Adobe® InDesign® CS4 The Professional Portfolio

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Acknowledgement

ABOUT AGAINST THE CLOCK

Against The Clock has been publishing graphic communications educational materials for more than 17 years, starting out as a Tampa, Florida-based systems integration firm whose primary focus was on skills development in high-volume, demanding commercial environments. Among the company's clients were LL Bean, The New England Journal of Medicine, the Smithsonian, and many others. Over the years, Against The Clock has developed a solid and widely-respected approach to teaching people how to effectively utilize graphics applications while maintaining a disciplined approach to real-world problems.

Against The Clock has been recognized as one of the nation's leaders in courseware development. Having developed the *Against The Clock* and the *Essentials for Design* series with Prentice Hall/Pearson Education, the firm works closely with all major software developers to ensure timely release of educational products aimed at new version releases.

ABOUT THE AUTHORS

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 fifteen books about graphic design software, including QuarkXPress, Adobe Photoshop, Adobe InDesign, and Adobe PageMaker. 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 seven years, Erika was a key partner in developing the new Portfolio Series of software training books.

Gary Poyssick, co-owner of Against The Clock, is a well-known and often controversial speaker, writer, and industry consultant who has been involved in professional graphics and communications for more than twenty years. He wrote the highly popular *Workflow Reengineering* (Adobe Press), *Teams and the Graphic Arts Service Provider* (Prentice Hall), *Creative Techniques: Adobe Illustrator*, and *Creative Techniques: Adobe Photoshop* (Hayden Books), and was the author or co-author of many application-specific training books from Against The Clock.

CONTRIBUTING AUTHORS, ARTISTS, AND EDITORS

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Thanks also to **Laurel Nelson-Cucchiara**, editor, and **Angelina Kendra**, proofreader, for their help in making sure that we all said what we meant to say.

HeartSmart Newsletter

Walk-Through

Your client is a non-profit foundation that focuses on health education and public awareness. It publishes a monthly neweletter for people an warais mailing lists, which are purchased from a list-management rendor. The editor wants to change the existing neweletter template, and wants you to take over the layour wants you to take over the layour The project incorporate the following shall:
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Replacing applied for add that between
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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.

Project Meeting



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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.



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 students can quickly identify important information.

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	<text><list-item><list-item><list-item></list-item></list-item></list-item></text>	 Makada Kanan Kana Yung Yung. Cherriche All Matter Pope Letters and design material times in a strating property stration. Use on allow on objects by presently characteristic design of presently characteristic. Fanneth Reine Letter to present and and the stratic letter to present and and the strate letter to present and the strate to present and to present the top strate to present and to present the top strate to present and to present the top strate to present and to present to present and the strate to present and to present to present and the strate to present and to present to present and the strate to present and to present to present and the strate to present and to present the strate to present to present and the strate to present and to present the strate to present to present and the strate to present and to present the strate to present to present and the strate to present and to present the strate to present to present and the strate to present and to present to present and the strate to present and to present to present and the strate to present and to present to present and the strate to present and the strate to present and topping to present a	7. 8. 9.	Click OK to resume the sty With the original graphics the Object Syles panel as to here should be design rule if apply the new rule to the design the start of th
	CBn Sambo	project 3; He	10.	use the Align panel (Windo vertical centers of the four f

InDesign Foundations

Additional functionality, related tools, and underlying graphic design concepts are included throughout the book.



Advice and Warnings

Where appropriate, sidebars provide shortcuts, warnings, or tips about the topic at hand.

Project Review Intermediate a poset on 4 gradent The mean of poset on 4 gradent that carb to a be used to the structure of a gradent that carb to a be used to that carbon so that poset on 4 gradent that poset on 4	Service Project Review After completing each project can complete these fill-in-the short-answer questions to te standing of the concepts in filled.	ct, students e-blank and est their under- the project.
In the submit we have been real as a submit of a submit of the subm	<text></text>	Portfolio Builder Projects Action and the step-by-step project is accompanied by a freeform project, allowing students to a ractice skills and creativity, resulting in an action and diverse portfolio of work.
Using finished identif	Visual Summary an annotated version of the project, students can quickly fy the skills used to complete different aspects of the job.	Project 2: Festival Poster 143

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. For example, rather than offering an entire chapter about printing (which most students find boring), we teach printing where you naturally need to do so — when you complete a print-based project.

The project-based approach in the 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.

The project-based approach of the Portfolio Series 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 corporate identity pieces).

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 students as they enter the job market.

The projects in this book reflect a range of different types of InDesign jobs, from creating a corporate identity package 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 CS4 projects are described briefly here; more detail is provided in the full table of contents (beginning on Page viii).





project 2 Festival Poster

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



HeartSmart Newsletter project

- Working with Templates
- □ Working with Style Sheets
- Working with Tables
- Preflighting and Packaging the Job

HEART





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Versioned Brochure

- □ Controlling Color for Output
- Placing and Controlling Images
- Controlling and Checking Text



Multi-Chapter Booklet

project 8 Combining Documents into Books Companion Excerpts Building a Table of Contents Contents □ Building an Index Index Exporting Book Files Merging Data into an InDesign Layout

Some experts claim most people use only a small fraction maybe 10% — of their software's capabilities; this is likely because many people don't know what is available. As you complete the projects in this book, our goal is to familiarize you with the entire tool set so you can be more productive and more marketable in your career as a graphic designer.

It is important to keep in mind that InDesign is an extremely versatile and powerful application. The sheer volume of available tools, panels, and features can seem intimidating when you first look at the software interface. Most of these tools, however, are fairly simple to use with a bit of background information and a little practice.

Wherever necessary, we explain the underlying concepts and terms that are required for understanding the software. And 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.

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PREREQUISITES

The entire Portfolio Series is based on the assumption that you have a basic understanding of how to use your computer. 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.

RESOURCE FILES

All of the files that you need to complete the projects in this book are on the provided Resource CD in the **RF_InDesign** folder. This folder contains nine subfolders, one for each project in the book (including the Interface); you will be directed to the appropriate folder whenever you need to access a specific file. Files required for the related Portfolio Builder exercises are in the **RF_Builders** folder.

The Resource CD also includes a **WIP** folder, which also contains (mostly empty) subfolders for each project in the book. This is where you will save your work as you complete the various projects. In some cases, the location of a file will be extremely important for later steps in a project to work properly; that's why we've provided a specific set of folders with known file names.

Before you begin working on the projects in this book, you should copy the entire WIP folder to your hard drive or some other recordable media such as a flash drive; when we tell you to save a file, you should save it to the appropriate folder on the drive where you put that WIP folder.

ATC FONTS

You must install the ATC fonts from the Resource CD to ensure that your exercises and projects will work as described in the book; these fonts are provided on the Resource CD in the **ATC Fonts** folder. Specific instructions for installing fonts are provided in the documentation that came with your computer. You should replace older (pre-2004) ATC fonts with the ones on your Resource CD.

SYSTEM REQUIREMENTS

As software technology continues to mature, the differences in functionality from one platform to another continue to diminish. The 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 command.

Minimum System Requirements for Adobe InDesign CS4:

Windows

- 1.5GHz or faster processor
- Microsoft[®] Windows[®] XP with Service Pack 2 or Windows Vista[®] with Service Pack 1
- 512 MB of RAM (1 GB recommended)
- 1.8 GB of available hard-disk space for installation
- 1,024×768 display with 16-bit video card
- DVD-ROM drive
- QuickTime 7 required for multimedia features

Macintosh

- PowerPC[®] G5 or multicore Intel[®] processor
- Mac OS X v10.4.11–10.5.4
- 512 MB of RAM (1 GB recommended)
- 1.6 GB of available hard-disk space for installation
- 1,024×768 display with 16-bit video card
- DVD-ROM drive
- QuickTime 7.2 required for multimedia features