

The Webmaster's Workbook for Freehand Graphics Studio 7

by David Boles

Why publish a book on this topic?

- Macromedia have taken a historic step in order to plunge themselves directly into the hot core market of website design: They've taken four of their most popular and powerful stand-alone graphics products and blended them all into a single entity know as Freehand Graphics Studio 7 (hereafter "FGS7").
- Macromedia is the inventor of Shockwave technology and Shockwave has been embedded into every crevice of FGS7.
- FGS7 is the ultimate suite of hardcore graphics design programs for the web in a single box.
- While FGS7 is a powerful printing and design product as well as a web design tool – the emphasis of this book will be on using the suite to design websites.

Why purchase this book rather than a competitor's book?

- This book is unique because it will involve designing an entire website from scratch with FGS7.
- This is the only book that offers the building blocks to crafting a beautiful and technically perfect website by taking the reader on a journey of creation and exploration instead of on a stumblebum and a dry step-by-step process book.
- This will be a beautiful looking book that will match the aesthetic and philosophy of design behind the purpose of being for the software.
- The website created in the book celebrating FGS7 will be a live site online the readers can visit.
- The live FGS7 website will celebrate the book inspiring web surfers to buy the book in order to create like fantastic sites.
- The book and website will cross-promote each other.
- I have a domain hosting service who wants to advertise in the book – and I may do a showsite deal with them to give the booksite a unique domain name!

Software description

- The installed base for Freehand exceeds 500,000 units worldwide.
- The installed base for xRes exceeds 60,000 units worldwide.
- The installed base for Fontographer exceeds 60,000 units worldwide and has 100% market share.
- The installed base for Extreme 3D exceeds 60,000 units worldwide.
- A strong upgrade path for all of these products during 1996-97 is embodied in a single product suite: Freehand Graphics Studio 7 (all unit numbers and market share courtesy of Schwartz-PR).

Book description

- This book contains case studies and website creation from the ground up using only FGS7.
- Unique aspects include tips, tweaks, insider secrets, real world design issues and case studies.

Audience

- This book is targeted toward the simple webmaster and the expert webmaster who want to bring dynamism and life to their websites. If you're on the web designing a site: You need this book!
- Potential readers should have some experience in coding HTML.

Author bio

- David Boles is the Webmeister General for and he designed, coded and built each of these unique domain sites himself.
- David Boles is the international best selling author of IDG's *Windows 95 Communication and Online Secrets!*
- David Boles is the author of over 25 published feature articles on the Internet and computing in magazines such as CMP's *Windows Magazine*, MFI's *Web Techniques*, *cIEx*, *The Silicon Times* and *Internet Insider*..

The Webmaster's Workbook for Freehand Graphics Studio 7
(625 pages)

by David W. Boles

(Note: This is a rough outline because the website must be designed first, and then the book written around the building blocks used in creating the site. Since this is to be a process book – the process must come first.)

Part 1: Freehand 7 (150 pages)

Chapter 1: Introduction – What's New
Chapter 2: Macromedia Shared features
Chapter 3: Printing
Chapter 4: The Graphics Studio
Chapter 5: Building a Site
Chapter 6: Color Considerations
Chapter 7: Drawing
Chapter 8: Logos
Chapter 9: Shockwave
Chapter 10: Advanced Freehand 7

Part 2: xRes 3 (100 pages)

Chapter 11: Ideas and Introduction
Chapter 12: Custom Graphics
Chapter 13: Logos
Chapter 14: Shockwave
Chapter 15: Advanced xRes 3

Part 3: Extreme 3D 2 (100 pages)

Chapter 16: Ideas and Introduction
Chapter 17: Extrusion
Chapter 18: Animation
Chapter 19: Shockwave
Chapter 20: Advanced Extreme 3D

Part 4: Fontographer 4.1 (100 pages)

Chapter 21: Ideas and Introduction
Chapter 22: Making Your Own Font
Chapter 23: Animating Your Font

Chapter 24: Shockwave
Chapter 25: Advanced Fontographer 4.1

Part 5: Building a Site with Freehand Graphics Studio 7 (100 pages)

Chapter 26: Idea
Chapter 27: Design
Chapter 28: Implementation
Chapter 29: Aesthetic
Chapter 30: Technique

Part 6: Other Sites Built With Freehand Graphics Studio 7 (50 pages)

Chapter 31: Other Ideas
Chapter 32: Other Designs
Chapter 33: Other Implementations
Chapter 34: Other Aesthetics
Chapter 35: Other Techniques

Appendices (25 pages)

This book will take 16-18 weeks to write since the author is not only writing the book text, he is also creating, from scratch, the book art that will become screenshots of the live website.