

exercise::02

Working with Images & Frames

Assignment ::

Read each of the following steps and execute them in InDesign. Each of the following steps should be completed **on its own page** within a **single** InDesign document, with Step 1 on page one, Step 2 on page two, and so on. In the end, your document will contain nine pages. Use the sample images provided in class to complete the exercise.

As you work with these documents, it's a good chance to practice navigation shortcuts. Toggle between **Normal**, **Preview**, and **Presentation** modes (W; Shift-W for Presentation), and **Fast**, **Typical**, and **High Quality** display modes (View > Display Performance > *options...*) to see how the presentation of the layout and its images changes. Work to use the **keyboard shortcuts to zoom** in-and-out, and use **spacebar** to toggle the **Hand tool** to move around within the document window. In addition, work to learn the shortcut keys for the tools used in this exercise. It can even help to repeat a specific task using shortcut keys if you first performed the action using the toolbar.

Document Specifications ::

Use these specs when creating your InDesign document:

- *Page size:* Letter-size in Landscape orientation (11" wide x 8.5" tall)
- *Number of pages:* 9
- *Facing Pages:* Turned off
- *Margins/columns:* Defaults are OK
- *Bleed:* No bleed

Requirements ::

Save your InDesign file to your computer with the name `lastname_firstname_02`, and copy that file to your shared Drop Box on Google Drive for this class. You do not need to turn in the image files. This lab exercise is due by the end of class today.

Steps ::

1 Draw a rectangle graphic frame and place an image into it. Alter the frame's corners using the Live Corners (select an object, then click on the yellow square), customizing differently the appearance of *each* corner. Duplicate this frame four times. In each graphic frame practice using one of the Fitting options found under the Object menu. Experiment and see how each setting effects the display of the image. Be sure to practice not only by selecting the menu items, but by using the shortcut keys as well.

2 Draw a free-form, closed path with the Pen tool. This path should contain both corner and smooth points. Change its content type to *Graphic*, and place an image inside this new frame and position it so that the image fills the frame completely. Practice modifying the frame with the Direct Selection and Convert Direction Point tools while the frame contains content.



More steps are listed on the next page of this handout...

3 Place the file `VC_Logo_Reversed.ai` into InDesign. This image will NOT be visible at first (it's only white)—we must give the frame a fill color to see it. Set the fill color of the graphic frame to be Black at a 75% tint, with stroke set to None. Size the graphic frame to exactly 4.25" wide by 2" tall, and round the corners using a .25" radius using Object > Corner Options.... Finally, size the imported logo to exactly 3" wide (proportionally), and center it within the graphic frame.

4 Using the provided four-page PDF file (`week02_images_and_frames.pdf`), place each of the four pages into InDesign, and arrange them so that all four are the same size and are visible on a single page. To do this, you must select the Show Import Options checkbox in the Place dialog box. When importing, in the Import Options window, under *Pages* select All, and under Options set the *Crop To* option to Media (or Trim, if Media is not available).

5 Create six empty graphic frames on a page, join them together as a Compound Path (Object > Paths > Make Compound Path; Command-8) and place an image into the new frame. Scale the image so that it completely fills the frame.

6 Create a text frame and type two words in it, making sure they are on a *single line*. Convert the text to outlines and alter each character a bit using the Direct Selection and Pen tools. Then, place an image into the text, scaling it so that it completely fills the frame. Note that you might need to ungroup a word in order to work with them more easily. Also note that letters with trapped white space (O, P, B, etc.) are compound paths.

7 Draw a perfectly square 5" x 5" image frame, give it a stroke of 6pt and a color of Black, and place the `Kite_Colors.tif` image into it. Center the image, and select the *Center* reference point in the Control Bar (far left). Scale just the image size (not the frame) to 56.4% of its original size, and rotate the image by -45° .

8 Draw a text frame the size of the page, and fill it with Placeholder Text (Type > Fill with Placeholder Text). Draw a rectangular graphic frame over the text, and place an image into. In addition, place the `blue_planet.ai` file into your document. Apply Text Wrap to both images (one at a time), and experiment with the different wrap settings. For the planet image, make the text wrap around the shape of the image, not the shape of the frame.

9 On this page, draw a rectangle the size of the page and fill it with 30% Cyan. Lock the rectangle using Object > Lock (Command-L). Place the file `Faster_Jellyfish.tif` on page. Duplicate the image 9 more times on the page, creating a school of ten swimming jellyfish. Using the Direct Selection tool, select the fish images one at a time, and change their color by selecting a swatch in the Swatch panel. Add more color swatches to this panel, if you like, or play around with different tints of the existing swatches.

Note: The jellyfish image is a Bitmap TIFF image (1-bit). When placed in InDesign, the white pixels of Bitmap TIFF images become transparent, and you can colorize them using the method above. The coloring of TIFF images also works on Grayscale TIFFs.
