

Creating Multimedia Products

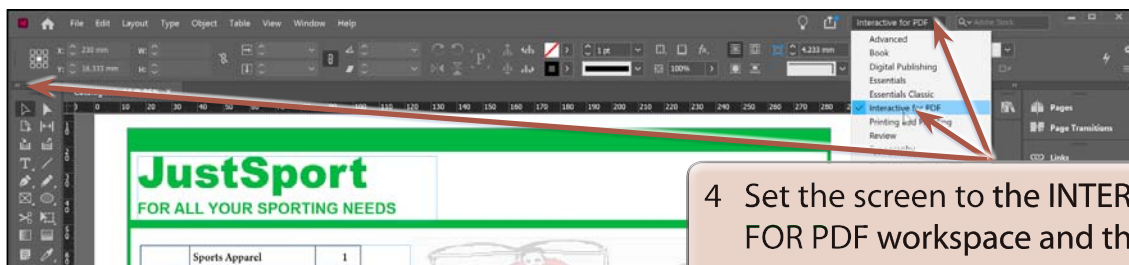
InDesign can be used to create multimedia products that combine movie clips, sounds, images and animations into professional products that can be distributed on DVDs or viewed on ePub (Electronic Publishing) Readers. Buttons can be used to allow the user to move to specific parts of the product.

In this chapter you will create an interactive ePub catalogue for a sports store.

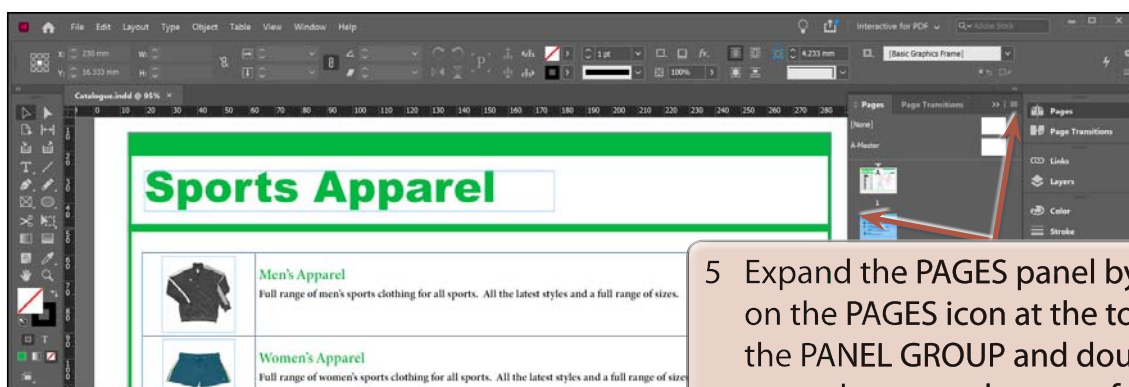
Creating an Online Catalogue

A simplified catalogue for a sports store has been prepared for you. It will need navigation buttons added to it.

- 1 Load Adobe InDesign or close the current document.
- 2 Select OPEN from the WELCOME screen or FILE menu.
- 3 Access the IDcc SUPPORT FILES, open the CHAPTER 14 folder and open the CATALOGUE file.



- 4 Set the screen to the INTERACTIVE FOR PDF workspace and the TOOLS panel to 2 columns.



- 5 Expand the PAGES panel by clicking on the PAGES icon at the top right of the PANEL GROUP and double click on each page to become familiar with the catalogue.

NOTE: There is a **DIGITAL PUBLISHING** workspace that you will use in the next chapter, but the **INTERACTIVE FOR PDF** workspace provides all the panels that will be needed for this activity.

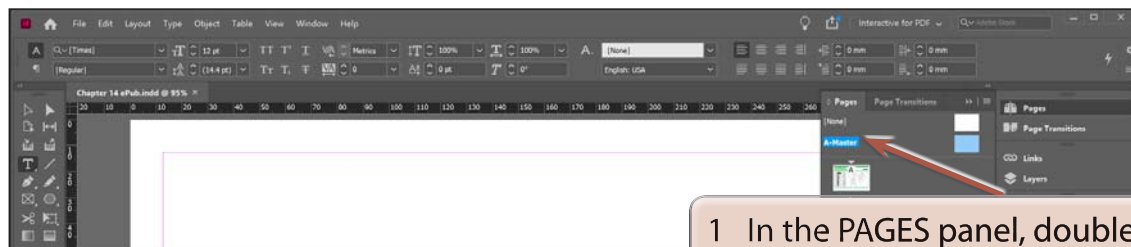
- 6 Use **SAVE AS** from the **FILE** menu to save the document in your **STORAGE** folder as:
Chapter 14 ePub

Drawing Navigation Buttons

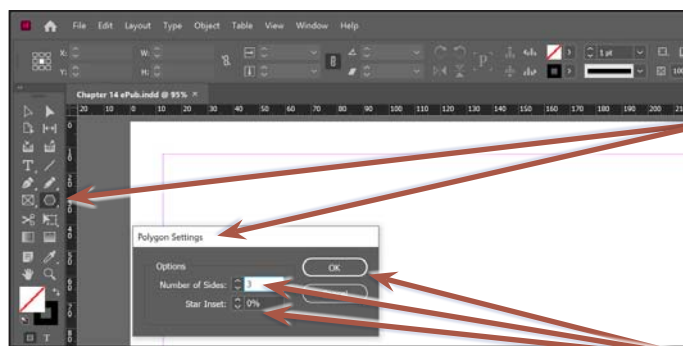
Any object within InDesign can be converted into a button or you can use some of the sample buttons provided by InDesign. In this case triangles and a circle will be drawn using the **SHAPES** tools and converted to buttons to navigate to pages.

When creating buttons that will be used on all pages of a document, it is more efficient to place those buttons in a **MASTER** page so that they automatically appear on all pages.

A Drawing a Triangle



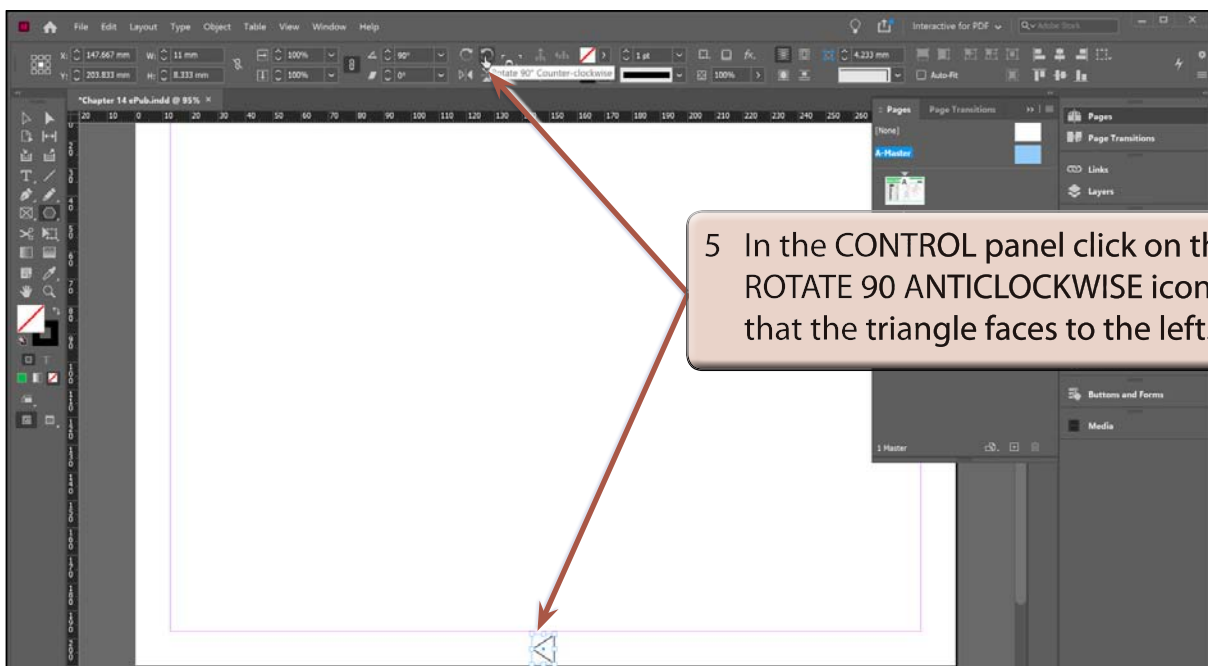
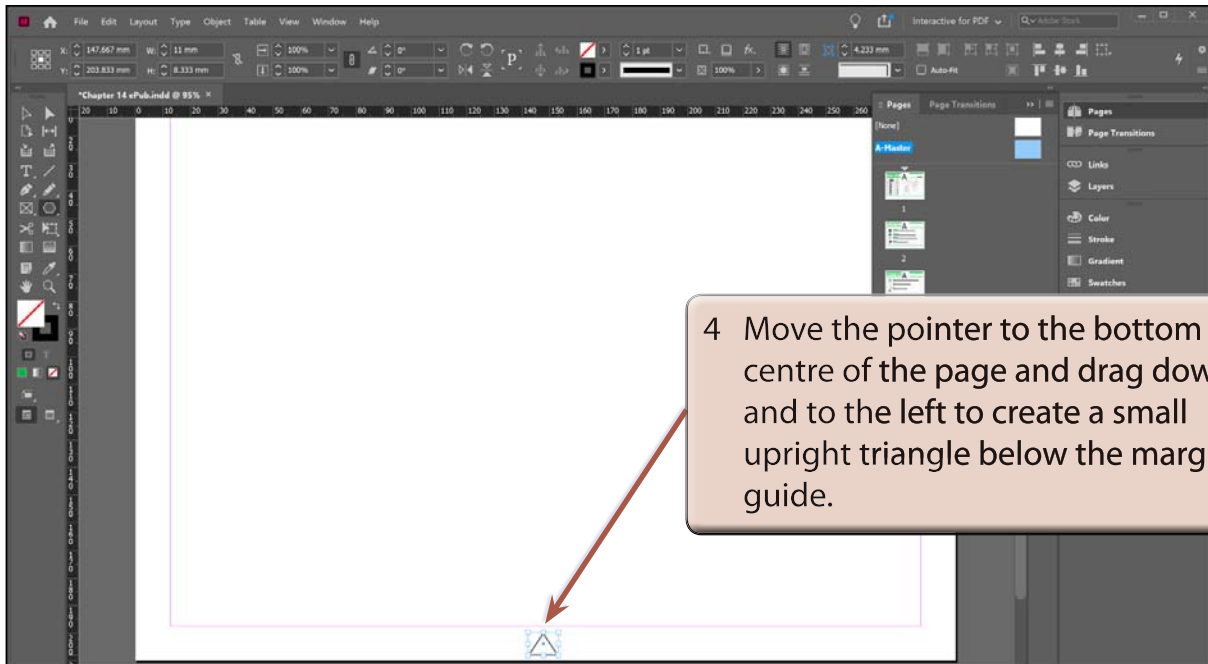
- 1 In the **PAGES** panel, double click on the **A-MASTER** page to open the **MASTER PAGE**.

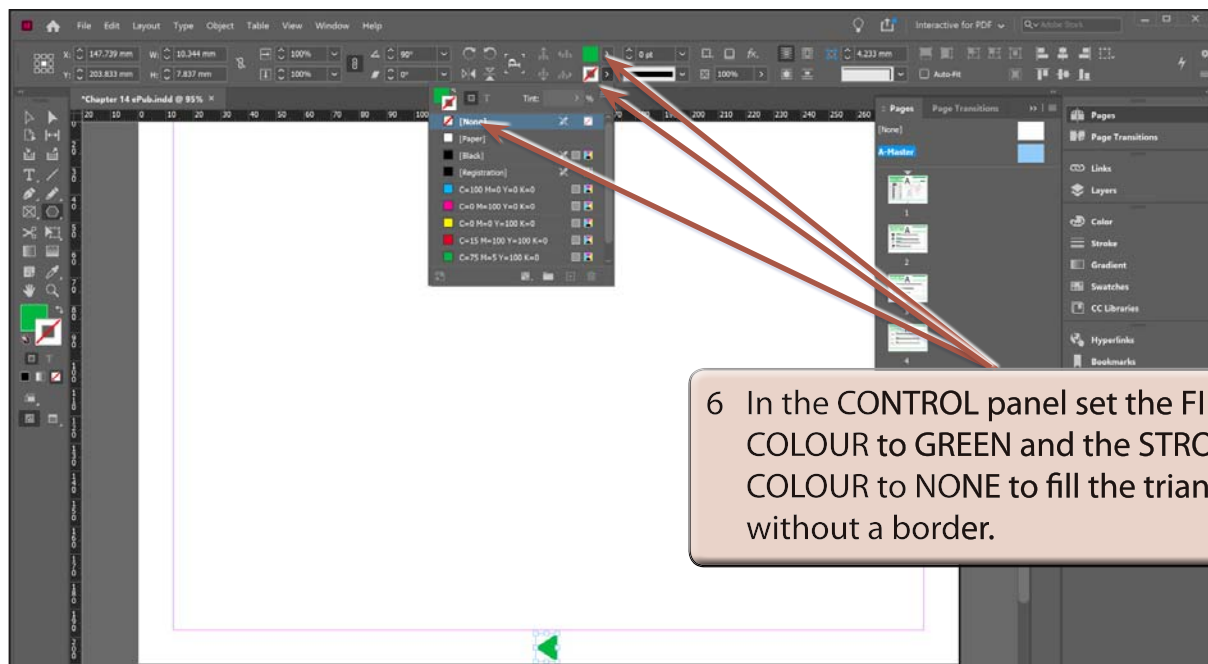


- 2 Click and hold on the **SHAPES TOOL** in the **TOOLS** panel, set it to the **POLYGON TOOL** then double click on the **POLYGON TOOL** to open its settings.

- 3 Set the **NUMBER OF SIDES** to 3, the **STAR INSET** to 0% and select **OK**.

NOTE: Setting the NUMBER OF SIDES to 3 means that every shape drawn by the POLYGON TOOL will be a triangle.





NOTE: You could add some bevel and drop shadow effects to the triangle if you wanted to.

B Duplicating the Triangle

The triangle can be duplicated and flipped to create a button that faces to the right.

- 1 Use the ZOOM TOOL to zoom in on the triangle.

