

How to Build a Nameplate

To build a nameplate, you create a shape, add text, and then add effects to the shape and text. You create the design by adding various effects and colors to the fill, stroke, and text.

Build a Nameplate

1. Start Macromedia Fireworks, open a new document, and specify canvas dimensions (at least 400 pixels wide and 200 pixels high).
2. Save the file.
3. Create a background for your nameplate by using the Rectangle tool from the Tools panel. Leave some white space on the canvas around the rectangle to add effects later.

The rectangle shows a light blue outline with small blue squares in the corner when it is selected.

4. Change the color of the stroke (outline) or the fill (inside) of the rectangle by using the Stroke Color and Fill Color tools on the Property inspector or the Tools panel.
5. To add your name to the rectangle, select the **Text tool** on the Tools panel; then click and drag to draw a text box over the rectangle you just created. Using the Property inspector, select the font, size, color, and style you want. Type your name.

(The example in **Figure 1** was created with Comic Sans MS, 32pt, white, bold, and all caps.)

6. To move your name around the rectangle, select the **Pointer tool** on the Tools panel, select the text object, and drag it to the desired position.
7. To customize the look of the nameplate, select the rectangle or text; then click the **Add live filters** button in the Property inspector, select a filter, and select your settings. You can also change the type of fill and stroke.



Figure 1 Text and rectangle

The illustrated nameplate uses a Satin fill pattern and no stroke, with a feathered edge and Grain texture for the rectangle (**Figure 2**). The text on the nameplate uses the Drop Shadow effect (**Figure 3**).

8. After you complete all the desired effects, select **Modify > Canvas > Trim Canvas** from the main menu. This action removes any excess white space around the image.
9. Save the nameplate.

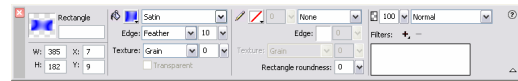


Figure 2 Rectangle Property inspector

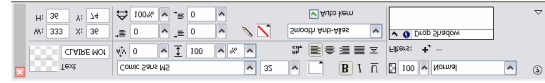


Figure 3 Text Property inspector