

# week::two

## Working with Images in InDesign

### Artwork Import Formats

#### Overview

- Only a few of InDesign's supported formats are used in **professional print publishing work**.
- In print, **image quality** and **reliability** are more important than convenience and small file size.

#### Raster-based images

- **TIFF** images are traditionally preferred as the default raster image format.
- Native **Photoshop PSD** files are also an accepted format.
  - They maintain their layers and, most importantly, transparency.
  - This format, however, is not always as reliable as one would hope, especially for complex compositions with multiple layers.
- **JPEG** is also an acceptable format, especially if RGB is the preferred color mode.
  - Note that CMYK JPEGs do not work well under any circumstances.
- **Never use Copy and Paste** to add *raster* imagery to an InDesign (or Illustrator) document—always use the Place... command and link to an image.

#### Vector-based images

- **PDF** documents can be placed into InDesign and print reliably. They can be created from just about any program that supports printing.
- Native **Illustrator** files (.ai) are supported and are a reliable option.
- **EPS** (Encapsulated Postscript) is an older file format for vector imagery in professional work and is generally reliable across different platforms and OSs, but is less-common now.

#### Common image file formats to avoid

- Other types of graphic files can be imported, but are not generally used in professional print work. These include:
  - PNG, CMYK JPEG images, HEIF, GIF, & WebP images, SVG files, Windows Bitmap (BMP) images.

### Placing Artwork into InDesign

#### First Step — Save your InDesign file to your computer

#### Placing with a selected, existing frame

- Select any frame with the Selection tool, then use File > Place... (Command-D). The image is placed in the selected frame.
  - If the selected frame already has content, you can select the Replace Selected Item checkbox in the Place dialog box to replace the current content with the new image.

#### Placing without selecting an existing frame

- Use File > Place... (Command-D) to select a file.
- The cursor becomes the **Loaded Image Cursor** (  ).
  - *Single-click* anywhere on the art board to place the graphic. InDesign will automatically create a frame that fits the placed artwork.
  - *Click-and-drag* to create a frame of any size. By default, the original image proportions will be maintained (use the Shift key to disable proportion lock).
  - You can mouse-over an *existing, empty frame* and click on that frame to place the graphic into it.

#### Show Import Options

- When placing artwork, enables you to control how a file is imported.

## Working with Imported Artwork

**NOTE: For all options, click-and-hold for 1 second to get real-time visual feedback on your changes instead of the default outline view.**

### Selection Tools

- To work with a **frame as a whole**, use the Selection tool (⬠ ; V).
- To work with the **contents of a frame**, or to alter the frame itself, use the Direct Selection tool (⬠ ; A)



### Frames can be manipulated just like objects in Illustrator:

- The **Selection** tool allows for global changes to a frame.
- The **Direct Selection** tool allows for direct alteration of the object's anchor points.
- The **Content Grabber circle** allows you to move images around within a frame using the Selection tool (no need to switch to the Direct Selection tool).
  - This can be turned off using View > Extras > Hide Content Grabber
- Frames can have their own **fill and stroke**, independent of the placed artwork.

### With the Direct Selection tool, artwork can be:

- **Moved** within a frame.
- **Removed** using the Delete key.
- **Scaled, rotated, and moved** using either the Direct Selection tool (for freeform changes) or the Control Panel (for numeric changes).
- **Copy-and-pasted** (using Paste Into [Command-Option-V] to paste).

### Image Hints

- When resizing a frame, press **Shift-Command** while **scaling** with the Selection tool to scale the contents of that frame as well.
- Numeric transformations can be made using the **Transform panel**, either to the frame and content independently.

### Fitting Options (Object > Fitting... menu items)

- **Fill Frame Proportionally** (Command-Option-Shift-C)
  - Resizes the content to fill the frame while maintaining the image's proportions.
- **Fit Content Proportionally** (Command-Option-Shift-E)
  - Resizes the content to fit inside the frame while maintaining the proportions.
- **Content-Aware Fit** (Command-Option-X)
  - Resizes and positions the content smartly using Adobe's online Sensei technology.
- **Fit Frame to Content** (Command-Option-C)
  - Resizes the frame to fit the content at the content's current size.
- **Fit Content to Frame** (Command-Option-E)
  - Resizes the content to fill the frame. This option does not maintain the graphic's current proportions.
- **Center Content** (Command-Shift-E)
  - Centers the content within the frame without altering either the image or frame.



## Transparency, Specialty Frames & Import Options

### Working with Transparency

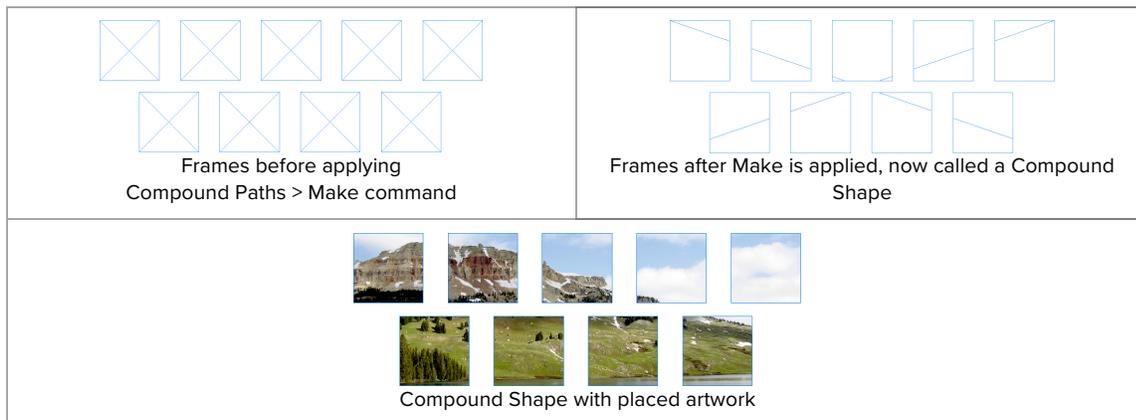
- Transparency in native **Photoshop files** and **TIFF images** is fully supported in InDesign.
- In **bitmapped (B/W) images**, any pixels that is white is treated as transparent in InDesign.
- In vector graphics, areas without artwork are always transparent.

### Rounded Rectangles

- To create a rounded rectangle frame, draw a rectangular frame, select it, and choose **Object > Corner Options...**
- To apply them directly to the frame, select the object with the Selection tool, then click on the **yellow box** located at the top-right.
- You can then drag the yellow diamonds to visually create rounded boxes. Hold the Shift key down to alter the corners individually.

### Compound Shapes as Frames

- Multiple objects can be grouped together into one graphic frame, allowing one imported image to span multiple frames.
- To create a compound shape, select the frames you wish to join using the Selection tool, then select **Object > Paths > Make Compound Path (Command-8)**.



### Frames from Text

- First, convert text into editable artwork.
  - **Type > Create Outlines (Command-Shift-O)**
- In some instances, the new object is a Compound Shape. If you want to work with the characters individually, you must release it by selecting **Object > Paths > Release Compound Path**, then ungroup the resulting artwork.
- Once converted, imported artwork can be placed into the new objects.



### Frames from Objects Created in Illustrator

- Artwork from Illustrator can be used as a frame in InDesign.
- Simply copy-and-paste the artwork from one application to the other (this is different than copy-and-pasting complex artwork).
- Any closed, drawn object can hold imagery, even without being converted first to a graphic frame.

### Importing PDFs

- Use Show Import Options when placing PDF files to access advanced options, including page range selection and cropping options.

### Content Collector Tool

- Kinda like an advanced copy-and-paste for images (and other content).

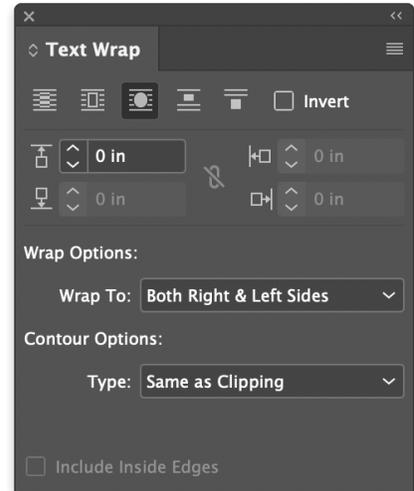
## Text Wrap in InDesign

### Overview

- Text Wrap can be applied to any object, including graphic frames, text frames or artwork drawn in InDesign.
- The Text Wrap bounds are represented in the layout by a light-colored line displayed around an object.
  - This can be directly manipulated using the Direct Selection & Pen tools.
- Positioning of an object on the Z-axis (whether it is in front or in back on another object) does **not** affect text wrap.

### Text Wrap Panel

- Window > Text Wrap (Command-Option-W)
- This panel is the sole place in InDesign to control how text flows around objects.
- Note that Text Wrap will be ignored when the Ignore Text Wrap option is checked in the Text Frame Options... dialog box (Object > Text Frame Options...; Command-B).



### Text Wrap Option Buttons

- *No Wrap*: Text flows across the object
- *Bounding Box*: Text flows around the object's bounding box, not the shape of the frame.
- *Object Shape*: Text flows around the object's shape or the shape of the placed graphic.
- *Jump Object*: Text flow jumps over the object to the next available space.
- *Jump to Next Column*: Text flow jumps to the next column or text frame.

### Text Offset

- Allows you to numerically specify the amount of space between the frame and surrounding text objects.
- Offset can be set to negative values.
- Offset can also be changed directly using the selection tools.

### Contour Options

- Contour provides additional options for wrapping text around an object. It allows for more interaction with the actual content of a frame than other options.
  - *Bounding Box*: Text flows around the bounding box of an object's content, not the shape of its container frame.
  - *Detect Edges*: InDesign uses the difference between the pixels of an image and its background.
  - *Alpha Channel*: Lets you choose an embedded alpha channel.
  - *Photoshop Path*: Lets you choose an embedded Photoshop path.
  - *Graphic Frame*: Uses the object's container frame for text wrap.
  - *Same As Clipping*: Uses the placed image's clipping path.
  - *Select Subject*: Uses Adobe's Sensei machine learning and artificial intelligence software to detect an images' subject.
- **Note:** Contour options are only available with the Object Shape Text Wrap option.