Adobe Visual Design II

Objective: 4.00

Construct and modify visual elements.

ADOBE VISUAL DESIGN
Abode Classes
Wake County Public Schools

Objective 4.01

Utilize core tools and features to layout visual elements.

Tools in InDesign

- **Frames:**
  - Objects that serve as containers or placeholders in InDesign for text, graphics, and other design elements.

- **Frame Tools:**
  - Tools that will allow you to create frames in InDesign.

Tools in InDesign

- **Text Tools:**
  - Tools that allow you to add text to a project. Horizontal Type, Vertical Type, Vertical Type Mask, Horizontal Type Mask.

- **Pen Tool:**
  - It allows you to create and edit anchor points and paths.

- **Live Corners:**
  - This widget appears when using the Direct Select tool and a corner is selected, when used this will create a rounded corner.
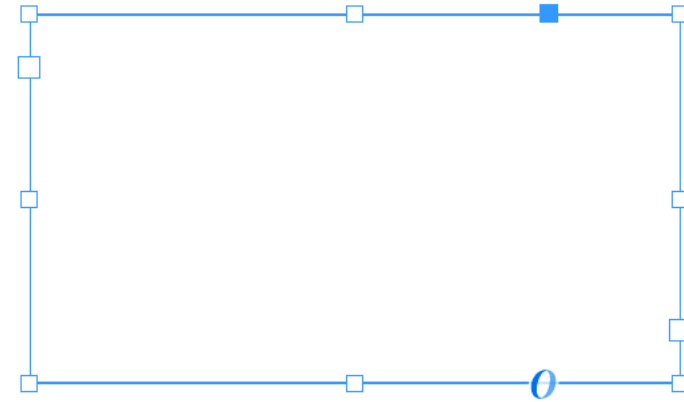
Tools in InDesign

- **Fill Frame Proportionally:**
  - Content will be resized to fill the entire frame while preserving the contents proportions, some portions of the content may not be visible.
- **Fit Content Proportionally:**
  - Content will be resized to fill the entire frame while preserving the contents proportions without cropping the image.
- **Fit Frame to Content:**
  - Frame will be resized to conform to the size of the content.
- **Fit Content to Frame:**
  - Content will be resized to fill the entire frame without regrade to the content's original proportions.

Objective 4.02

Select and manipulate text using appropriate typographic settings.

Text in ID

- **Text Frame**
  - Contains text, can be moved and resized; text can be connected between text frames
- **Regular Type**
  - Traditional type that is horizontal in a rectangular text box.
- **Type on a Path**
  - This allows you to add text along any previously created path.

This is a regular text box

This is Type on a Path

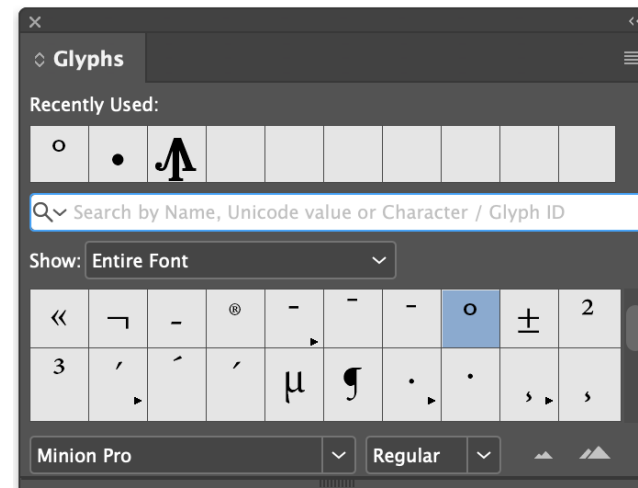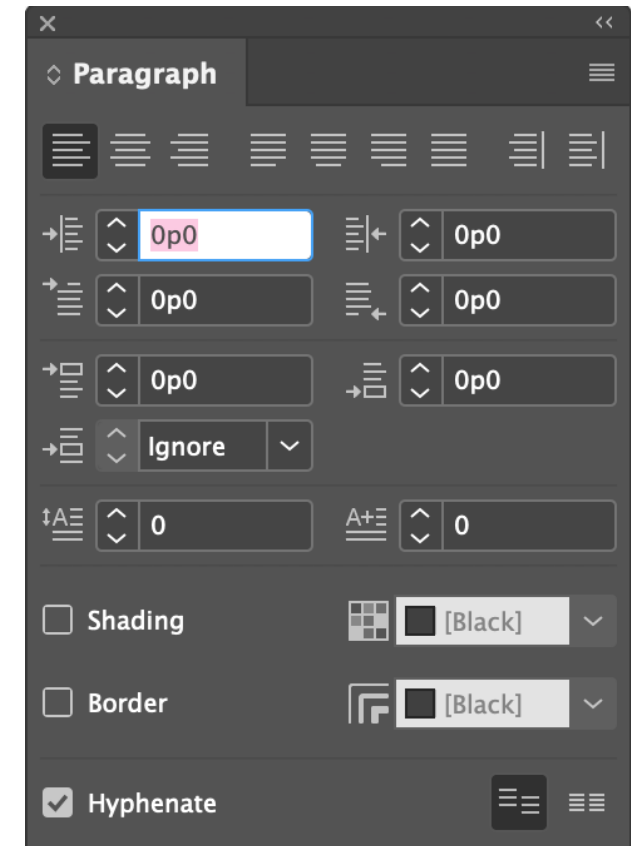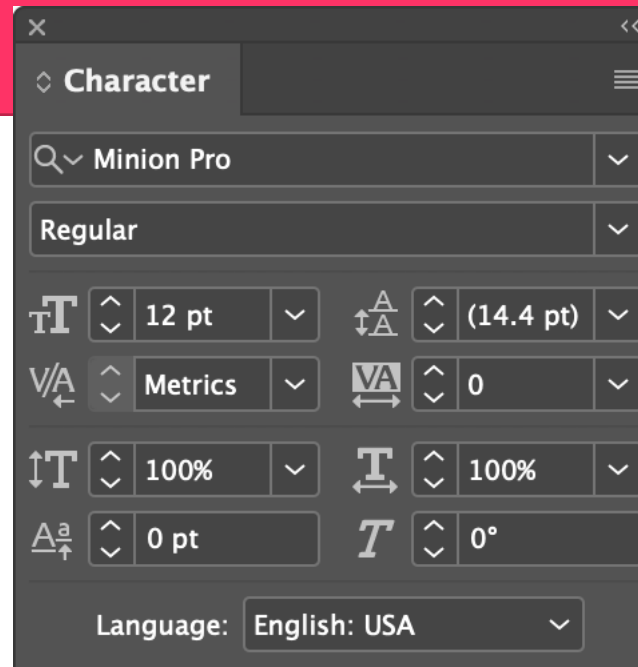# Text in ID

- **Character Settings**
  - Font Size, Font Style, Alignment, Kerning / Tracking / Leading, Horizontal & Vertical Scale, Using color to enhance readability & hierarchy.
- **Glyphs Panel**
  - A panel that allows you to view and insert any character found within a font family.
- **Paragraph Setting**
  - Indentation, Alignment, Paragraph spacing, Numbers & bulleted lists, Paragraph Styles

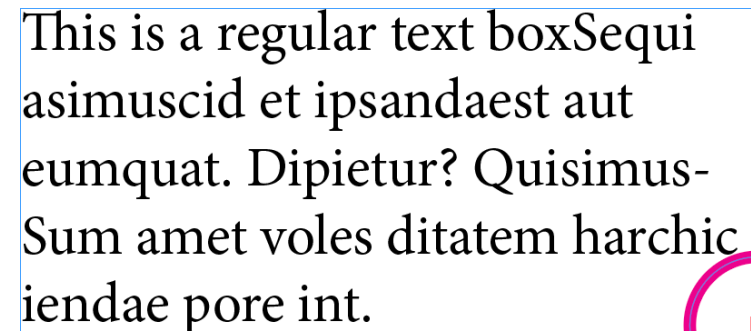# Text in ID

- **Create Outlines**
  - This command converts text to closed paths and can be found in the Type Menu.

- **Overflow Text**
  - This occurs when the text box is too small to house all the text and is indicated by a small red plus sign in the bottom right corner of the text box.

TEXT CAN BECOME AN OBJECT!

This is a regular text boxSequi asimuscid et ipsandaest aut eumquat. Dipietur? Quisimus-Sum amet voles ditatem harchic iendae pore int.
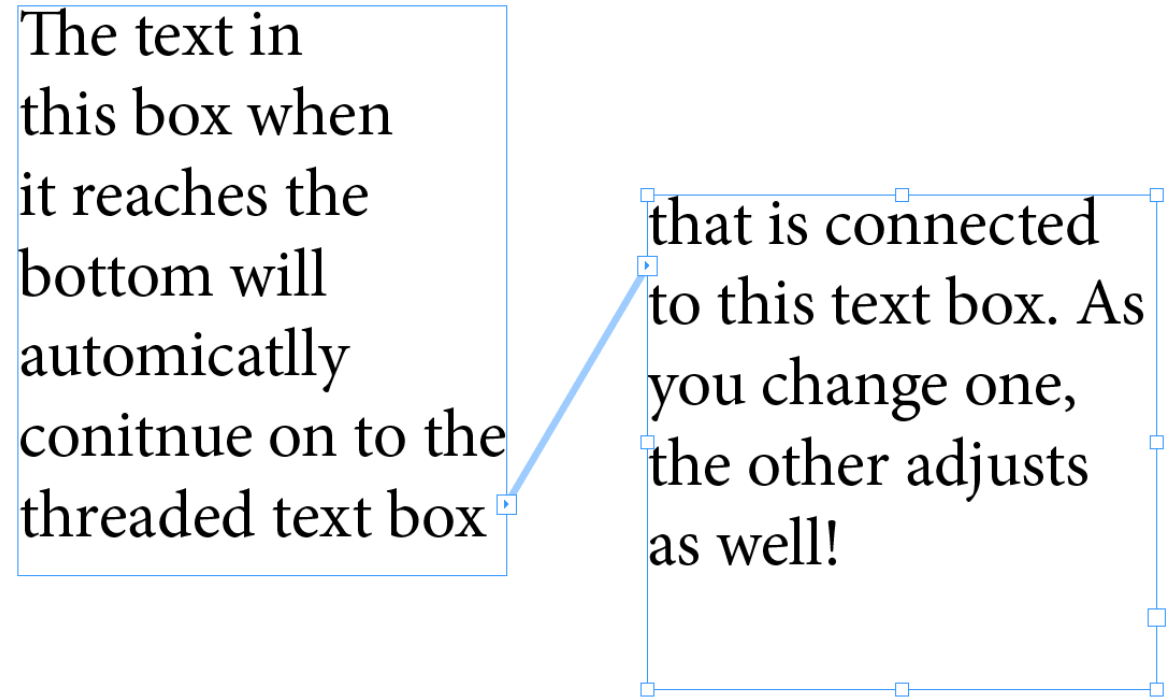
Text in ID

- **Threading Text**
  - This is the ability to create 2 or more text boxes that are linked, when text is added/adjusted in one box, it will affect the other(s).

The text in this box when it reaches the bottom will automicatlly conitnue on to the threaded text box

that is connected to this text box. As you change one, the other adjusts as well!
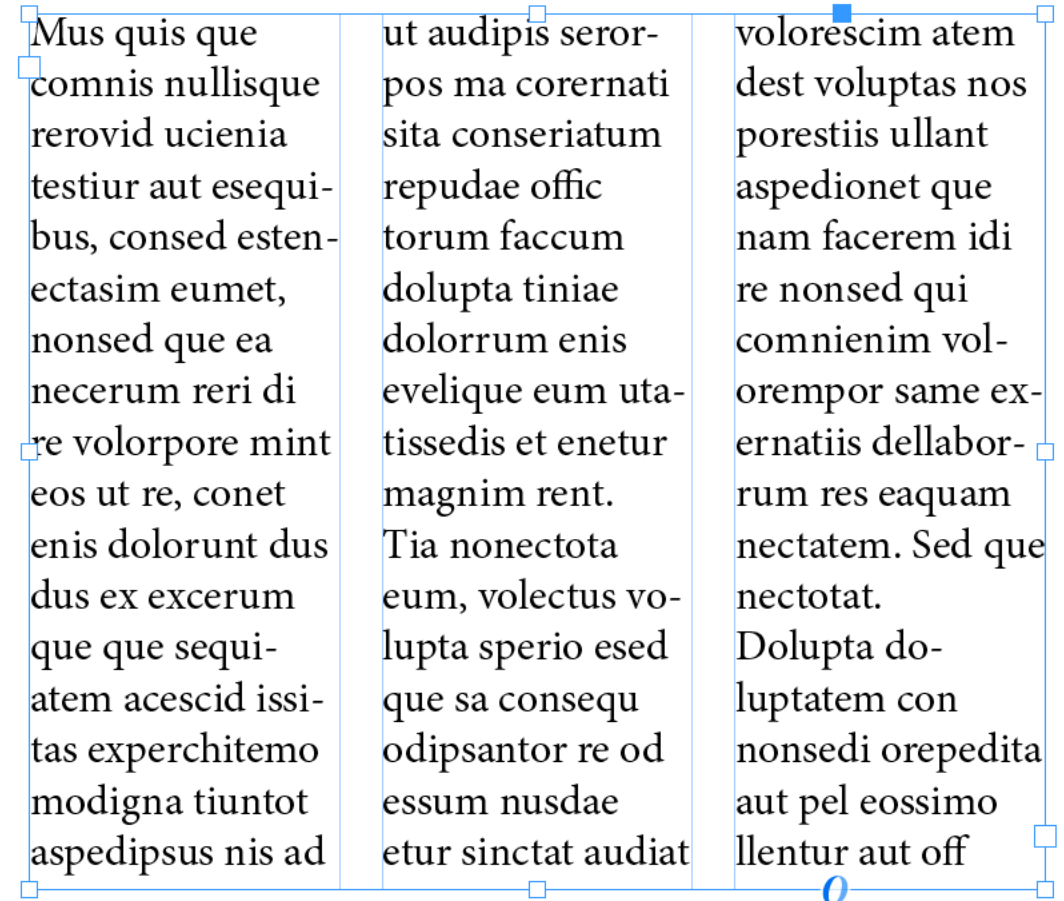
Text in ID

- **Text Wrapping**
  - This is when the text in a text box automatically wraps to the next line when it reaches the edge of the box.
- **Primary Text Flow**
  - Automatically flows text from the design used in one master page to the design used in another without manual intervention,
- **Text Columns**
  - A vertical division of a text

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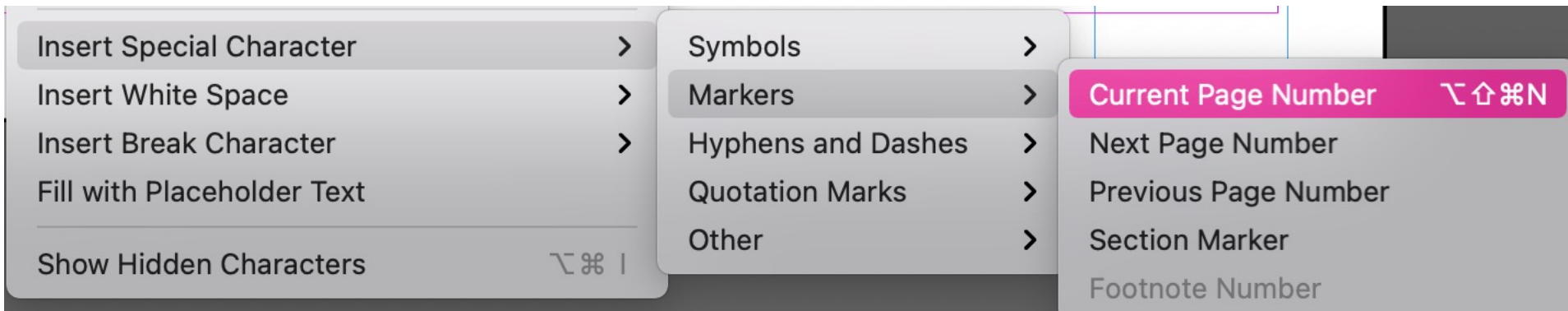
Text in ID

- **Special Characters**
  - A collection of common special character that include the copyright symbol and the trademark symbol,

- **Page Numbers**
  - The number of the page in the design, this can be added on the master page in InDesign and a placeholder that will display the page number on all the pages.

Text in ID

- **Index Markers**
  - Used to mark the location of an index entry, XML tags, hyperlink text and anchors that InDesign uses the location of the marker to produce an accurate bookmark or page reference in the table of contents, index, or exported PDF files.

- **Break Characters**
  - Can be inserted into text and is used to control how text flows into multiple frames. When inserted text is forced into the next column in the current frame, to the next threaded frame, to the next page, or even to the next even or odd page.

Objective 4.03

Build, manage, and edit selections.

Selections in ID

- **Selection Tools**
  - Different tools that allow the user to select parts of an image.

- **Direct Selection Tool**
  - Tool allows you to edit individual points within an object or objects within a group.

- **Page Selection**
  - You can select individual pages from the pages panel or by clicking on the actual page in the document window.

Selections in ID

- **Selecting Frames & Content**
  - Frame types and sizes can be changed and modified. You can also modify the content within a frame by fitting it to the frame in different manners.
- **Modify & Refining Selections**
  - You can use the select tool or direct select tool to select frames or images within a frame.
- **Keyboard Modifiers**
  - There are multiple keyboard modifiers when selecting and transforming selections.

Selections in ID

- **Selecting Multiple Objects**
  - You can hold control to select multiple objects on the page or in your document. You can also use InDesign to help select between pages.
- **Via Selection Tools**
  - You can select multiple objects using the various selection tools.
- **Via The Layers Panel**
  - You can select multiple objects using the layers panel.
- **Moving & Grouping Objects**
  - A good way to manipulate multiple objects at the same time is to create a group for those objects.

Objective 4.04

Experiment with digital graphics and media within a publication.

Graphics in Publications

- **Frames**
  - Objects that serve as containers or placeholders in InDesign for text, graphics, and other design elements.
- **Redefining Frame Types**
  - Changing a frame from a placeholder to a text or graphic by using the corresponding tool on the frame. For example, by clicking on a placeholder frame with a text tool, it becomes a text frame.

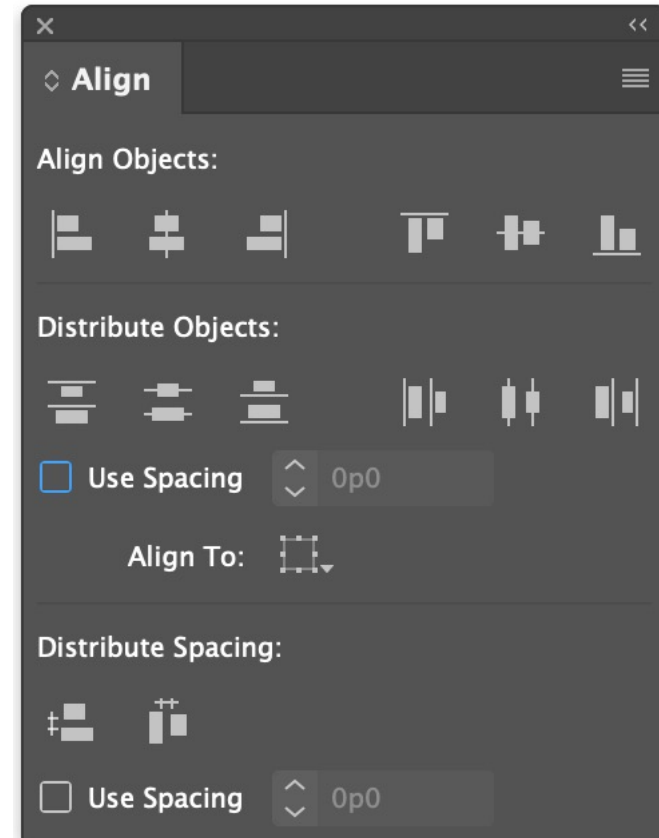# Graphics in Publications

- **Clipping Paths**
  - Allows you to create a path that crops a part of an image based on the path.

- **Content Collector**
  - Allows the user to grab multiple pieces of content and repurpose throughout the same or separate documents using the tool.
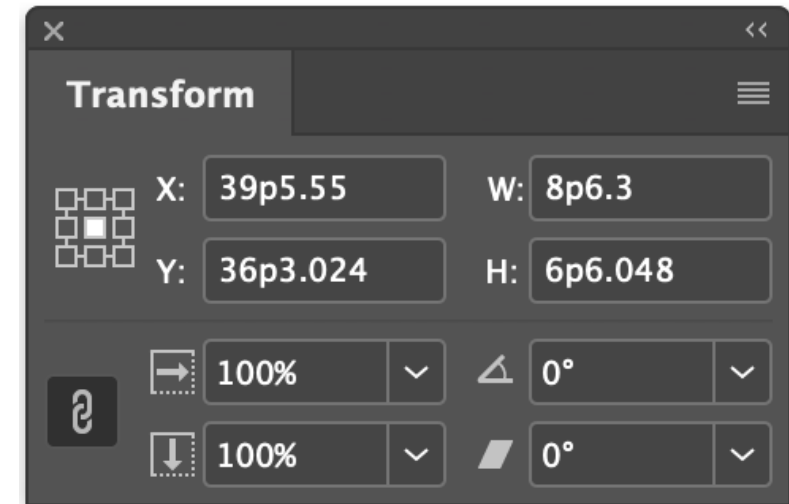
Graphics in Publications

- **Alignment**
  - Arranging design components in an organized and visually appealing manner.

- **Distribution**
  - Arranging design components to ensure that they are equally disperse either horizontally or vertically.

Graphics in Publications

- **Transform Panel**
  - The panel that allows you to change the size of an object.

- **Transforming**
  - Modifying an object with the following one or more of the following commands: scale, rotate, skew, distort, perspective, warp, etc.

Graphics in Publications

- **Scaling**
  - Adjusting the size of objects.

- **Shearing**
  - Allows you to adjust the perspective of an object.

- **Rotating**
  - Allows you to revolve an object.

Objective 4.05

Utilize basic reconstructing and editing techniques to manipulate document content.
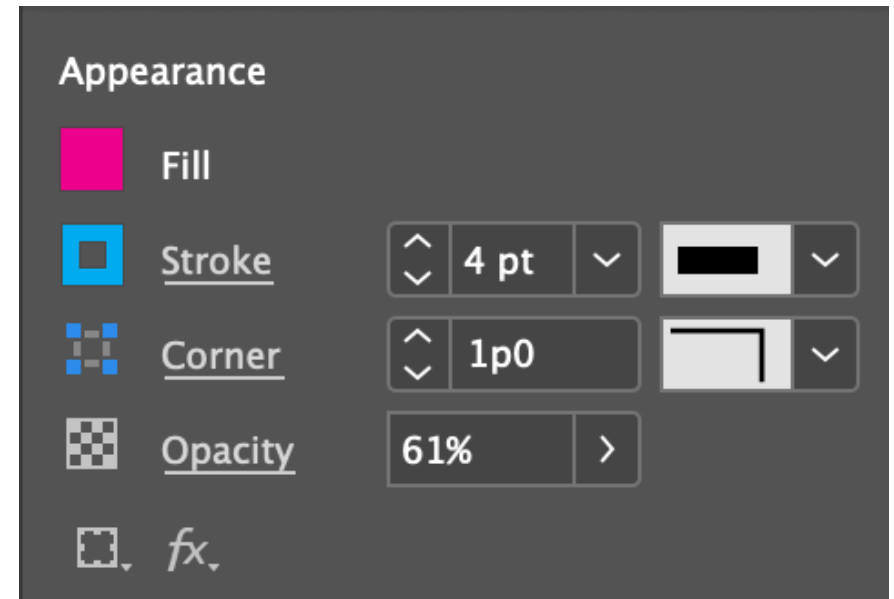
Editing Techniques

- **Adjusting Frame**
  - The ability to change the size and shape of

- **Object Appearance**
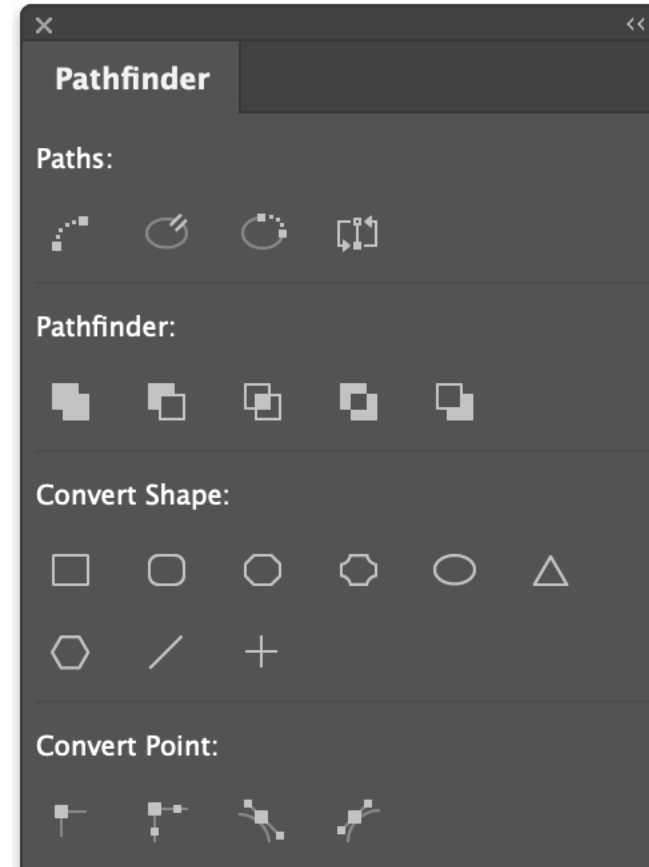 - The fill, strokes, graphic styles, and effects that have been applied to an object, group, or layer.

Editing Techniques

- **Stroke / Fill**
  - The stroke is the color on the outside of a shape (the path) and the fill is the inside color. Strokes can be applied to any layer in photoshop to create a color border.

- **Opacity**
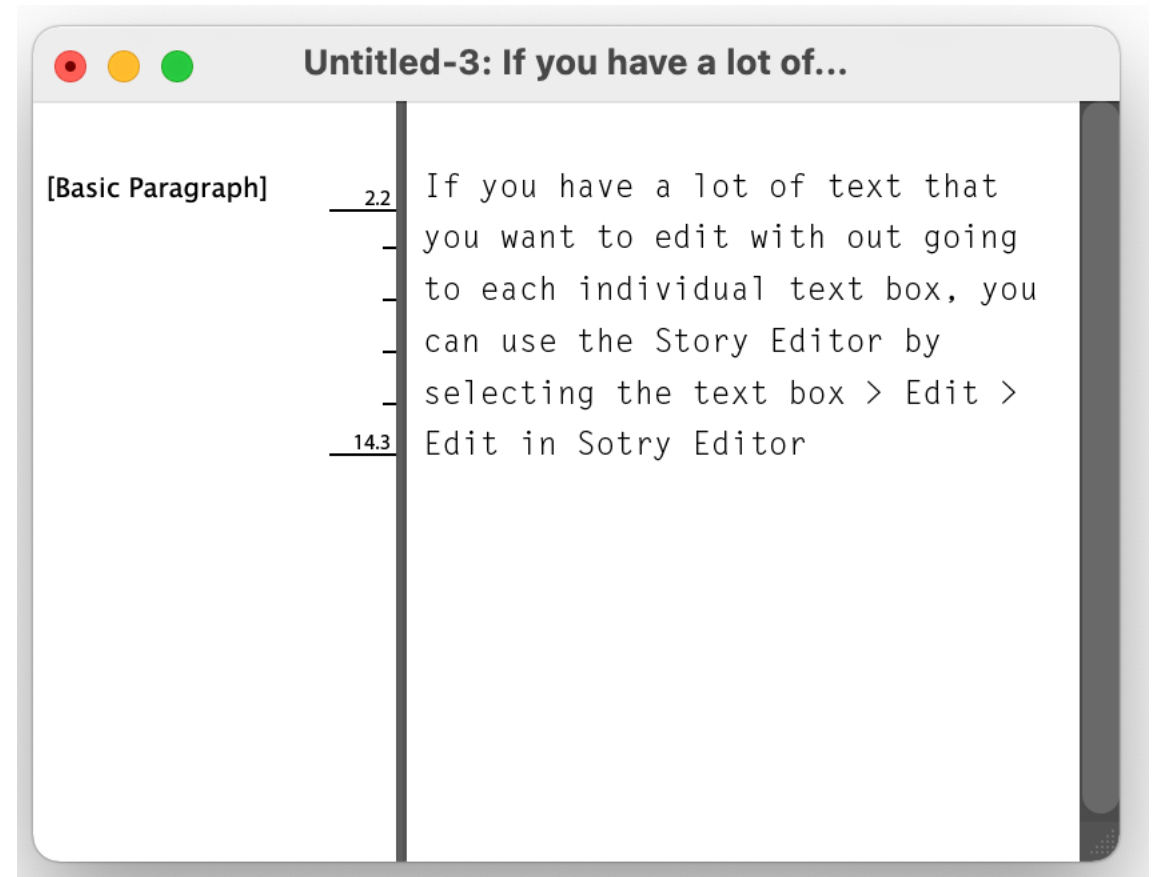 - The amount of transparency on an object

Editing Techniques

- **Pathfinder Panel**
  - This panel allows you to create complex shapes by selecting 2 or more objects and using the buttons in the panel to cut, combine, or divide the objects.
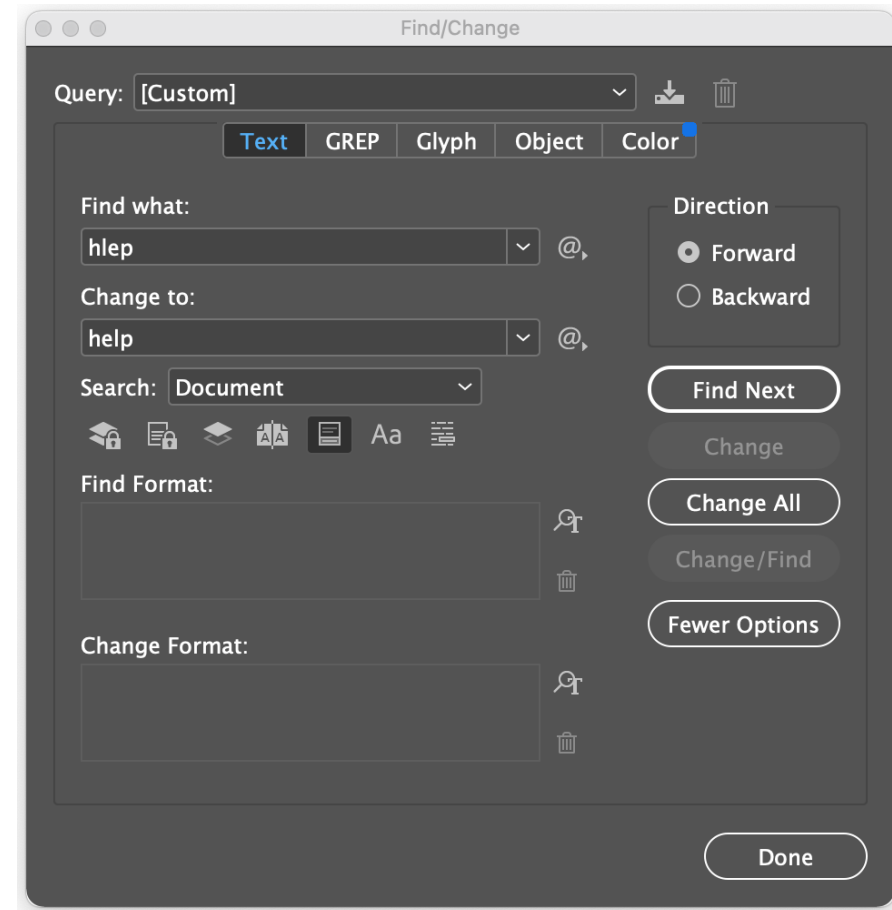
Editing Techniques

- **Story Editor**
  - A text only view of your InDesign page layout in a separate window.

Untitled-3: If you have a lot of...

[Basic Paragraph]

2.2 If you have a lot of text that you want to edit with out going to each individual text box, you can use the Story Editor by selecting the text box > Edit >

14.3 Edit in Sotry Editor

Editing Techniques

- **Find and Replace**
  - The ability to locate all instances of a text and change all instances for something new Located under the Edit menu.

Objective 4.06

Construct the appearance of design elements by using effects and styles.
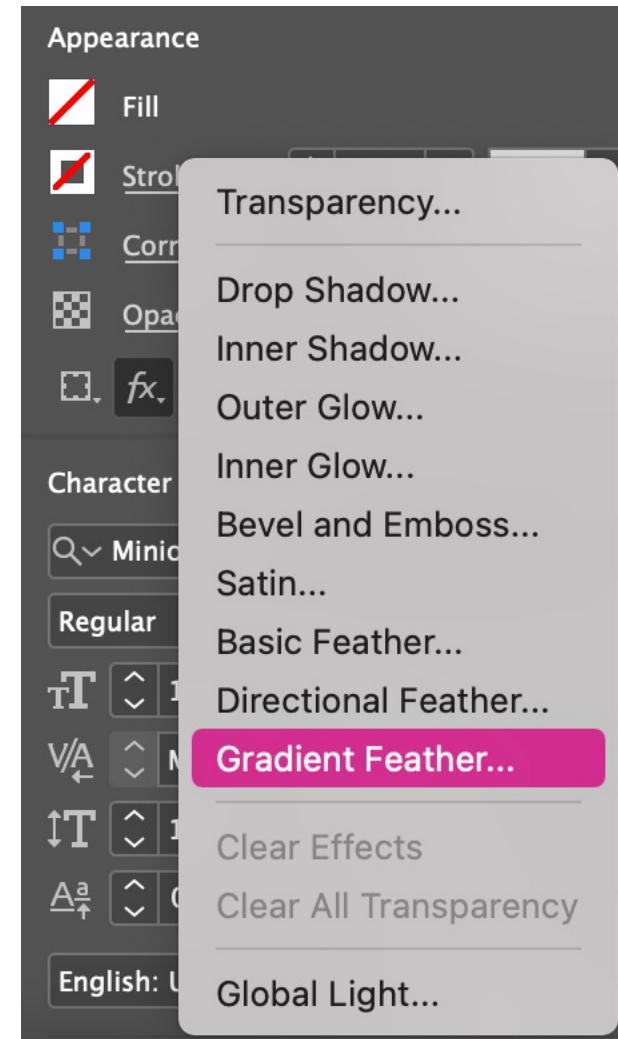
Appearance in ID

- **Object Styles**
  - A set of specifications that can be applied to an object. Includes the settings for a fill, stroke, color transparency, drop shadows, paragraph styles, text wrap, etc...

- **Creating & Saving Object Styles**
  - The ability to make and save a style applied to an object to use on another object within the project.

Appearance in ID

- **Drop Shadows**
  - An object style that creates a feathered and transparent edge at an angle can be applied to an object that creates the illusion of depth.
- **Feather**
  - A process where the edge pixels of an image or selection gradually fade out and the opacity gets lower the closer to the border of the image or selection.
- **Glow**
  - An object style that creates a feathered and somewhat transparent border around or inside an object that give the appears of a glowing light

Objective 4.07

Develop interactive or dynamic content or media within a project.
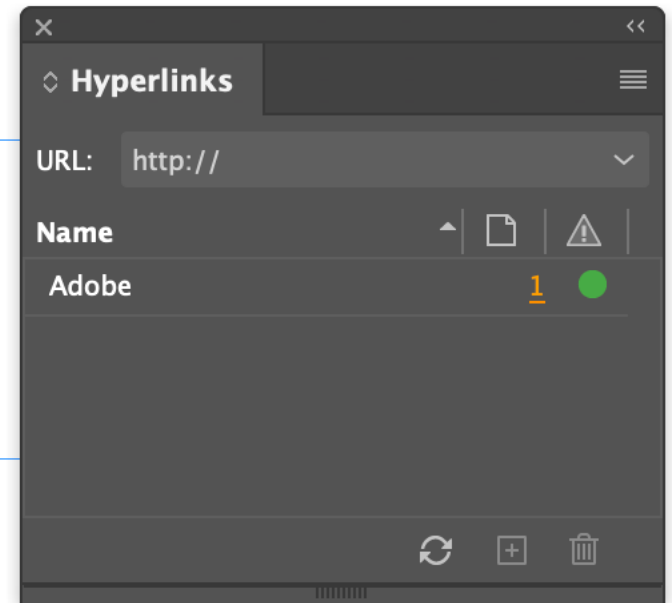
Interactivity in ID

- **Navigation**
  - An interactive element to help users move from page to page in an InDesign document.
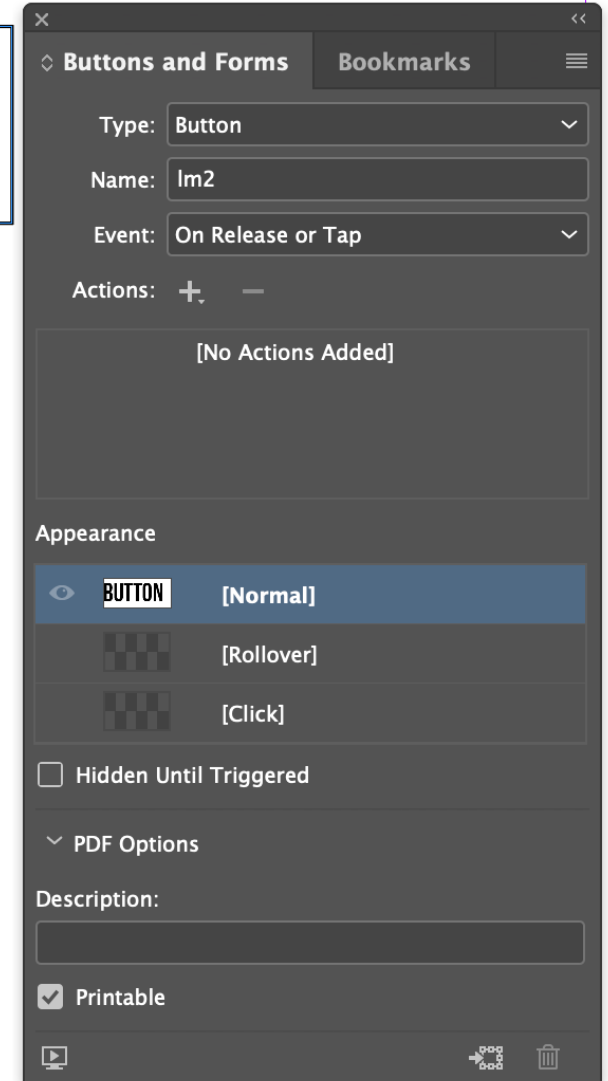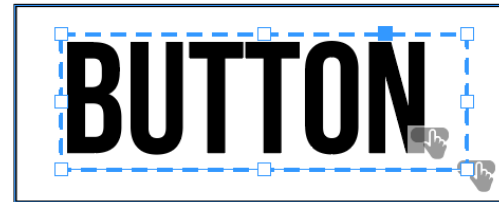- **Hyperlinks**
  - An interactive element that allows a user to click on an object or a section of text and go somewhere else, either online or within the document.
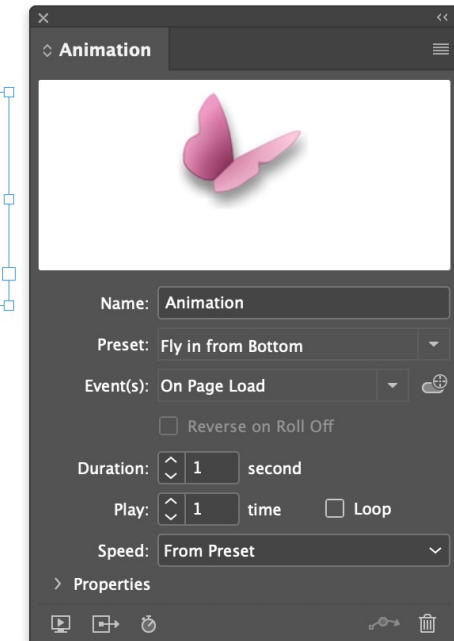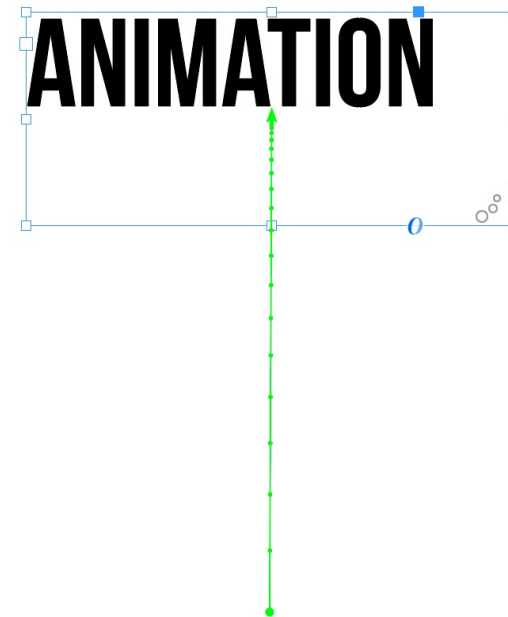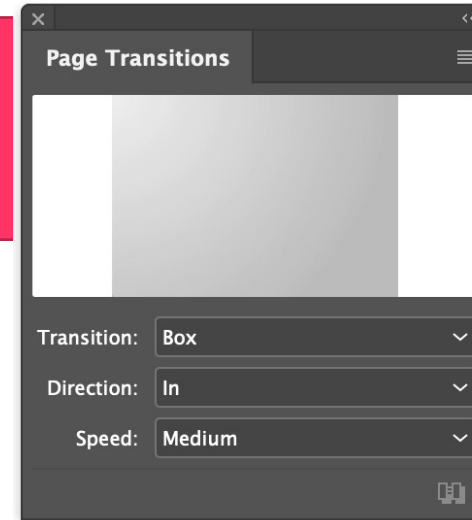
Interactivity in ID

- **Cross References**
  - This allows you to link to other parts from one section of a document to another, and allows you to link to

- **Buttons**
  - An interactive element that give a visual link for the user to get an interactive response when used.

Interactivity in ID

- **Page Transitions**
  - An effect that will display a decorative effect when you turn pages in a document when it is exported in SWF or PDF.
- **Animations**
  - Allows you to make objects have the illusion of movement within the exported document.
- **Embedding Rich Media**
  - The ability to add media into an InDesign document that is viewable in the exported version, either as a SWF or PDF file.

Interactivity in ID

- **Rollover**
  - The ability to create a hover effect on graphics that are usable when exported as either a SWF or a PDF.
- **Click**
  - The ability to activate a multimedia by interacting with it.
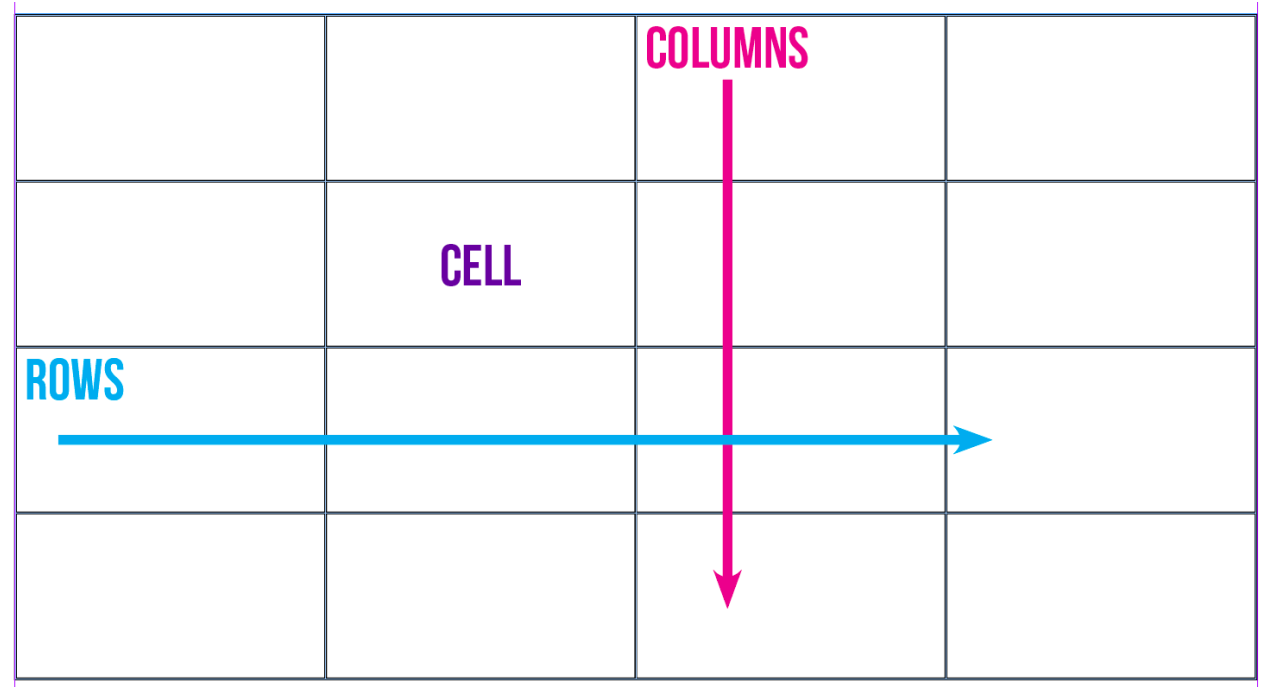- **Automatic load**
  - When an embedded multimedia automatically plays when a document is opened.

Objective 4.08

Construct and edit tables.

Tables in ID

- **Table**
  - A set of horizontal and vertical lines used to divide and organize information.
- **Rows**
  - Data placed horizontally in a table.
- **Columns**
  - Data placed vertically in a table.
- **Cells**
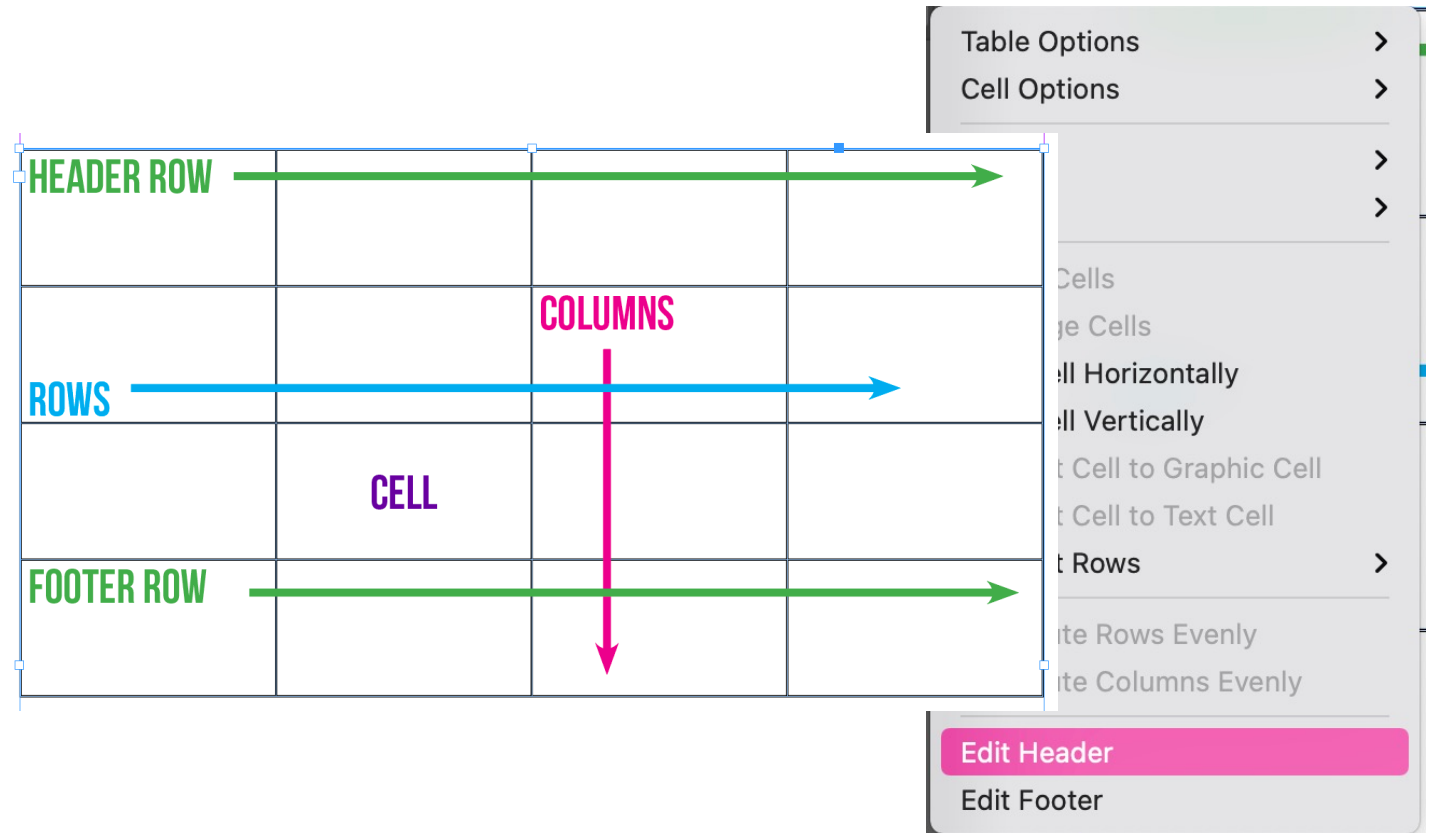 - One grouping within a table at the intersection of a row and column.

Tables in ID

- **Headers**
  - Information that goes at the top or a table.
- **Footers**
  - Information that goes at the top or a table.
- **Graphic vs text cells**
  - Cells that contain visual information versus typed information.

Tables in ID

- **Fill / Stroke borders**
  - Adding color to the cells or border of cells in a table.
- **Merging cells**
  - The ability to combine one or more cells into a single cell.
- **Splitting cells**
  - The ability to split a cell into one or more rows or columns.
- **Distributing cells**
  - The ability to ensure that the width of all columns or the height of all rows are equal.

Tables in ID

- **Converting Text & Table Data**
  - The ability to convert a group of text into a table by inserting separator characters, such as a comma or tabs, to show where to divide the information into columns and a paragraph mark to indicate starting a new row.