Fireworks: Penguin

How to... create a penguin

Why a penguin? Because it's a simple place to start. TIPS: ONLY use vector graphics. These are polygons such as squares, circles etc and are drawn mathematically. This means that they can be SCALED without losing image quality and are ideal for animating.

STEP 1: Load Fireworks

STEP 2: Create a new canvas... Click on File->New. Width: 500. Height: 500. Resolution: 72dpi. Canvas: Transparent. OK.

STEP 3: Select the Ellipse tool by clicking and holding on the Square icon until the pop-up menu is visible - select the Ellipse.

STEP 4: Draw a nice ellipse about 1/3rd the way down the page.

STEP 5: From the PROPERTIES inspector at the bottom, change the colour to BLACK.

STEP 6: Draw another ellipse inside the black one, but a bit smaller. Make this one WHITE. If you need to select/move/resize an object at any point, click on the BLACK arrow tool to select it, then the SCALE TOOL allows you to rotate or resize.

STEP 7: Draw another ellipse for the head. TIP: Keep your finger on the SHIFT key to draw a perfect circle. Make it black.

STEP 8: Using the 'layers' toolbox (Window->Layers), Drag the head object BEHIND the white body part.

STEP 9: Draw another ellipse for a foot. Make it yellow.

STEP 10: Use the 'sub-select' tool to manipulate the bottom 'point' within the foot to flatten it out. If warned about breaking up an object, click 'OK'.

STEP 11: Use the 'Polygon' tool to draw a beak - Before you draw it, change the number if 'sides' in the properties inspector to 3.

STEP 12: Draw an eye (more circles...). To make sure they're the same size, by drawing ONE eye, then copy and paste it to make the other.

STEP 13: Draw an elongated ellipse down the left hand side, make it black (wing).

STEP 14: Use the 'scale' tool to rotate and position the wing (move the mouse towards the corner, it'll change to a circular icon that allows you to rotate),

STEP 15: Copy and paste the wing, then click Modify->Transform->Flip Horizontal and position it on the right-hand size.

STEP 16: Select all (Ctrl+a OR Select->Select All)

STEP 17: In the properties inspector, click on the '+' symbol next to 'Effects' and select 'Eye Candy....->Bevel Box'. Click OK.
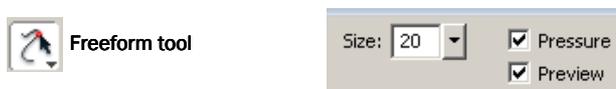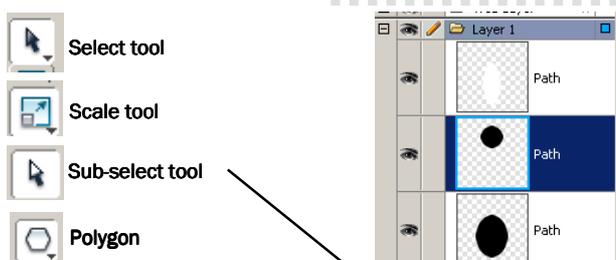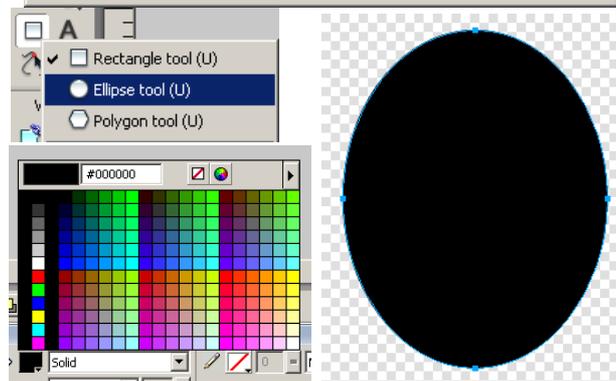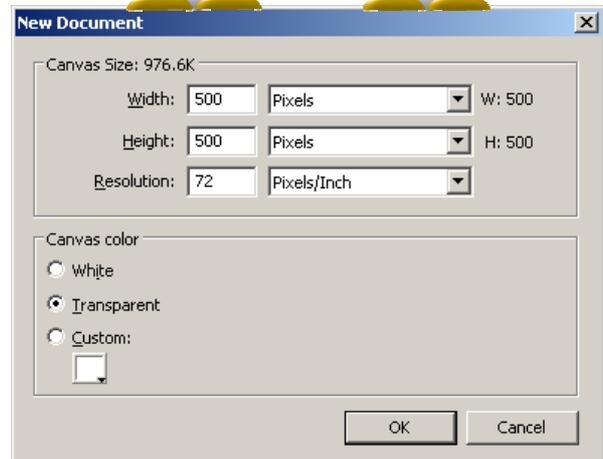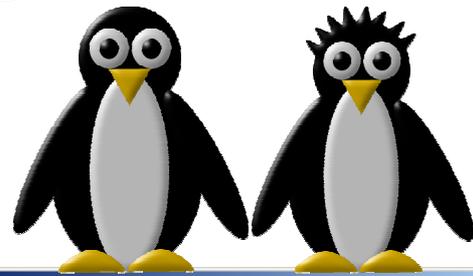
STEP 18: For the spiky hair, select the head circle. Then select the 'Freefom' tool, change the 'Size' to 20 and then click and drag out points from the top of the head.

You can also experiment with 'glow' effects, different fill styles and transparency.