

2014 release

# Adobe® InDesign® CC The Professional Portfolio





Managing Editor: Ellenn Behoriam Cover & Interior Design: Erika Kendra Editor: Angelina Kendra Copy Editor: Liz Bleau Printer: Prestige Printers Copyright © 2014 Against The Clock, Inc. All rights reserved. Printed in the United States of America. This publication is protected by copyright, and permission should be obtained in writing from the publisher prior to any prohibited reproduction, storage in a retrieval system, or transmission in any form or by any means, electronic, mechanical, photocopying, recording, or likewise.

The fonts utilized in these training materials are the property of Against The Clock, Inc. and are supplied to the legitimate buyers of the Against The Clock training materials solely for use with the exercises and projects provided in the body of the materials. They may not be used for any other purpose, and under no circumstances may they be transferred to another individual, nor copied or distributed by any means whatsoever.

Against The Clock and the Against The Clock logo are trademarks of Against The Clock, Inc., registered in the United States and elsewhere. References to and instructional materials provided for any particular application program, operating system, hardware platform, or other commercially available product or products do not represent an endorsement of such product or products by Against The Clock, Inc.

Photoshop, Acrobat, Illustrator, InDesign, Flash, Dreamweaver, and PostScript are trademarks of Adobe Systems Incorporated. Macintosh is a trademark of Apple Computer, Inc. QuarkXPress is a registered trademark of Quark, Inc. Word, Excel, Office, Microsoft, and Windows are either registered trademarks or trademarks of Microsoft Corporation.

Other product and company names mentioned herein may be the trademarks of their respective owners.

The image on the cover shows the Guggenheim Museum Bilbao (Spain), designed by Canadian-American architect Frank Gehry and opened in 1997.

 $10 \quad 9 \quad 8 \quad 7 \quad 6 \quad 5 \quad 4 \quad 3 \quad 2 \quad 1$ 

Print ISBN: 978 - 1 - 936201 - 43 - 3 Ebook ISBN: 978 - 1 - 936201 - 44 - 0



4710 28th Street North, Saint Petersburg, FL 33714 800-256-4ATC • www.againsttheclock.com

# ABOUT AGAINST THE CLOCK

Against The Clock, long recognized as one of the nation's leaders in courseware development, has been publishing high-quality educational materials for the graphic and computer arts industries since 1990. The company has developed a solid and widely-respected approach to teaching people how to effectively use graphics applications, while maintaining a disciplined approach to real-world problems.

Acknowledgemen

Having developed the *Against The Clock* and the *Essentials for Design* series with Prentice Hall/Pearson Education, ATC drew from years of professional experience and instructor feedback to develop *The Professional Portfolio Series*, focusing on the Adobe Creative Suite. These books feature step-by-step explanations, detailed foundational information, and advice and tips from industry professionals that offer practical solutions to technical issues.

Against The Clock works closely with all major software developers to create learning solutions that fulfill both the requirements of instructors and the needs of students. Thousands of graphic arts professionals — designers, illustrators, imaging specialists, prepress experts, and production managers — began their educations with Against The Clock training books. These professionals studied at Baker College, Nossi College of Art, Virginia Tech, Appalachian State University, Keiser College, University of South Carolina, Gress Graphic Arts Institute, Kean University, Southern Polytechnic State University, Brenau University, and many other educational institutions.

## About the Author

**Erika Kendra** holds a BA in History and a BA in English Literature from the University of Pittsburgh. She began her career in the graphic communications industry as an editor at Graphic Arts Technical Foundation before moving to Los Angeles in 2000. Erika is the author or co-author of more than thirty books about Adobe graphic design software. She has also written several books about graphic design concepts such as color reproduction and preflighting, and dozens of articles for online and print journals in the graphics industry. Working with Against The Clock for more than ten years, Erika was a key partner in developing *The Professional Portfolio Series* of software training books.

.....

.

-----

# CONTRIBUTING AUTHORS, ARTISTS, AND EDITORS

A big thank you to the people whose artwork, comments, and expertise contributed to the success of these books:

- Olwen Bruce, Creative Backup LLC
- Beth Rogers, Nossi College Of Art
- Matthew Guanciale, Fanboy Photo
- Debbie Davidson, Against The Clock, Inc.
- Charlie Essers, photographer

Finally, thanks to **Angelina Kendra**, editor, and **Liz Bleau**, copy editor, for making sure that we all said what we meant to say.



# Aerospace Newsletter

ar clear is a non-perior formation from on preserving the history American interpreting the history pablishes around measurement of the second second second second pablishes around measurement cable. The editor wates to change the cristing neoderest replace, and construction or adverse replace, and construction or adverse replace. And construction of the lower replace.

ter inorporten the fourney ing and modifying an existing hyport template given mixing font and link requests facing graphics files to meet specific color output needs auting text with expandiar typics miling exits the expansion of the set of the set miling with the set of the set of

### **Project Goals**

Each project begins with a clear description of the overall concepts that are explained in the project; these goals closely match the different "stages" of the project workflow.

	- rojeen wieening		
K.s. Navy Buckaget	b) the past our newsletter was printed using mov part colors in our 1400, However, the printed start of a three were assessments of the start of	art director comments	Whenever you work with a fife that someone die caract, there is always the potential for posibins. When you fit resp on the template, you'll have to check the fitms and images and when you have the fit fit is a complete again before you build de new issue. The pisters ald dep perfor work when havine application fits immed of PDF, so when you're fittabald implementing, pietfor work, which native application fits immed of PDF, so when you're fittabald implementing, before you with a some application fits immed and of PDF, so when you're fittabald implementing, before you with a some a fit of pickage.
		project objectives	To complete this project, you will: I had, energies for mining from and mages for many programmers and the set of the s

nnnnnnnn

0 -

## The Project Meeting

Each project includes the client's initial comments, which provide valuable information about the job. The Project Art Director, a vital part of any design workflow, also provides fundamental advice and production requirements.

## Project Objectives

Each Project Meeting includes a summary of the specific skills required to complete the project.



### Real-World Workflow

Projects are broken into logical lessons or "stages" of the workflow. Brief introductions at the beginning of each stage provide vital foundational material required to complete the task.



# Step-By-Step Exercises

Every stage of the workflow is broken into multiple hands-on, step-by-step exercises.

### **Visual Explanations**

Wherever possible, screen shots are annotated so that you can quickly identify important information.



I BR DE

Project

# **Project Review**

Portfolio Builder Project

After completing each project, you can complete these fill-in-the-blank and short-answer questions to test your understanding of the concepts in the project.

# Portfolio Builder Projects

Each step-by-step project is accompanied by a freeform project, allowing you to practice skills and creativity, resulting in an



The Against The Clock Portfolio Series teaches graphic design software tools and techniques entirely within the framework of real-world projects; we introduce and explain skills where they would naturally fall into a real project workflow.

The project-based approach in The Professional Portfolio Series allows you to get in depth with the software beginning in Project 1 - you don't have to read several chapters of introductory material before you can start creating finished artwork.

Our approach also prevents "topic tedium" — in other words, we don't require you to read pages and pages of information about text (for example); instead, we explain text tools and options as part of larger projects (in this case, beginning with placing text on a letterhead).

Clear, easy-to-read, step-by-step instructions walk you through every phase of each job, from creating a new file to saving the finished piece. Wherever logical, we also offer practical advice and tips about underlying concepts and graphic design practices that will benefit you as you enter the job market.

The projects in this book reflect a range of different types of InDesign jobs, from creating a client letterhead to implementing a newsletter template to compiling a multi-chapter book. When you finish the eight projects in this book (and the accompanying Portfolio Builder exercises), you will have a substantial body of work that should impress any potential employer.

The eight InDesign projects are described briefly here; more detail is provided in the full table of contents (beginning on Page viii).



□ Setting up the Workspace **Creating Basic** 

all

- Page Elements
- Placing External Images
- Creating and Formatting Basic Text
- Printing InDesign Files

#### Festival Poster $\sim$

- project Building Graphic Interest
  - Importing and Formatting Text
  - Graphics as Text and Text as Graphics
  - Outputting the File



# project 3 Aerospace Newsletter

- Working with Templates
- □ Working with Styles
- Working with Tables
- □ Preflighting and Packaging the Job









Wherever necessary, we explain the underlying concepts and terms that are required for understanding the software. We're confident that these projects provide the practice you need to be able to create sophisticated artwork by the end of the very first project.

	Acknowledgements	I
	Walk-Through IV	/
	Projects at a Glance VI	<u> </u>
	Getting Started	
	THE INDESIGN CC USER INTERFACE	
	Understanding the Application Frame4Customizing Keyboard Shortcuts and Menus5Explore the Arrangement of InDesign Panels.6Identifying and Accessing Tools in InDesign8Create a Saved Workspace11Explore the InDesign Document Views.12Controlling Display Performance16Summing up the InDesign View Options18Explore the Arrangement of Multiple Documents19Sunchapting Sattinga23	
Project 1	LETTERHEAD DESIGN	, ,
Project i	LETTERHEAD DESIGN 23	• 
Stage I	Define a New Layout File       27	7
	Understanding Document Presets	2
	Create Ruler Guides	3
Stage 2	Creating Basic Page Elements	) -
	Create Basic Frames	) _
	The Control Panel in Depth	5
	Create a Rounded Rectangle	) \
	Class Alien and Distribute Multiple Object	<u>'</u>
	Clone, Align, and Distribute Multiple Objects	ے ح
	Aligning and Distributing Objects	) ~
	The Dathfunder Danal in Danah	) 7
	Create and Transform Multiple Frames	2
	Create a Simple Line 51	,
	Create Rézier Curves 54	4
	Understanding Anchor Points and Handles	í
	Change Color Values 57	, 7
	Creating Irregular Shapes with the Polygon Tool 57	7
	Understanding Resolution.	)
Stare 3	Placing External Images 60	)
Stage J	Place an Adobe Illustrator File	ý )
	Content Fitting Options	Ś
	Place Images into Existing Frames	í

.......

-

Stage 4	Creating and Formatting Basic Text	
8	Create a Simple Text Frame	
	Selecting Text	
	More About Working with Fonts	
	Place an External Text File	
	Tips and Tricks for Working with Lavout Elements	
Stage 5	Printing InDecign Files	
Stage J	Print a Sample Proof 78	
	Protect Denie	
	Project Review	
	Portfolio Builder Project	
Project 2	FESTIVAL POSTER85	
Stage 1	Building Graphic Interest	
0	Set up the Workspace	
	Define Color Swatches	
	Working with Color Groups	
	Create the Poster Background	
	Define and Apply a Gradient	
	Modify Gradient Attributes	
	Using the Gradient Tools	
	Create an Irregular Graphics Frame	
	Clipping Path Options	
	Create Visual Impact with Transparency	
	Understanding Blending Modes	
	More about InDesign Effects	
	Create a OR Code	
Stage 2	Importing and Formatting Text 114	
otage 2	Control Text Threading	
	Define Manual Frame Breaks	
	Designing with Placeholder Text 119	
	Apply Character Formatting	
	Apply Paragraph Formatting	
	Copying Type Attributes with the Evedropper Tool	
Stage 3	Graphics as Text and Text as Graphics	
Stage J	Place Inline Craphice 127	
	Applying Optical Margin Alignment	
	Inderstanding the Baseline Crid	
	Working with Anchored Objects 130	
	Create Type on a Path	
	Type on a Path Options 135	
	Living the Elattener Preview Panel 136	
Stars /	Outputting the File 126	
Stage 4	Export a PDE File for Print	
	Resolution Options for PDF 120	
	Devicest Devices	
	Porttolio Builder Project	

I INPET

I INTE 

ix

Project 3	Aerospace Newsletter 14	5
Stage 1	Working with Templates	47
	Verify your Adobe ID in InDesign	47
	Manage Missing Fonts	49
	Install Fonts from Adobe Typekit	53
	Replace Missing and Modified Graphics	58
	The Links Panel in Depth	59
	Edit Margin and Column Guides	51
	Understanding Master Pages	53
	Create a New File Based on the Template	54
	Implement the Newsletter Template	56
	Place a PDF File	57
	Place an InDesign File	59
Stage 2	Working with Styles	73
	Apply Template Styles	74
	Working with Microsoft Word Files	75
	Edit a Paragraph to Span Columns	80
	Control Automatic Text Frame Size	82
	Edit Text Inset and Wrap Settings	84
	Text Wrap Options	85
	Format Numbered and Bulleted Lists	86
Stage 3	Working with Tables	90
	Place a Microsoft Excel Table	90
	Format Cell Attributes	92
	Manage a Table as an Anchored Character	96
	Define Table Fills and Strokes	98
	More about Working with Tables	00
Stage 4	Preflighting and Packaging the Job	02
C C	Check Document Spelling	02
	Define a Preflight Profile	07
	Using Dynamic Spelling	07
	What's in a Preflight Profile?	10
	Evaluate the Layout	12
	Create the Job Package	15
	Project Review	18
	Portfolio Builder Project	19
Project 4	REALTOR COLLATERAL BOOKLET 22	21
Stage 1	Working with Master Pages	23
	Create the Booklet File	23
	Understanding Master Page Icons	24
	Create Master Pages from Lavout Pages.	25
	Import Master Pages	27
		- /

881 188

Contraction of the local division of the loc ITA DI

1

		A
	Understanding Relative Object Positioning	
	Edit the Default Master Page	
	Understanding the Gap Tool	
	Add Common Elements to a Master Page Layout	
	Special Characters and White Space	
	Place Automatic Page Number Markers	
	Keyboard Shortcuts for Special Characters	
Stage 2	Controlling the Flow of Text	
	Import and Auto-Flow Client Text	
	Understanding the Primary Text Frame	
	Review and Replace Imported Styles	
	Edit a Style Definition	
	What's in a Paragraph Style?	
	Define Parent-Child Style Relationships	
	Define Bullets and Numbering Options	
	The Glyphs Panel in Depth	
	Using OpenType Attributes	
	Control Page and Frame Breaks	
	Paragraph Composition Options	
	Control Automatic Hyphenation	
	Overriding Automatic Hyphenation	
	Redefine Styles Based on Local Formatting Overrides	
	Place Images into Master Frames	
	Unify Spreads with Color	
	Understanding Imposition	
Stage 3	Outputting Variations of Files	
	Create a Folding Dummy	
	Print a Booklet Proof	
	Create a PDF with Page Transitions	
	Project Review	
	Portfolio Builder Project	
Project 5	IRELAND TRAVEL BROCHURE 287	
Stage 1	Building a Folding Template	
	Create the Outside Master Pages	
	Add Slug Information and Fold Marks	
	Place Text Variables	
	Define a Custom Text Variable	
	Custom Text Variable Options	
	Custom Text Variable Options (continued)	
	Create the Inside Master Pages	
	Save a Template	
	Understanding Pages Panel Options	

I INNELL

I INT

Stage 2	Advanced Frame Options	306
	Convert Text to Outlines	306
	Control Object Stacking Order	
	Work with an InDesign Library	
	Managing Libraries	
	Edit the Basic Graphics Frame Style	
	Create a New Object Style	
	What's in an Object Style?	
	Import an Object Style	
Stage 3	Advanced Text Formatting	
	Import and Flow Client-Supplied Text	
	Import InDesign Styles	
	Create a Custom Text Wrap	
	Create a Style for Pull Quotes	
	Nested Style Character Options.	
	Understanding Nested Styles	
	Control Tab Formatting	
	Define Paragraph Rules	
	Create Variations with Conditional Text	
	Create Dynamic Captions	
	Clean and Finish the File	
	Export Variations as PDF Files	
	Project Review	
	Portfolio Builder Project	

359

# Project 6 DIGITAL LAYOUT VARIATIONS

Stage 1	Controlling Color for Output	361
	Color Management in Theory and Practice	363
	Define Application Color Settings	
	Understanding Rendering Intents	365
	Assign Color Settings to an Existing File	
	Assigning and Converting Color Profiles	
	Preview Separations	368
	Enable Track Changes	370
	Find and Change Text	371
	The Find/Change Dialog Box in Depth	372
	Find and Change Text Formatting Attributes.	
	Entering Special Characters in Dialog Boxes	
	Find and Change Object Attributes	
	Review Tracked Changes	379
	Export a Color-Managed PDF File	382
	Soft Proofing to Custom Profiles	384
Stage 2	Creating Interactive Elements	385
U	Create Versions with Layers	385
	Controlling Text Wrap on Different Layers	388
	Define a Table of Contents	389

	Define Hyperlinks	2
	Create a File for Web Intent	ŕ
	Create a Basic Animation	5
	The Animation Panel in Depth	7
	Define Object States	}
	Create Buttons to Control the Animation	2
	Create and Place an SWF File	7
	Create Text Form Fields	)
	Create a Radio Button Form Field	L
	Create a Combo Box Form Field	;
	Create Check Box Form Fields	ŕ
	Create Form Control Buttons	;
	Export an Interactive PDF	7
Stage 3	Creating EPUB and HTML Files	)
	Anchor Graphics to Text	)
	Define Articles	L
	Tag Styles for Exporting    424	ŕ
	Export HTML	ó
	Export EPUB	)
	Understanding Options for Exporting EPUB Files	2
	Project Review	ò
	Portfolio Builder Project	7
Project 7	NATIONAL PARKS INFO PIECES 439	•
Stree 1		<u> </u>
Stage 1	Working with AML	
	Tag Frames for AML	
	Review Document Structure	t
	Review XML Structure and Attributes	) ~
	Identifying Structure Pane Icons	)
	Options for Exporting XML	j 2
	Place Unstructured XML Content	) \
	Import AML Options	)
	Update Linked AML Data	) (
		1
Stage 2	Creating Alternate Layouts	)
	Update the InDesign Application Files	)
	Create a File for Digital Publishing	
	Use the Content Collector	-
	Manage Linked Object Options	)
	Denning Style Mapping Kules	<i>,</i>
	Create an Interactive Overlay	)
		•
	Folio Overlay Options	2
	Folio Overlay Options.       472         Define Liquid Page Rules       473         Understanding Column Options       474	2
	Folio Overlay Options.       472         Define Liquid Page Rules       473         Understanding Column Options.       474         UL Location Line Line Line Line Line Line Line Lin	2 3 1
	Folio Overlay Options.       472         Define Liquid Page Rules       473         Understanding Column Options.       474         Understanding Liquid Page Rules       476         Create on Alternate Lawart       476	2 3 6

I INPECT

I LEAST

Portfolio Builder Project	<b>4</b> 97
Project Review	<del>1</del> 96
More about Previewing Folio Files	<del>1</del> 93
Preview the Folio	491
Importing Articles into Folios	490
Add Articles to a Folio	<del>1</del> 87
Create a Digital Folio	<del>1</del> 84

# Project 8 Multi-Chapter Booklet 499 Stage 2 Tag Basic and Reversed Index Topics 519 Stage 5

 Project Review.
 543

 Portfolio Builder Project
 544

# Prerequisites

7 T I V

To use *The Professional Portfolio Series*, you should know how to use your mouse to point and click, as well as how to drag items around the screen. You should be able to resize and arrange windows on your desktop to maximize your available space. You should know how to access drop-down menus, and understand how check boxes and radio buttons work. It also doesn't hurt to have a good understanding of how your operating system organizes files and folders, and how to navigate your way around them. If you're familiar with these fundamental skills, then you know all that's necessary to use the Portfolio Series.

# **R**ESOURCE FILES

All of the files you need to complete the projects in this book — except, of course, the application files — are on the Student Files Web page at against the clock.com. See the inside back cover of this book for access information.

Each archive (ZIP) file is named according to the related project (e.g., **Letterhead\_IDCC14\_RF.zip**). At the beginning of each project, you must download the archive file for that project and expand it to access the resource files that you need to complete the exercises. Detailed instructions for this process are included in the Interface chapter.

Files required for the related Portfolio Builder exercises at the end of each project are also available on the Student Files page; these archives are also named by project (e.g., Market\_IDCC14\_PB.zip).

# ATC FONTS

You must download and install the ATC fonts from the Student Files Web page to ensure that your exercises and projects will work as described in the book. You should replace older (pre-2013) ATC fonts with the ones on the Student Files Web page.

# SOFTWARE VERSIONS

This book was written and tested using the 2014 release of Adobe InDesign CC (v 10.0) software, as released in June 2014. (You can find the specific version number in the Splash Screen that appears while your application is launching.)

.....

11 11 11 11

Because Adobe has announced periodic upgrades rather than releasing new full versions, some features and functionality might have changed since publication. Please check the Errata section of the Against The Clock Web site for any significant issues that might have arisen from these periodic upgrades.

## SYSTEM REQUIREMENTS

*The Professional Portfolio Series* was designed to work on both Macintosh or Windows computers; where differences exist from one platform to another, we include specific instructions relative to each platform. One issue that remains different from Macintosh to Windows is the use of different modifier keys (Control, Shift, etc.) to accomplish the same task. When we present key commands, we always follow the same Macintosh/Windows format — Macintosh keys are listed first, then a slash, followed by the Windows key commands.