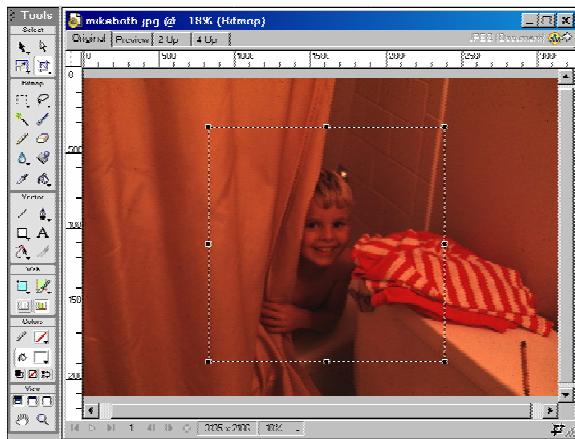


# Photo Editing for the Web

There are four basic steps to preparing a digital photograph for use on a webpage, Cropping, Correcting Color, Resizing, and Optimizing/Exporting. By doing these step correctly you can produce images that look good as well as download quickly.

## Cropping

1. **Open** sample image file. After it opens notice its dimensions and the fact that you may only be viewing it at 12% or 25%. Along the lower edge of the frame Fireworks displays the resolution or dimension in pixels. If this is going on a web page you should already have a pretty good idea of how big the final image needs to be. In this example lets say we would like the image to be 400 px by 400 px. The sample image is much larger and contains some content that isn't wanted in the final so we will crop it off.
2. **Select** the Crop Tool, then Click and Drag out a rectangle covering the area you want to keep. The Info panel can provide you with the dimensions of the selected area. In this case we know we want a square so enter the same value in both the width and height boxes. Even though we want it to be 400 by 400 we can't enter that value in now because we would crop off too much, the size will be reduced later. Remember cropping deletes pixels that make up content we don't want in the image. Once you have the selection in the right position. **Double click** on the area you want to keep and the outer region will be cropped and deleted.

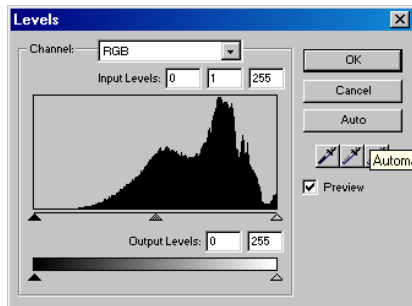


## Correcting the Color

This image is a old faded slide that was scanned. As you can see the color is badly damaged. Fireworks has a whole palette of tools for editing the color of the pixels. In this case lets let Fireworks see what it can do all by itself. The levels tool surveys of the amount of light in all the pixels and returns a

histogram showing the results. The graph for this image will almost surely be weighted towards the dark end. The levels panel lets us edit the amount of light manually but in this case let Fireworks give it a try by selecting Auto.

1. Select the image. A thin blue line indicates it's selected. Select **Filters >> Adjust Color >> Levels**
2. In the levels panel choose **Auto**. Drag the Levels Panel off the image so the change can be seen.



3. This is often all that is needed. The Color Correction tools have many sophisticated capabilities; explore them when you get a chance.



## Resizing

Resizing is the process of taking say 1600 pixels and reducing them to 400 without losing any of the content and without losing too much image quality.

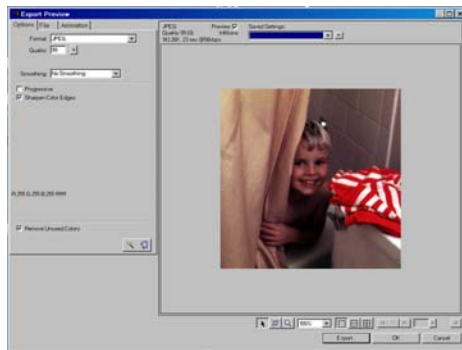
1. This is still a very large image and needs to be resized to fit your needs. Let's make it 400 pixels wide and let the height adjust in proportion. Select **Modify >> Transform >> Numeric Transformation**.
2. Change from **Scale** to **Resize**. Make sure **Constrain Proportions** is checked and enter 400 in the width field. The height will change on its own.

3. The image now changed size but the canvas is still the original dimensions. Trim the extra canvas off by going to **Modify >> Canvas >> Trim Canvas** The magnification can also be reset back up near 100%.

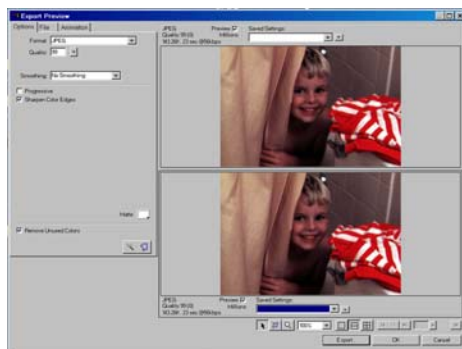
## Optimizing and Exporting

The image is now ready to optimize and export. Optimizing is the process of determining which format; jpg or gif will look best as well as download the fastest. In order to be used on a web page an image must be compressed as a gif or jpg. In general photos will be best as jpgs and line art type graphics will be best as gifs. Use the "Export Preview" tool for comparisons of the different compression.

1. Go to **File >> Export Preview**. Once this window opens maximize it.



2. Using the buttons along the lower middle split the screen so two versions of the image can be seen. This will allow easier comparisons.



3. **Click** on the top image and notice the details in the upper left. This image is a jpg compression of 1%, a file size of 143 k, and a download of 23 seconds. The image looks good but the file is huge because it hasn't been compressed much
4. **Select** the lower image and use the **quality controller** on the left to change the value from 99 to 60. Notice the file size drops to 13 k with a download of 2 seconds. Is the loss in quality noticeable? A little but

is it worth it? It depends on what the image is being used for.

5. If need be to screen can split into four versions for comparing more options. Once a compression type and level have been decided **click export** to make the conversion
6. Just make sure the image gets into the appropriate root folder and to a place it can be found when back in Dreamweaver.

Of course this is just the basic steps to preparing an image, Fireworks contains all the tools for almost any photo manipulation you might want to do.

## **Converting to Grayscale or Sepia Tone**

Open up the image and **select it**.

1. The image may need to be switched out of Raster editing mode by clicking on the red button with the white plus in the lower left of the window.
2. Select **Commands >> Creative >> Convert to Grayscale**.
3. The image should now be black and white (grayscale). This same effect can be accomplished using the Hue and saturation controls to zero, but this preset is much shorter.
4. To Convert to Sepia Tone, Select **Commands >> Creative >> Convert to Sepia Tone**.