\Robot.fh9
Lesson01\Complete\Robot2.fh9

CREATING A FOLDER ON YOUR HARD DRIVE

Before you begin building anything, you will create a folder to hold all the projects you will create as you work through the lessons in this book.

Create a folder called MyWork on your hard drive.

You will save all of your work in this folder.

Now you are ready to begin.

CREATING A NEW DOCUMENT

To begin working on a new project, you must first launch FreeHand and either create a new document or open an existing document.

1] Open the FreeHand application.

Open the application by double-clicking the FreeHand icon. The FreeHand toolbox, toolbars, and menu bar appear, but without an open document window. A few floating windows may appear on the screen as well; you will learn about these later in this lesson.

On Windows systems, a Welcome Wizard appears, enabling you to create a new document or open an existing file with a quick click of the mouse. If you're a new Windows user, you may find FreeHand's Wizards very useful when working with your own documents; you will learn more about the Wizards later in this lesson. If you prefer that the Wizard not appear the next time you start FreeHand, turn off this option near the bottom of the Welcome Wizard screen.