

1. Record Nr.	UNINA9910457951503321
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Titolo	InDesign CS2 for dummies [[electronic resource] /] / by Barbara Assadi and Galen Gruman
Pubbl/distr/stampa	Hoboken, NJ, : Wiley, c2005
ISBN	0-7645-9874-0
Descrizione fisica	1 online resource (411 p.)
Collana	--For dummies
Altri autori (Persone)	GrumanGalen
Disciplina	686.22544536 006.686
Soggetti	Desktop publishing Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	InDesign CS2 For Dummies; About the Authors; Dedication; Authors' Acknowledgments; Contents at a Glance; Table of Contents; Introduction; How to Use This Book; How This Book Is Organized; Icons Used in This Book; Part I: Starting at the Beginning; Chapter 1: Finding Out How InDesign Works; Lots of Capabilities; Finding Out What InDesign Can Do; Discovering the InDesign Approach; Understanding Global and Local Control; Basic InDesign Vocabulary; Chapter 2: Taking a Quick Lap around the Track; Creating a New Document; Working with Frames; Working with Text; Working with Lines Working with GraphicsCreating Colors; Applying Colors; Printing a Composite; Chapter 3: Understanding InDesign Ingredients; Discovering the Document Window; Opening Multiple Document Windows; Tooling around the Tools Palette; Working with Panes and Palettes; Chapter 4: Making It Work Your Way; Setting Document Preferences; Modifying Defaults for Text and Objects; Modifying Defaults for Views; Adding Default Colors and Styles; Part II: Document Essentials; Chapter 5: Opening, Viewing, and Saving Your Work; Setting Up a New Publication; Recovering from Disaster; All about Templates Chapter 6: Discovering How Pages WorkUnderstanding the Pages Pane; Working with Page Numbers; Navigating Documents and Pages; Adjusting Page Layouts and Objects; Chapter 7: Layers and Layers; What Layers Can Do for You; Layer Basics; Working with Layers;

Working with Objects on Layers; Manipulating Entire Layers; Chapter 8: Creating Layouts Right the First Time; Creating and Using Master Pages; Building a Template; Using Libraries; Chapter 9: Working with Books; Managing Chapters and Books; Creating Tables of Contents; Creating Indexes; Adding Footnotes; Part III: Object Essentials  
Chapter 10: Adding Frames, Lines, and Colors  
Creating Frames and Shapes; Drawing a Straight Line; Defining Colors, Tints, and Gradients; Applying Colors; Chapter 11: Aligning Objects with Grids and Guidelines; Precise Positioning with Coordinates; Lining Up Objects with Guidelines and Grids; Chapter 12: Manipulating Objects; Selecting Objects; Moving, Resizing, and Deleting Objects; Preventing Objects from Printing; Transforming Objects; Adding Strokes, Fills, and Other Effects; Chapter 13: Organizing Objects; Working with Object Styles; Creating Inline and Anchored Frames  
Combining Objects into a Group  
Locking Objects; Stacking Objects; Sharing Objects among Documents; Part IV: Text Essentials; Chapter 14: The Ins and Outs of Text; Importing Text; Editing Text; Searching and Replacing Text; Checking Spelling; Chapter 15: The Text Frame Tango; Working with Text Frames; Threading Text Frames; Working with Columns; Working with Merged Data; Chapter 16: Handling Character Details; Specifying Character Formats; Modifying Font, Type Style, and Size; Using Other Character Formats; Controlling Space between Characters and Lines; Creating and Applying Character Styles  
Chapter 17: Handling Paragraph Details

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## Sommario/riassunto

Over the last few years, Adobe InDesign has made significant inroads against QuarkXPress, with adoptions by major media companies such as Meredith Corporation and Hearst Magazines; it is now the only desktop publishing program taught at many art schools  
Shows graphic designers how to get up to speed quickly on the latest InDesign release, make the most of program tools, create great page designs, add sparkle, and output to a variety of media  
The authors, both Quark experts who've converted to InDesign, offer special tips and insights to Quark users who are making (or thinking of

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