



Create Interactive Documents using Adobe InDesign CS5

Chris Converse

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Designers today are increasingly called upon to create materials in a wide variety of media, or materials that can be delivered via multiple media, not simply for print or for Web alone. In Creative Suite 5, Adobe has addressed that need by making InDesign a powerful cross-media design tool, so designers can use the main tools that they're familiar with to create documents that not only look beautiful in print, but also provide all the interactivity customers expect when viewed online.

In this 4-hour video (and accompanying reference book), the equivalent of a half-day seminar, print designers learn how to setup an engaging and interactive user experience in a non-coding environment. Further, designers will learn how to prepare an InDesign document to use rich media elements (Flash movies, video, graphics) and set up interactivity using InDesign's buttons, hyperlinks, multistate objects, and animation, and movie panels. Among other things, the techniques taught in the class empower designers to take control and develop interactive documents, which will include animation, video, and user-triggered events. The finished product will include global navigation, sequenced animations of pages, video, and imported animations.

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