

Grc 26 Macromedia Freehand

Macromedia Freehand drawing program for Internet and desktop publishing. Showcase and comparison of other vector image programs and hands-on project work. Creating graphics for commercial publishing.

1. Introduction, Policies, Procedures
2. Computer Terminology
 - A. Bitmapped vs. vector image programs
 - B. Bezier curve points
 - C. Working with paths, strokes, and fills
3. Draw Programs
 - A. Common features
 - B. Product comparisons
 - C. Analyzing/interpreting art work into basic shapes
4. Toolbox orientation/keyboard shortcuts
5. Manipulating basic shapes
 - A. Path characteristics
 - B. Point characteristics
 - C. Drawing by dragging
 - D. Drawing by placing points
 - E. Handle manipulation
 - F. Path manipulation
 - G. Combining objects
 - H. Drawing basic shapes
 - I. Fill/Stroke attributes
 - J. Group, clone, arrange objects
 - K. Text on a path
 - L. Paste Inside
 - M. Transparency fill, lens
 - N. Punch
 - O. Transformations
6. Functions for increasing productivity
 - A. Editing
 - B. Layers
 - C. Cloning
 - D. Automating
7. Import/export files - file formats
8. Color
 - A. Color models
 - B. Spot and process
 - C. Reflected vs. transmitted light
9. Trapping