

RAPIDLY PROTOTYPING INTERFACES WITH INDESIGN

CARLA VIVIANA COLEMAN



CRC Press
Taylor & Francis Group

A CHAPMAN & HALL BOOK

Rapidly Prototyping Interfaces with InDesign



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CRC Press

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Boca Raton London New York

CRC Press is an imprint of the
Taylor & Francis Group, an **informa** business
A CHAPMAN & HALL BOOK

CRC Press
Taylor & Francis Group
6000 Broken Sound Parkway NW, Suite 300
Boca Raton, FL 33487-2742

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CRC Press is an imprint of Taylor & Francis Group, an Informa business

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Printed on acid-free paper

International Standard Book Number-13: 978-1-1384-8638-6 (Hardback)
International Standard Book Number-13: 978-1-4987-9924-9 (Paperback)

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Contents

Section I Setting Up

1 InDesign Workspace	3
Installing InDesign	3
How to Bring Tool Windows to the Workspace?	7
Main Tools and Menu Options	8
2 Interactivity	11
Preset and Custom Sizes	13
Tools	14
Export	15

Section II Importing Files

3 Photoshop	19
Saving Files in Photoshop	19
Tips for Reducing Your File Size	19
Converting a Photoshop Image into a JPEG	19
Converting a Photoshop Image into a PNG	22
Converting a Photoshop Image to a <i>Scalable Vector Graphics</i>	22
Icon Preparation for Mac OS X, Using iTunes Icon as an Example	22
Bringing Images from Photoshop into InDesign	23
Icons and JPEG Images	24
Watch for Pixelation	25

Managing Your Files in InDesign	25
Operating Systems	27
Icons for Android.....	28
Bibliography.....	30
4 Illustrator	31
What Are Vector Files?.....	31
Saving Files in Illustrator	32
More about <i>Scalable Vector Graphics</i> Files.....	35
Saving as a GIF, JPEG, and PNG	35
Tips for Creating Icons in Illustrator	38
Bringing Images from Illustrator into InDesign.....	39
Copy and Paste Option	39
Bringing an Image into InDesign with Place	40
5 Audio	41
Sound Design Audio Library	42
Bringing Audio Files into InDesign	42
Adobe Audition CC	42
Bringing Files from Adobe Audition CC into InDesign.....	45
Audacity.....	45
Raw File	45
Bringing Audio into InDesign	48
Checking the Sound in InDesign	50
Using Sound with Buttons.....	51
Publish and Share Your Sound Online	55
6 Video	59
Video Libraries	59
Bringing Video Files into InDesign	60
Adobe Premiere	60
iMovie	66
Bringing Video Files into InDesign	72

Section III Recipes for Interactive Prototypes

7 Presentations	79
Document Setup.....	80
Creating a Grid	81
Modular Grid.....	81
Column Grid	84
Master Pages	85

Setting Pages in InDesign	87
Cover	88
Bringing Images into InDesign.....	88
Preparing Images for Presentation.....	88
Ways to Organize Your Images.....	88
Layers	89
Buttons.....	89
Creating the Buttons	91
When Objects Become Buttons	93
Actions.....	93
Setting Type	96
Learning to Apply Character and Paragraph Style.....	98
Page Transitions	99
Animations.....	101
Bringing Many Images onto a Page at Once.....	101
Saving a File as a PDF (Interactive).....	104
8 Forms	105
Creating a Basic Form in InDesign	106
Types of Tools in Forms and How to Apply Them to an	
Interactive PDF.....	127
How to Create a Checkbox?.....	127
How to Create a Text Field?	131
How to Create a Combo Box?	135
How to Create a List Box?	140
How to Create a Radio Button?.....	143
How to Create a Signature Field?.....	144
9 Magazines and Books	147
Setting Up.....	148
Setting Up Grids.....	154
Images	156
Cover	156
Creating a Vertical Cover	156
Making Changes to the Document after Creating the Files.....	157
Creating Layers.....	158
Creating a Horizontal Cover.....	159
Table of Contents or Navigation	162
Table of Contents.....	163
Setting Up Pages for the Table of Contents.....	163
Setting the Table of Contents for an Interactive EPUB, PDF, and SWF.....	166
Exporting Test of the Table of Contents as EPUB.....	169
Exporting Test of the Table of Contents as PDF.....	171
Exporting Test of the Table of Contents as SWF.....	174

Columns	177
Anchor Images in the Text	180
Metadata.....	182
Online Magazine.....	183
Magazine as an App.....	183
Working with EPUB Files for Magazines	183
Working with .MOBI Files for Magazines	183
Video.....	183
Sound.....	184
Animation.....	184
Columns and Hyphenation.....	184
Articles.....	185
Digital Publishing Suite.....	192
10 Websites and Web Apps	193
Setting Up Files.....	194
Extending the Document Size.....	195
Mobile Website	197
Navigation	198
Page Links	198
Stage One: Main Menu.....	199
Stage Two: Main Menu Open.....	201
Creating a Home Page Button.....	205
Creating Buttons to Navigate to Other Pages from a Submenu.....	206
Part I: Creating a Button for the Submenu	206
What Can You Do with Interactive Options?.....	210
Introduction to Object States	210
Creating a Shoe Gallery.....	211
Part I: Creating Object States Using Images.....	212
Part II: Creating Buttons That Activate Object States.....	218
Creating a Banner AD GALLERY (Object States with Arrows).....	222
Animations.....	226
Creating an Alert in a Newspaper Website	226
11 Mobile, Desktop, and Custom Apps	235
Setting Up Your Document	236
Review App Example.....	241
Creating an Interactive Map App.....	253
Case Study Mobile App	259
Case Study Desktop App.....	264
Definitely! Dictionary App.....	264
Case Study ATM App (Custom Size).....	268
Hello! App.....	268

Section IV Exporting Testing-Ready Prototypes (and Other Export Options)

12 Exporting Files	283
Saving as a PDF (Interactive).....	283
Publish Online.....	287
Saving File as an EPUB (Fixed Layout).....	290
Saving File as a Flash Player (SWF).....	296
Saving a File as InDesign Markup (IDML)	301
Saving File as a JPEG	303
Saving File as a PNG	306

Index	309
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SECTION I

Setting Up



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InDesign Workspace

This introduction to InDesign provides basic information on aspects such as tools, menus, windows, workspace, and layout. InDesign has evolved tremendously since its launch in 2000. Version 1.0 had considerable limitations but provided what was needed at that time in the print design world. However, over time, InDesign has become multifaceted and is now able to create not only design files for print but also files that have animation and interactivity, for various types of devices.

Installing InDesign

To purchase InDesign, you have to visit adobe.com. Once the application is downloaded through the Creative Cloud, you can see it in your Applications folder and start working with it ([Figures 1.1 through 1.3](#)).

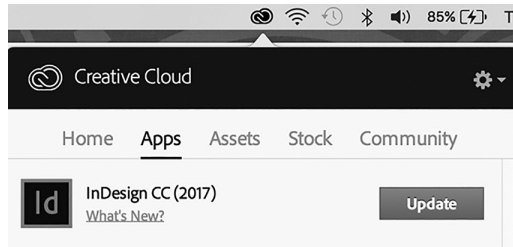


Figure 1.1

Installing the Creative Cloud icon on your desktop after downloading the Adobe Cloud package.



Figure 1.2

Folder application location.

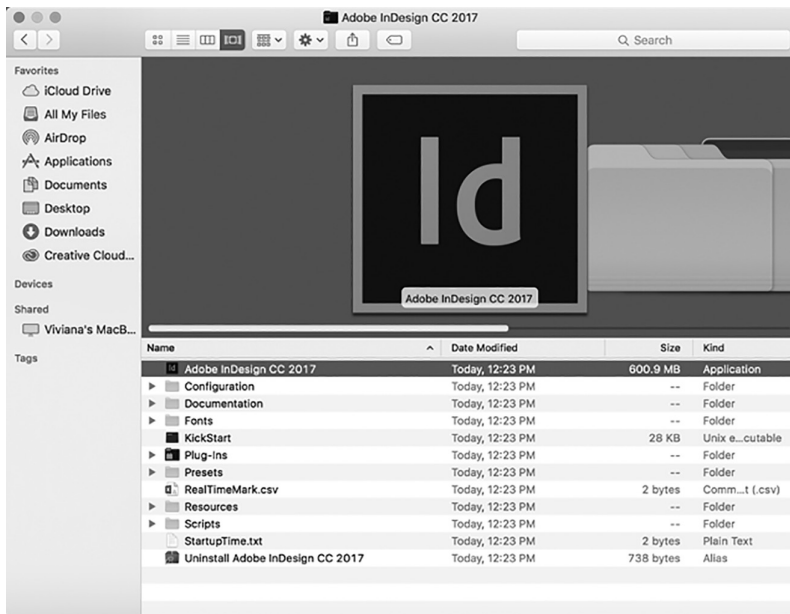


Figure 1.3

The folder in which InDesign is located after downloading the app.

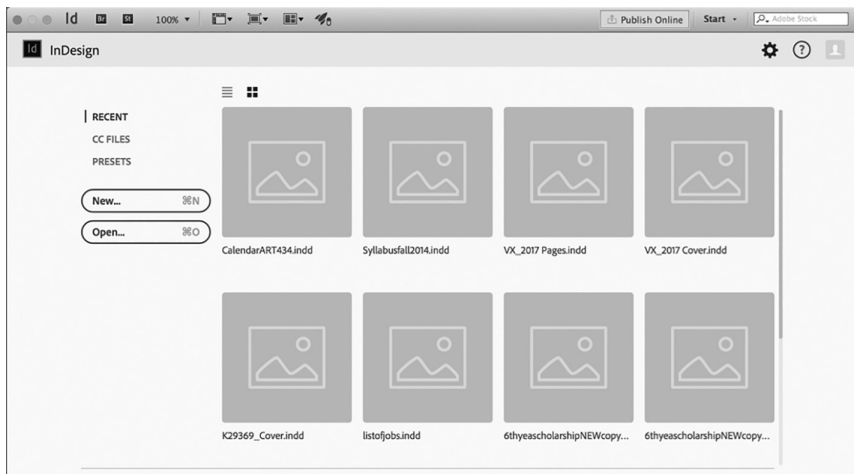


Figure 1.4

Start window when the InDesign application is open.

When you open InDesign, you will be able to see your previous files. However, if this is the first time that you have used InDesign, you will not see anything on the right-hand side. The left-hand menu reads Recent, CC Files, Presets, New, and Open (Figure 1.4).

You can open files in five ways:

1. *Recent*: You can see your files on the right-hand side.
2. *CC Files* are files that you have saved in the Adobe Creative Cloud. Saving CC files on the Creative Cloud when collaborating in a team is helpful because you can work on the same document at the same time. When the document is saved, you instantly see the changes, even if you are remotely connected.
3. With *Presets*: You are able to choose the paper size or screen size you desire.
4. *New* allows you to customize the size of the file for print, web, or mobile (Figure 1.5).

In addition, you can set the number of pages and the width, height, columns, margins, bleeds (space outside the margins), and slugs (area outside the page including the bleed). If you choose web or mobile, InDesign automatically sets the measurement in pixels (px) for screens and digital environments. Once all the settings have been chosen, you can click OK and move onto the next step, which is the creation of the canvas file that you will be working on.

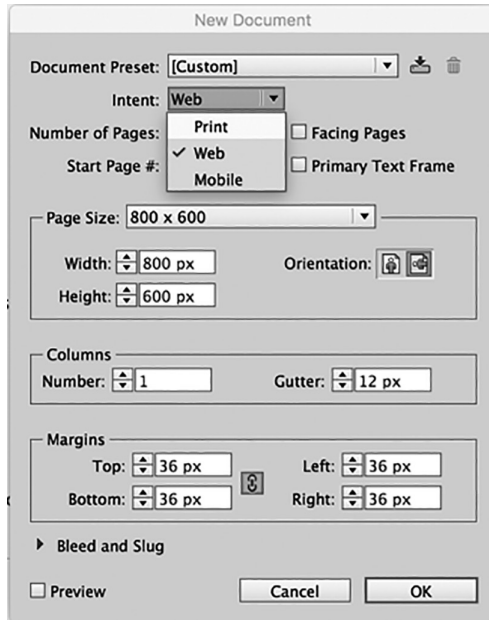


Figure 1.5

Creating a new document in InDesign.

Preview checkbox.

Toward the bottom of the left-hand side, you can see the preview checkbox, which allows you to see the settings of the document.

5. *Open* allows you to open a previous InDesign file that you have worked with. If you open any file that is InDesign CS5, CS6, CS7, CS8, or CS9 and CC 2014, CC 2015, CC 2016, or CC 2017, make sure the file was saved with the extension *.indd*, which allows this file to open in various versions of InDesign.

The best option to choose to organize the menu you want to work with is by going into *Window>Workspace>* and selecting the environment: *Advanced*, *Book*, *Digital Publishing*, *Essentials*, *Interactive for PDF*, *Printing and Proofing*, and *Typography* (Figure 1.6).

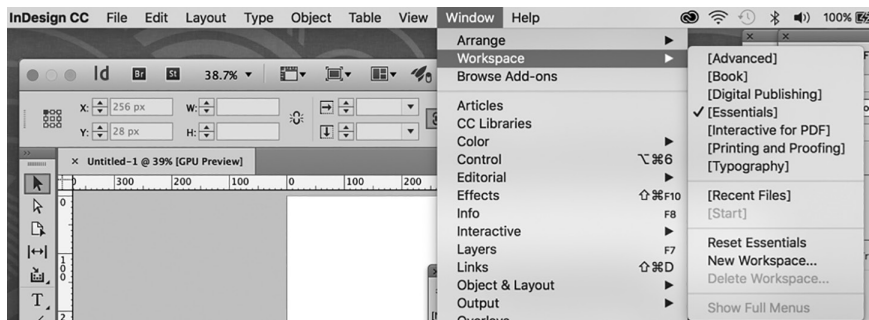


Figure 1.6

Setting and choosing the right workspace in InDesign.



Figure 1.7

Top bar in the Window menu.

These options only allow you access to certain tools faster. If you are starting to create interactivity in InDesign, start with *Interactive for PDF* on the menu because this provides you with the necessary tools to start. You can switch to any of the options mentioned earlier anytime (Figure 1.7).

This allows you to go directly to several places in a short period of time. From left to right: Bridge (an Adobe application that allows you to manage your files), Stock (an Adobe application that allows you to search for images), Zooming in and out, View options, Screen mode, Arrange documents, GPU performance is enabled, Publish online, Workspace tool reset option, and Search bar that goes directly to Adobe Stock Photos (you need to become a member to download photos).

How to Bring Tool Windows to the Workspace?

Every tool option is available in the Window option located on the top toolbar. In the above-mentioned image, the Color option is selected; this goes into a sub-menu that provides four more options: Adobe Color Themes, Color, Gradient, and Swatches (Figure 1.8).

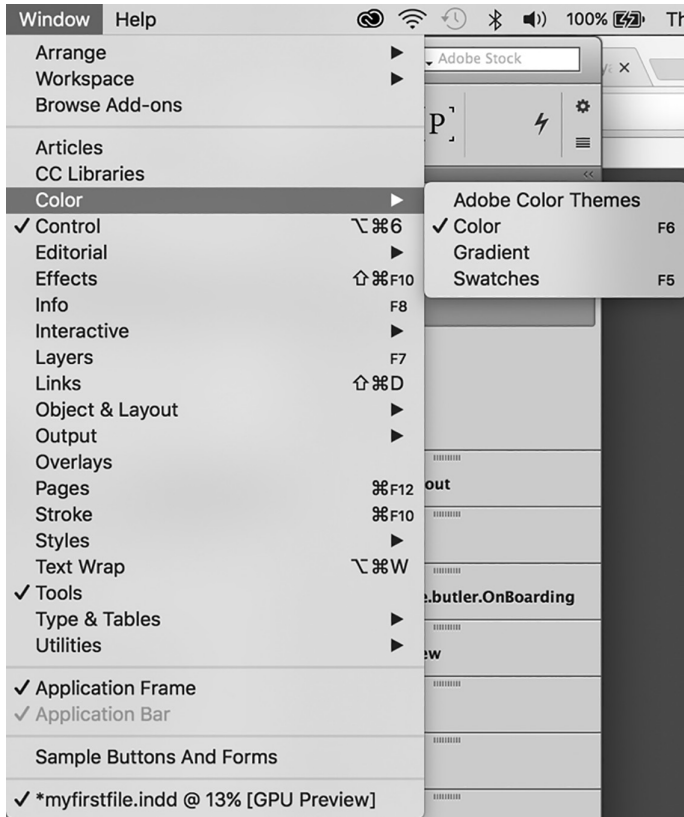


Figure 1.8

Tools in InDesign under the Window option.

Main Tools and Menu Options

InDesign provides a toolbar on the left-hand side that helps us to add text, shapes, lines, gradients, cuts, and transforms. Meanwhile, the menus on the right-hand side have more menus with options that can be used according to your planned design (Figure 1.9).

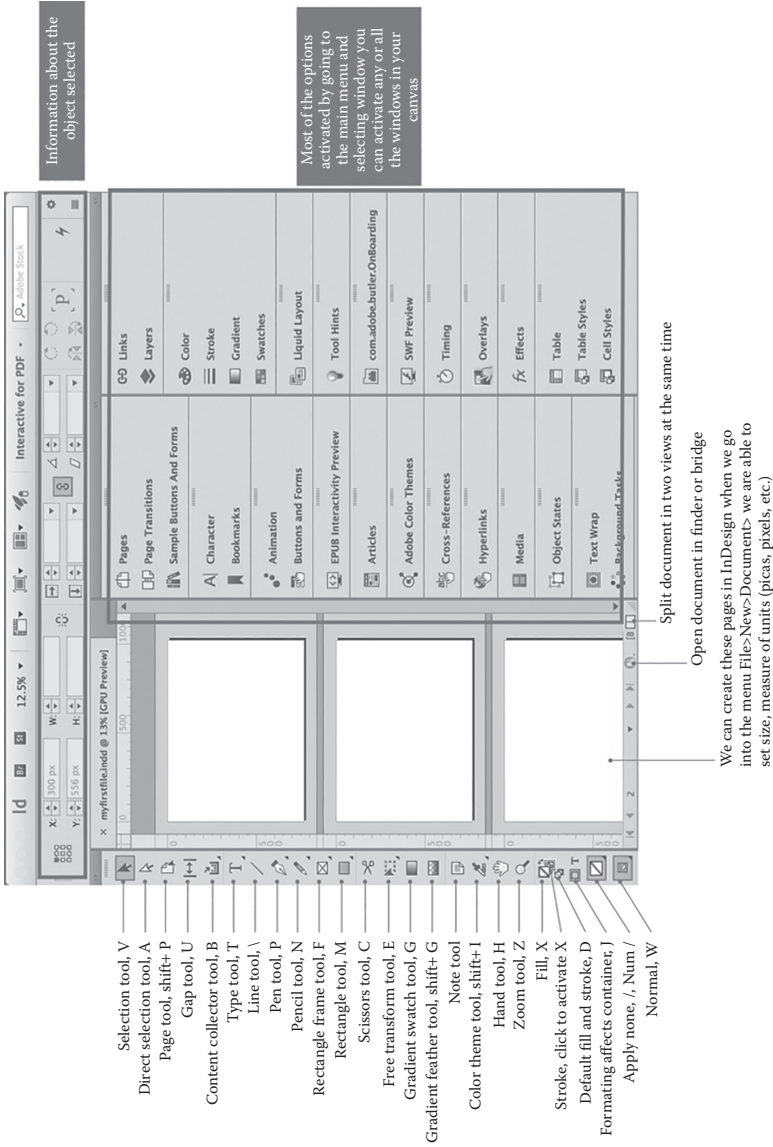


Figure 1.9

Several tools in InDesign are shown from the selection tool to animation.



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2

Interactivity

When creating an interactive document, it is necessary to first decide whether it will be *web*, *mobile*, or a *custom size*. It is very hard to make this change afterward, because you will have to redo everything, including the layout. When prototyping for digital interfaces, if the document size changes, the grid structure and layout also must change, which is more challenging than it seems. It is important to consider user functionality. For example, a phone app prototype will have a drastically different layout on an iPad, let alone on a desktop. Therefore, it is important to sketch your paper prototype before jumping into the final document size ([Figures 2.1 through 2.3](#)).

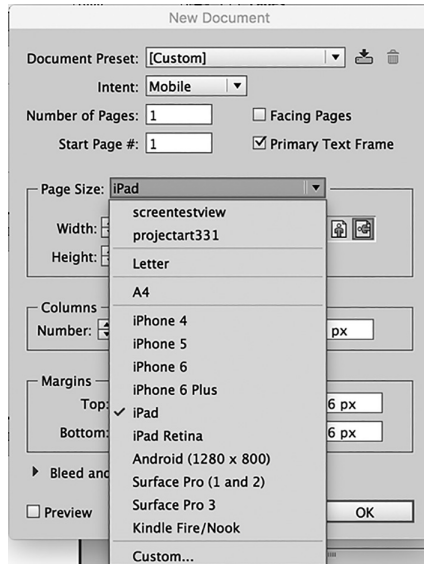


Figure 2.1

New Document Window > Intent > Select > Mobile. Then, select the Page Size options including the Custom option at the bottom.

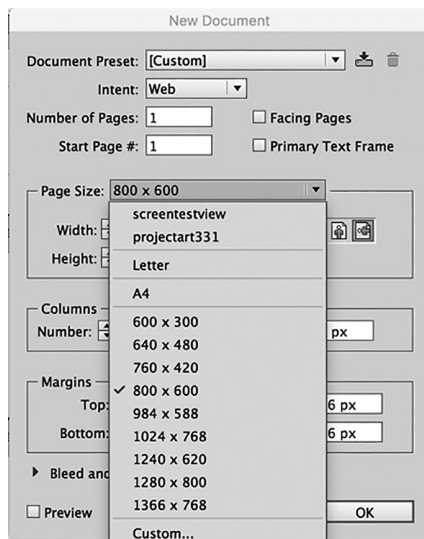


Figure 2.2

New Document Window > Intent > Select > Web. Then, select the Page Size options including the Custom option at the bottom.

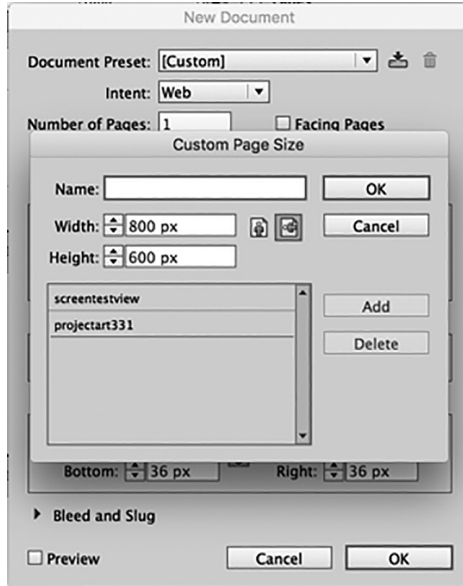


Figure 2.3
Custom Page Size settings.

From New Document > Page Size > Select, the “Custom Page Size” drop-down menu allows you to decide the width and height and whether you want the document in a vertical or horizontal position according to these width and height values. In addition, you can add or delete any sizes previously customized.

Preset and Custom Sizes

The only difference between web, mobile, and custom size is the preset sizes given and your own customized sizes. A wide range of options for setting up the correct size of document are available at <http://screensiz.es/> (see “Screen Sizes | Viewport Sizes and Pixel Densities for Popular Devices”) (Figure 2.4).

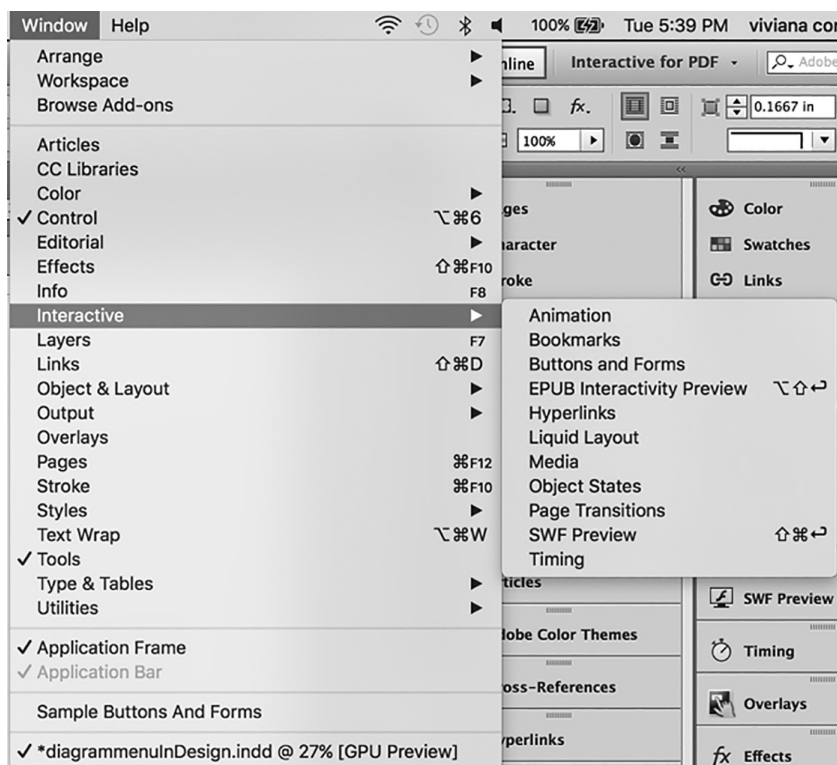


Figure 2.4

Choosing from the interactive options located under “Window.”

Tools

The tools you will be using are broad according to the purpose of the design. If you want interactive menus or content, go to “Window” and select “Interactive.” This option provides several options: Animation, Bookmarks, Button and Forms, EPUB Interactivity Preview, Hyperlinks, Liquid Layout, Media, Object States, Page Transitions, small web format (SWF), and Timing.

Export

Types of files to export:

1. PDF Interactive
2. EPS
3. EPUB (Fixed Layout)
4. EPUB (Reflowable)
5. Flash CS6 Professional (FLA)
6. Flash Player (SWF)
7. HTML
8. Publish online



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SECTION II

Importing Files



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3

Photoshop

Saving Files in Photoshop

Tips for Reducing Your File Size

When working with images for interfaces, smaller is better, because computers' loading time and memory vary, and a light and agile prototype is preferable.

Please read the following tips:

1. Merge and flatten images. Do not keep layers. Save a copy to keep the original layers as a backup.
2. Layer masks take a lot of memory space. Try not to include them in your files.
3. Rasterizing Smart objects makes a file smaller.

Converting a Photoshop Image into a JPEG

Please follow [Figures 3.1](#) through [3.4](#). Then, select JPEG from the options at the top right of the pop-up window, "Save for Web."

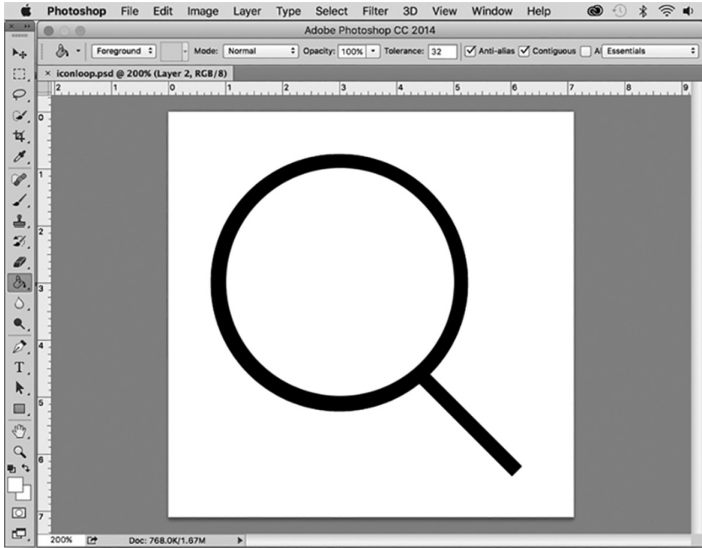


Figure 3.1

Once an image has been created in Photoshop, the next step is to save the image.

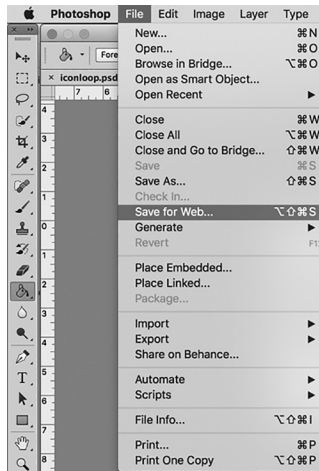


Figure 3.2

In Photoshop, go to "File" from the top menu and select "Save for Web."

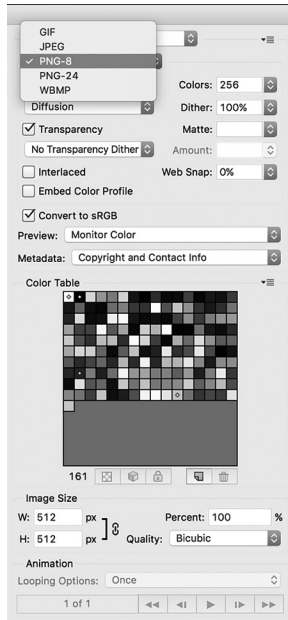


Figure 3.3

At the top left of the window, the preset options allow saving the image in the following formats: GIF, JPEG, PNG-8, PNG-24, and Wireless Application Protocol Bitmap (WBMP). Please check with the Human-Centered Design Guidelines.

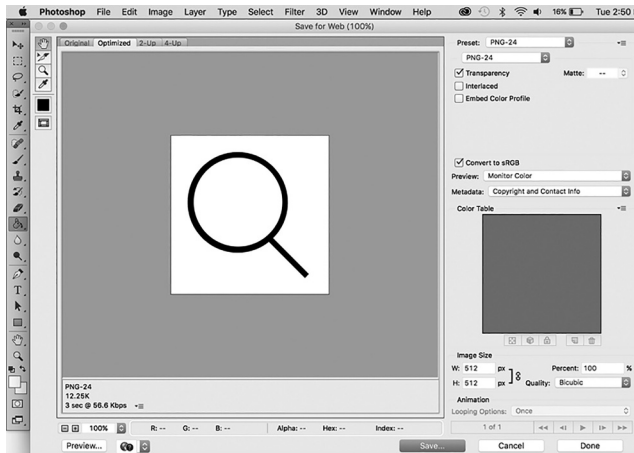


Figure 3.4

A window titled "Save for Web" shows the image on the left. Here, you can change the size, resolution, and quality of the image. Once you have selected the settings desired, click "Save" in the bottom-right corner.

Converting a Photoshop Image into a PNG

Please follow [Figures 3.2](#) through [3.4](#). Then, select PNG from the options at the top right of the pop-up window, “Save for Web.”

Converting a Photoshop Image to a *Scalable Vector Graphics*

The plugin for Photoshop titled “Photoshop SVG export 4.0” allows you to export Scalable Vector Graphics (SVG) images out of Photoshop. Check your version of Photoshop and whether this plugin can be installed to match the version you have.

Icon Preparation for Mac OS X, Using iTunes Icon as an Example

Figure 3.5.

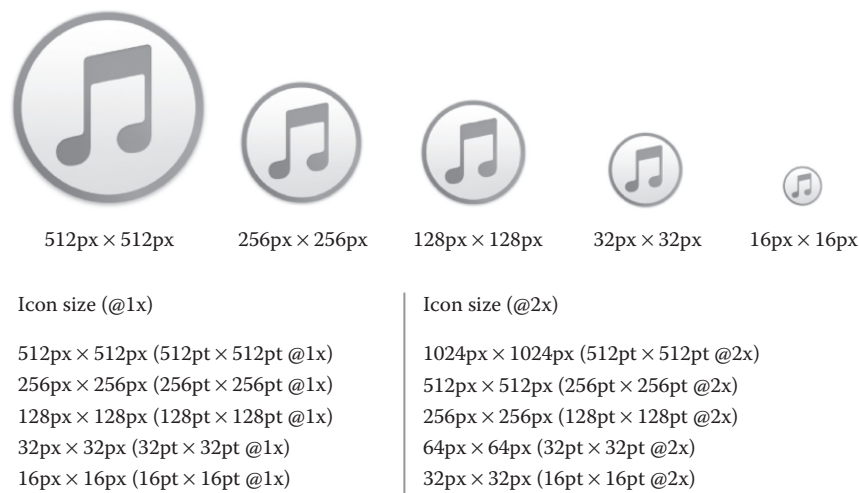


Figure 3.5

iTunes icon, part of the Mac OS X system that uses five sizes in two versions: 1x (standard devices) and 2x (a larger version than the standard). These icons need to be set to these sizes to allow the app to run smoothly in Mac OS X. (Courtesy of iTunes.)