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A ColdFusion, Flex & AIR Conference

ROUND TRIP WITH ILLUSTRATOR, FIREWORKS AND FLASH CATALYST

CF

Fx

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Ai

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FW

Lansdowne Resort, Leesburg VA August 12- 15, 2009

www.cfunited.com

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ADOBE USER GROUP MANAGER

ADOBE COMMUNITY EXPERT

ADOBE CERTIFIED EXPERT AND INSTRUCTOR

ADOBE FREELANCE PROFESSIONAL

GIRL GEEK

WHAT THE HECK IS FLASH CATALYST?



In a nutshell:

- It's an interaction tool that lets you rapidly create interfaces and interactive content without coding.

Used for:

- Ads, to design portfolios to interfaces for applications
- Allows designers and developers to more closely collaborate.
- Try different designs quickly
- Create and publish your projects to the web or collaborate with developers using a single project file (the FXP file).

A DESIGNER/DEVELOPER WORK FLOW

- Wireframe in Illustrator
 - or you can start with Catalyst
- Make sure the client signs off on interactivity before any color is added.
- Bring artwork into Flash Catalyst
- Finish design in Illustrator
- Hand off to the developer

AND...

- Either the designer, or the developer can use Catalyst
- Pixel perfect designs easily made and updated
- Yes Photoshop can be used, but Illustrator is vector and can round trip with Catalyst
 - User layers!
 - Name the layers appropriately!
- Fireworks doesn't round trip, it exports .FXG files

INTERFACE ITEMS

- Artboard
- Tools panel
- Layers panel
- Properties panel
- Pages/States panel
- HUD
- Timelines panel
- Library panel
- Wireframe Components panel
- Design-Time Data panel
- Code view

FC 100% DESIGN

PAGES / STATES

- details
- list
- search

Duplicate State + New Blank State

KCCoreGroupsDirectory_wire

0 100 200 300 400 500 600 700

KCCoreGroups.org Members

Search

- Jim Pickering 01/12/2002
- Dee Sadler 06/01/1999
- Joe Montoya 12/31/2006
- Buck Sommerkamp 08/23/2004
- Eric Gometz 04/14/2008
- Eric Gometz 04/14/2008
- Eric Gometz 04/14/2008
- Eric Gometz 04/14/2008

Jim Pickering

Member type: User Group Manager

Email: jim@jimpickering.com

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TOOLS

LAYERS

- Employee App Design Comp
 - Controls
 - left panel

WIREFRAME COMPONENTS LIBRARY DESIGN-TIME D

- Button
- CheckBox
- Data List
- Horizontal Scrollbar
- Horizontal Slider
- Radio Button
- Text Input
- Toggle Button
- Vertical Scrollbar

PROPERTIES

Text Input

X: 112 W: 236

Y: 53 H: 24

Opacity: 100

Text: Search

Enabled

TIMELINES

Auto Filter: details

search 0s 1s details

State Transitions

- details → list
- details → search
- list → details
- search → details







Action Sequences

No custom interactions defined

+ Add Action + Add Object Smooth Transition

COMPONENT LIST FOR BETA 1

- Button
- Checkbox
- Horizontal Scrollbar
- Horizontal Slider
- Radio Button
- Text Input (no text area right now)
- Toggle Button
- Vertical Scrollbar
- Vertical slider

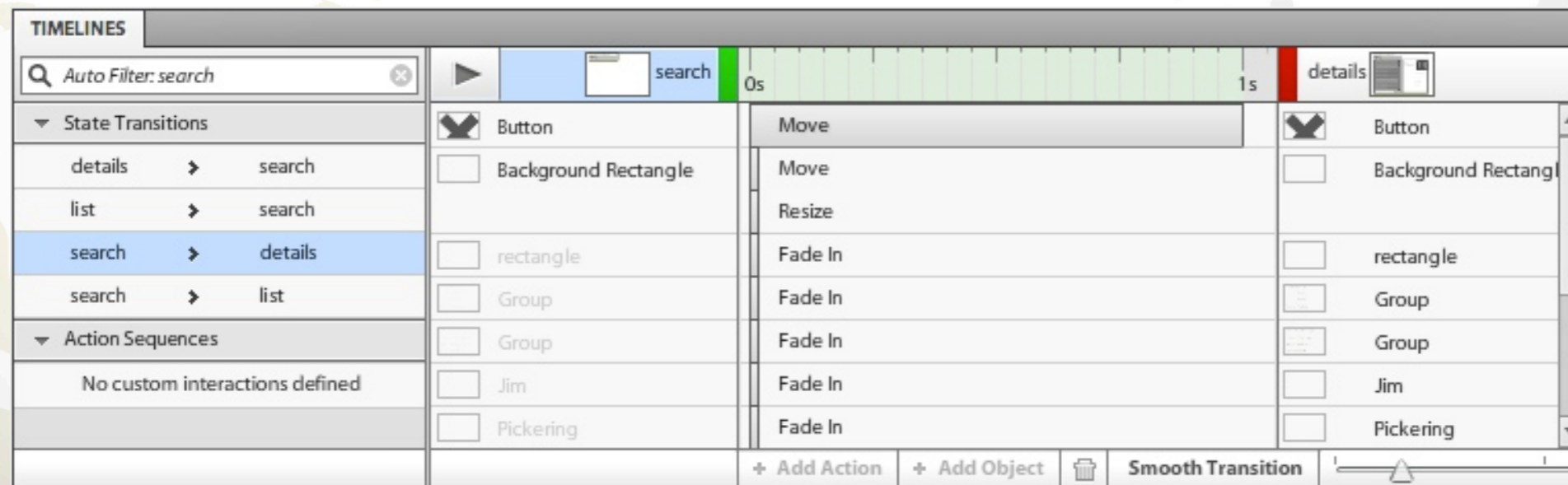
<input type="checkbox"/>	Button
<input checked="" type="checkbox"/>	CheckBox
	Data List
	Horizontal Scrollbar
	Horizontal Slider
<input type="radio"/>	Radio Button
<input type="text"/>	Text Input
	Toggle Button
	Vertical Scrollbar
	Vertical Slider

REUSABLE COMPONENTS

- Pre-built or custom
- Example: buttons
 - FC creates basic behaviors for you
- Simple (button) or complex (data list)
- Set interactions
- Can be shared across multiple states or pages

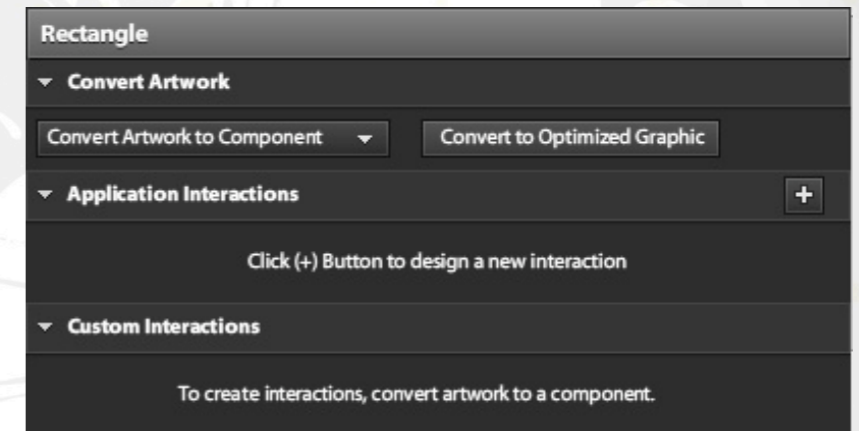
INTERACTIONS & TRANSITIONS

- Simple things like clicking a button
- Can be used to trigger a state or page change, make a graphic become visible or invisible etc...
- Many different kind built in
- Transitions use the Timeline panel
- easier and faster than Flash

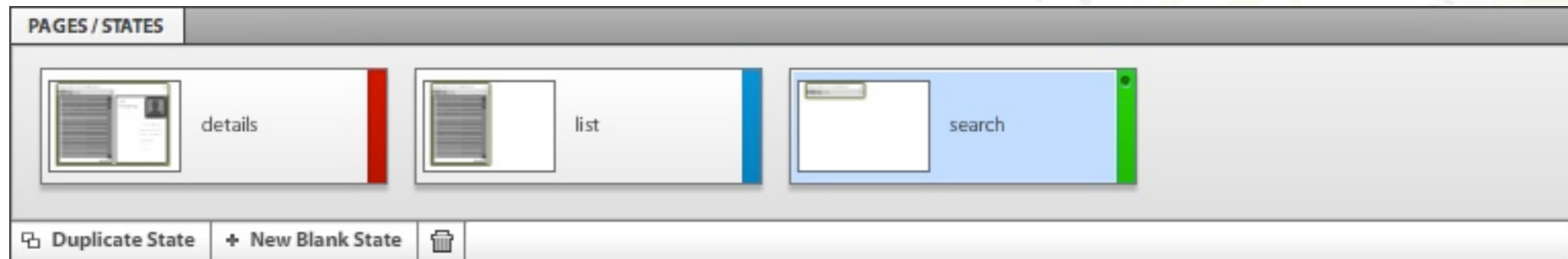


HEADS UP DISPLAY OPTIONS

- Convert Artwork to Component
 - Button
 - Text Input
 - Horizontal Scrollbar
 - Vertical scrollbar
 - Data list
 - custom/Generic Component
- Convert to Optimized Graphic (for complicated artwork)
- Applications Interactions (onLoad)
- Custom Interactions - depends on component (onClick)



OTHER FEATURES



- Pages - Make an application, site, or interactive content
- States - Up, over, down, disabled
- Timeline control - Animated transitions that are easy to create
- Remember: No need to copy and paste layers They are still there, just turn visibility on/off or delete layers on different pages/states
- Export to Flash Builder or Flash Player (maybe AIR later)

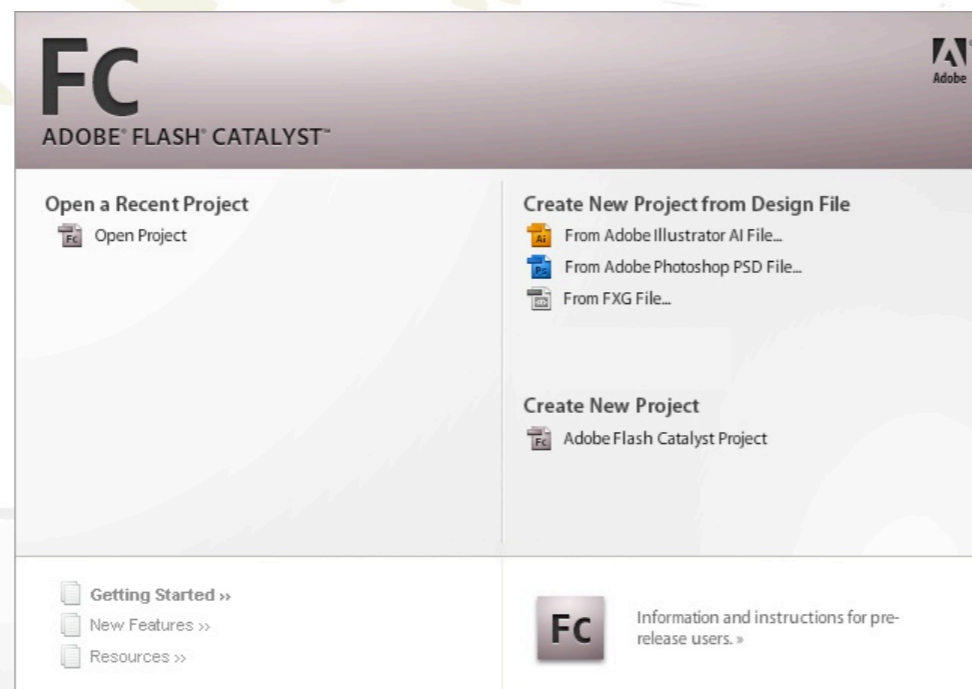
BEST PRACTICES FOR GRAPHICS

- Organize and name your layers logically based on the purpose each layer will serve in your application.
- If you know which graphic elements will be used for each page or state of your application, create a layer for each page or state and place the elements for each state on the appropriate layer.
- Also, if some elements will be used for a background, some for a content area, and some for a foreground area containing buttons for interactions, place these items in separate layers in your comp.
- It is a good idea to run your project after importing assets to identify any potential compile issues early.
- Artwork that contains layers using blend modes or filters not supported in Flash Player should be flattened in the source application prior to import in order to preserve

IMPORTING/PASTING



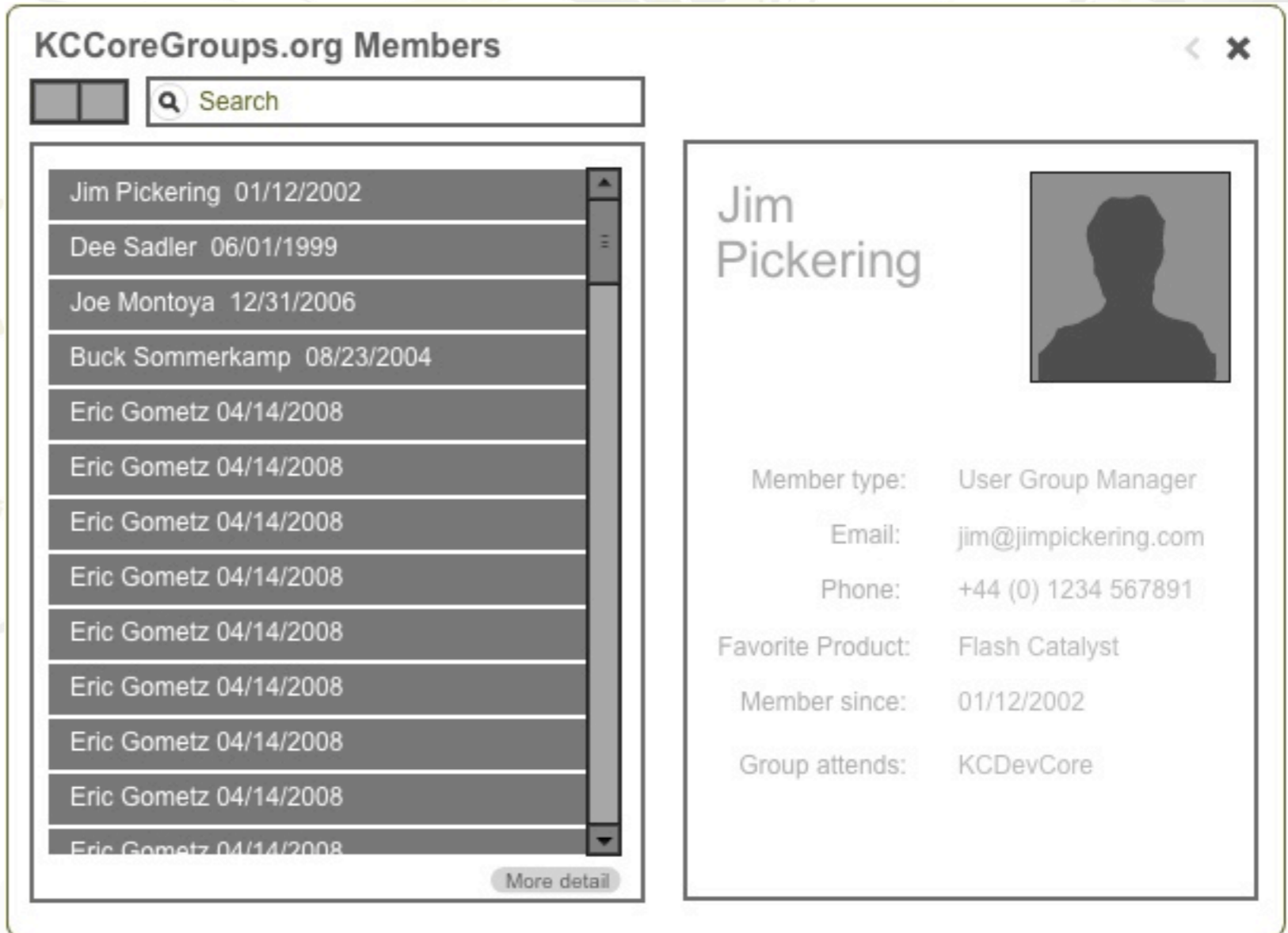
- New Project from Design Comp (from File menu)
- Or Import Artwork from AI, PS (from File menu)
- From Illustrator you can open or just past and round trip
- Fireworks - open Project using Exported FXG (Commands menu) - new export available as of last week



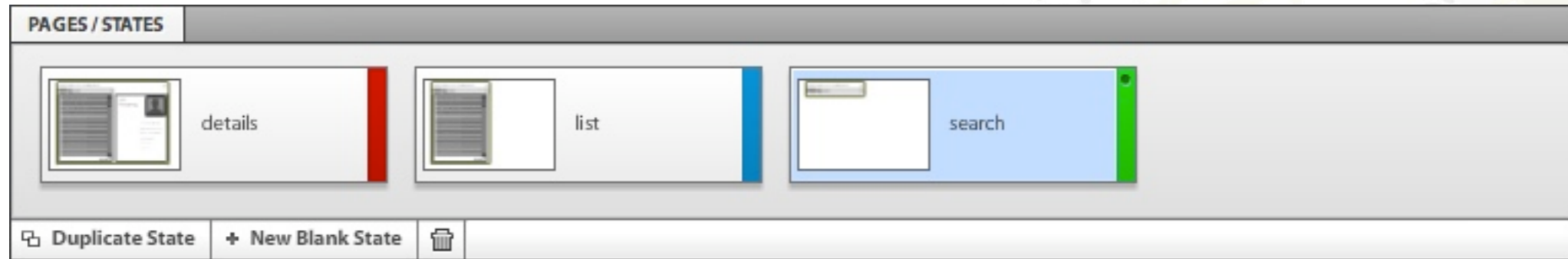
WHAT ARE WE BUILDING?

- User Group member search
- uses:
 - Data List component
 - Pages
 - Buttons
 - Panels
 - Text input and custom components

Search box > List > details of members



PAGES



- Our application has 3 pages
 - Make button
 - Make pages
 - Set action for buttons
 - Change look for each page
 - Set transitions

FIREWORKS VERSION OF ROUNDTRIP

- ❑ Import multiple PNG files bring into library
- ❑ Put them on the artboard/stage

When you want to change:

- ❑ Right-click and Edit in Illustrator
- ❑ In Illustrator, Edit Original (you'll notice it's linked)
- ❑ It will open the .png in Fireworks – edit, save
- ❑ Back in Illustrator it will ask to update, do so
- ❑ It will then ask you to save and close the file
- ❑ Back in FC update and state/page will be updated

DEMO

RESOURCES

- ❑ [HTTP://LABS.ADOBE.COM/TECHNOLOGIES/FLASHCATALYST/TUTORIALS/](http://labs.adobe.com/technologies/flashcatalyst/tutorials/)
- ❑ [HTTP://WWW.FIREWORKSZONE.COM/FLASH-CATALYST-AND-FIREWORKS](http://www.fireworkszone.com/flash-catalyst-and-fireworks)
- ❑ [HTTP://WWW.SITEPOINT.COM/](http://www.sitepoint.com/)
- ❑ [HTTP://BLOG.DIGITALBACKCOUNTRY.COM/2009/07/NEW-FIREWORKS-CS4-FLASH-CATALYST-INTEGRATION/](http://blog.digitalbackcountry.com/2009/07/new-fireworks-cs4-flash-catalyst-integration/)
- ❑ [HTTP://BLOG.XLABZ.COM/?P=55](http://blog.xlabz.com/?p=55)
- ❑ [NEW BOOKS COMING OUT SOON!!!!](#)