

ADOBE® CREATIVE SUITE® 3 DESIGN PREMIUM AND STANDARD WORKFLOW GUIDE

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Adobe® Creative Suite® 3 Design Premium and Standard Workflow Guide

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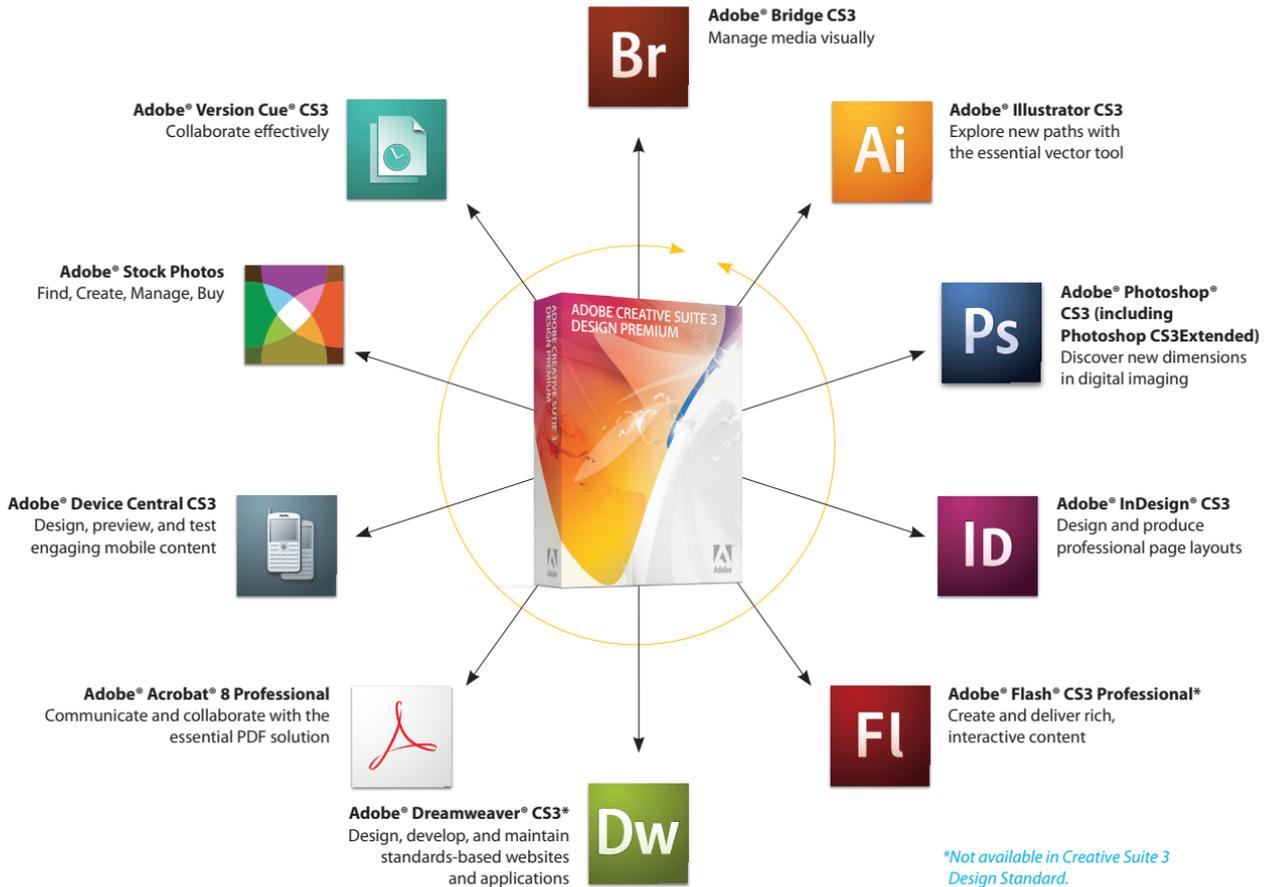
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The Big Picture

Adobe® Creative Suite® 3 Design Premium software is the designer's dream toolkit for print, web and interactive, and mobile publishing. It combines all-new versions of essential tools for professional page layout, image editing, illustration, and Adobe PDF workflows with new tools for designing engaging websites, interactive experiences, and mobile content. Adobe Creative Suite 3 offers a productive, intuitive, and tightly integrated environment with everything you need to design content for tomorrow as well as for today.



Print, Web, and Interactive Workflow

Adobe® Creative Suite® 3 Design is designed to let you repurpose the assets you create across different media. The tight integration among Creative Suite components allows you to start with content from Illustrator®, Photoshop®, and Flash®, move quickly to InDesign® and Dreamweaver® for layout and assembly, and easily check and prepare your files for both print and web production.

Along the way, you and the others in your workgroup can manage files and track revisions using Adobe® Bridge CS3 and Adobe® Version Cue® CS3, including downloading stock photography from Adobe Stock Photos directly from Bridge.

CONTENT CREATION

PRINT



Start with Photoshop and Illustrator to create compelling content using Creative Suite features such as Smart Filters and LiveColor.

[See Smart Filters, page 40](#)
[See Live Color, page 58](#)



Bring the content you've created directly into Flash.

WEB AND INTERACTIVE

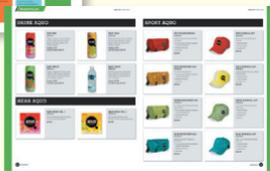


New in Flash: import native Photoshop and Illustrator files, preserving the layer structure.
[See Import Files into Flash, page 95](#)

LAYOUT AND ASSEMBLY

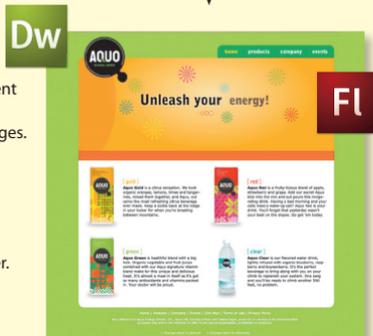


Layout your print deliverables using InDesign. Become more efficient by using features such as table styles and multi-file place. [See Table Styles and Table Styles, page 75,](#) and [Multi-File Place, page 74](#)

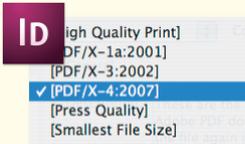


Export InDesign content as XHTML, for use in Dreamweaver web pages. [See InDesign for Web, page 80](#)

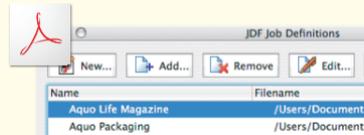
Add Flash animations to web pages you create in Dreamweaver. [See Embed Flash Animations and Applications, page 117](#)



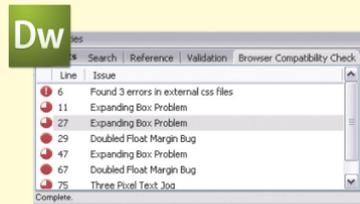
PRODUCTION



Export a print-ready Adobe PDF. [See Creating Adobe PDF Files, pages 18-19](#)



Use JDF files in Acrobat to check your files against your print provider's standards. [See Submit with a JDF, page 89](#)



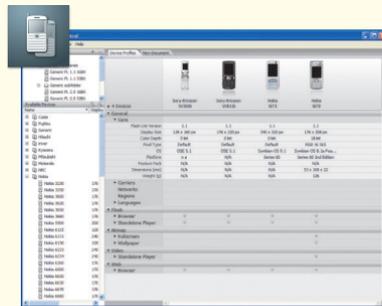
Check for potential problems in different browsers with the new Browser Compatibility Check feature in Dreamweaver. [See Cross-Browser Compatibility Check and CSS Advisor, pages 118-119](#)

Mobile Workflow

Adobe Creative Suite 3 Design software can also be used as part of your mobile workflow, now that Creative Suite components are combined with new Adobe Device Central. Create and assemble content using Photoshop, Illustrator, InDesign, Dreamweaver, and Flash. Then use Device Central to preview and test mobile content for a wide range of mobile and consumer devices.

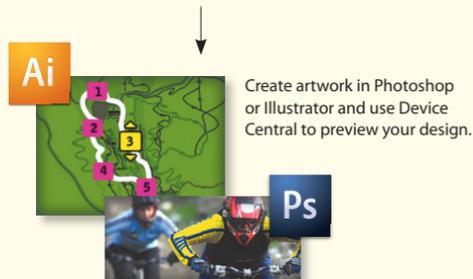
MOBILE

CONTENT CREATION



Create a new Photoshop, Illustrator, or Flash document tailored for mobile devices from within Device Central, consulting the device profiles in Device Central.

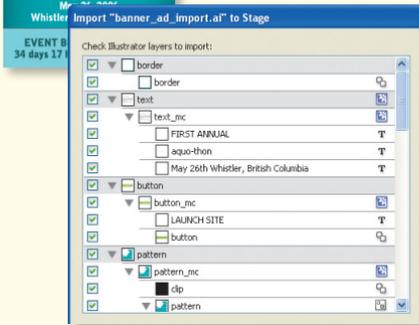
[See Device Central Overview, pages 28-29](#)



LAYOUT AND ASSEMBLY



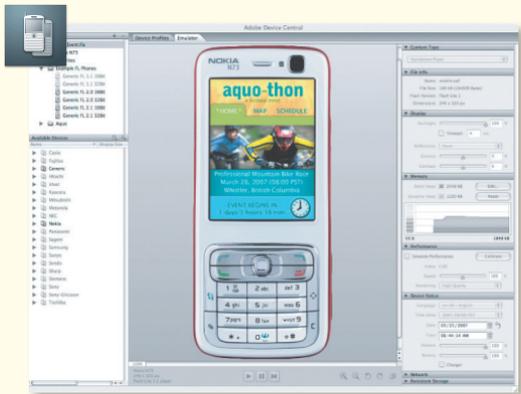
Create a new mobile document in Flash. Add interactivity after importing your Photoshop or Illustrator files into Flash. Layers from both components are now preserved on import. [See Import Files into Flash, page 95](#)



PRODUCTION



Publish your work. Choose Control > Test Movie in Flash to compile a SWF file. Device Central automatically opens, so that you can test your Flash Lite application. [See Developing for Mobile Devices, page 97](#)



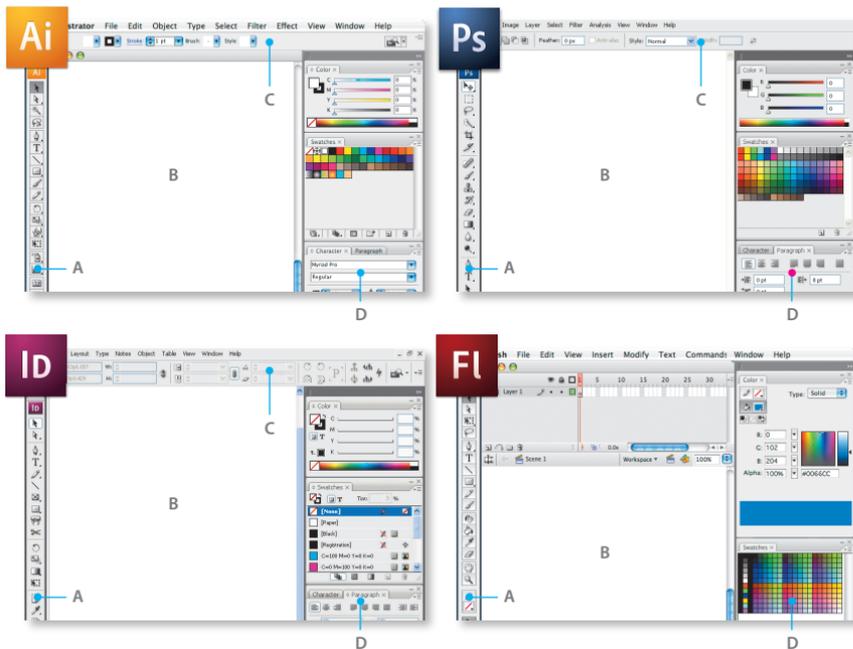
What's Common

Creative Suite 3 is designed to create a seamless workflow among the individual programs. The common language of the interface, tools, and commands lets you work more efficiently within your current workflow, and quickly learn new programs and functionalities.

Photoshop, Illustrator, InDesign, and Flash share a consistent interface, with common locations for toolbars, control panels, and docking panels surrounding the main artboard (or Stage).

- A:** Tools panel (or palette)
- B:** Artboard (or Stage)
- C:** Control panel (or palette)
- D:** Panels (or palettes)

See [Adobe Creative Suite 3 Video Workshop topic, Using shared elements of the Photoshop, Illustrator, InDesign, and Flash workspaces](#)

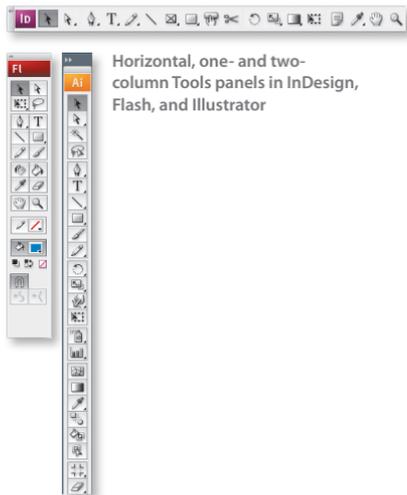


CUSTOMIZING YOUR INTERFACE

The Tools Panel

You can change the overall layout of the Tools panel to fit your preferred window and panel layout. By default, the Tools panel appears as two vertical columns. You can set it up as a single vertical column, or as one horizontal row.

[See Help](#)



The Control Panel, Control Palette or Insert Bar

The context-sensitive Control panel, Control palette, or Insert Bar offers quick access to options, commands, and other panels related to the item or objects you select on the current page.

By default, the Control panel, Control palette, or Insert Bar is docked to the top of the document window; however, you can dock it to the bottom of the window, convert it to a floating panel, or hide it altogether.

[See Help](#)



Photoshop Control palette



Illustrator Control panel



Dreamweaver Insert bar

Panels and Docking

By default, panels dock to the right side of your work area. You can choose to display your panels in icon mode, collapsing them to single icons, or icons and labels, to save space. You can change panel configurations to suit your preference. The panels can either sit flush to the work area or overlap it.

[See Help](#)



Docking panels and icon mode

GETTING SET UP

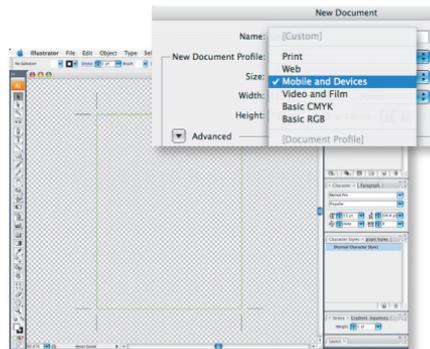
How you set up your work space and document directly affects how efficiently you can design and produce your work.

In Creative Suite, Document Set Up, Templates, and Workspaces let you make the right project choices based on presets, and give you the freedom to customize your own presets.

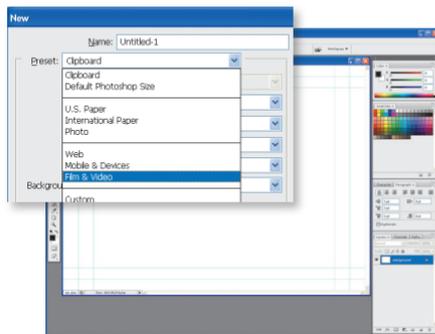
Document Set-Up

When you choose File > New, you will be given a range of options for the initial set-up of your document, such as height and width defined by the units of your choosing, color mode, resolution, and page options for print or online viewing.

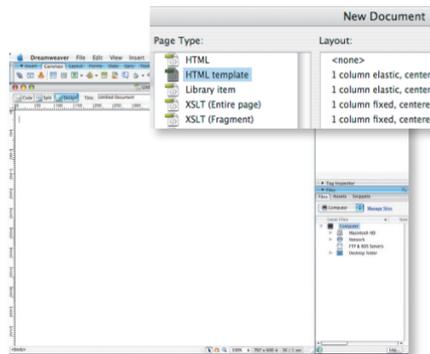
Several programs now allow you to choose New Document profiles based on media type. This is very helpful when you are working across media.



New Mobile and Devices document in Illustrator



New Film & Video document in Photoshop



New HTML template document in Dreamweaver

Workspaces

You can choose predefined Workspaces, found in the Windows menu, and take advantage of having displays and menus coordinate with selected workflows. You can also define your own workspace by simply arranging your desktop (panels, tools, etc.) and then saving it as a custom workspace.



Save Workspace

Templates

Templates let you create new documents that share common settings and design elements. You can create a template for a specific size, and determine settings for view (such as guide placement), print, online options, and more.

Templates can also contain symbols for common design elements (such as logos) and specific sets of color swatches, brushes, and graphic styles.

Flash includes templates for online advertising, mobile devices, slideshows, and learning objects. Dreamweaver includes web page templates in a variety of design formats, including a long list of cascading style sheets (CSS) layouts and support for related client- and server-side languages, such as Java Script, Adobe ColdFusion, PHP, ASP, and JSP.

Illustrator and InDesign come with a variety of templates, including letterheads, business cards, envelopes, brochures, labels, certificates, postcards, greeting cards, and websites.



Website template in Illustrator



Brochure template in InDesign

CONSISTENT COLOR

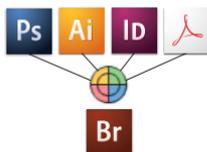
Maintaining consistent color throughout the design process is both an important goal and a technical challenge. An asset's colors should look as similar as possible during the creation, layout, and printing phases of your workflow. Photoshop and Illustrator can embed a profile of your asset's color values when saving a file. InDesign can then read that profile and use it to display consistent colors from monitor to printed page.

Consistent Color with Adobe Bridge

When you set up color management using Adobe® Bridge CS3, color settings are synchronized across Photoshop, Illustrator, InDesign, and Acrobat. This synchronization ensures that colors look the same in all color-managed Creative Suite components.

If color settings are not synchronized, a warning message appears at the top of the Color Settings dialog box in Photoshop, Illustrator, InDesign, and Acrobat.

Adobe recommends that you synchronize color settings before you work with new or existing documents.



1 Open Bridge. To open Bridge from another Creative Suite component, choose File > Browse. To open Bridge directly, either choose Bridge from the Start menu (Windows) or double-click the Bridge icon (Mac OS).

2 Choose Edit > Creative Suite Color Settings. Select a color setting from the list, and click Apply.

If none of the default settings meet your requirements, select Show Expanded List Of Color Setting Files to view additional profiles.

3 To install a custom settings profile, such as a file you received from a print service provider, click Show Saved Color Settings Files.

See Adobe Print Resource Center:
www.adobe.com/studio/print/

Shared swatches

You can define color swatches in InDesign, Illustrator, or Photoshop, and then exchange those swatches across these components. This not only promotes visual consistency across all design elements, but also ensures that all colors contain the same custom process or spot colors. All members of your design team can consistently use these swatches.

You can create an .ase (Adobe Swatch Exchange) file to load in other applications, and transfer it to others on your team.

1 Create a set of swatches, and choose Save Swatches for Exchange from the Swatches panel menu. Name the file, and click Save.



Swatches panel menu

2 The .ase file containing your swatches is saved to the Presets > Swatches folder of the Creative Suite component where it originated.

3 To import the swatches in another application, choose Load or Open Swatches from the Swatches panel menu, locate the .ase file in Presets > Swatches where it was saved, and click Load/Open.

To share the swatches with your team, copy the .ase file to your server, where everyone can access a copy, or e-mail it to team members working remotely.

Tips for successful color workflow

- Synchronize color settings in Bridge at the start of the project.
- Keep Color Management turned on in all Creative Suite components.
- Exchange color swatches across components to maintain consistency in projects.
- Turn on Overprint Preview on in Illustrator, InDesign, and Acrobat when previewing the final file.

CREATING

When you start creating work in any of the Creative Suite components, similar tools and practices let you quickly engage with the individual application you are in.

Tools like Pen and Eraser are fundamental to several components; Layers and Animation panels were engineered for similar purposes; filters and styles are great crossover effects that remain familiar no matter what component you are in.

Pen tool

When you need a precision drawing tool, the Pen tool is usually the answer. The Pen tool has been updated in Flash, where drawing objects is now more consistent with your experience in Illustrator and Photoshop.

The Pen tool draws straight and curved lines to create objects. The tool comes with a menu containing the Add Anchor Point tool, Delete Anchor Point tool, and Convert Anchor Point tool. These tools help shape and redefine your object.



Adjusting an anchor point

Eraser tool

The Eraser tool removes parts of the image. In Photoshop, you can erase pixel information. In Flash, you can erase strokes and fills. In Illustrator, this new tool lets you erase vector lines and shapes, and will automatically create new anchor points. You can customize the Eraser tool within the different Creative Suite components.

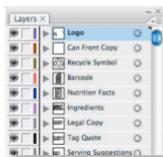


Eraser tool

Layers

Layers can be used to separate areas of content from each other. Layer information can be locked, hidden, deleted, and be kept independent from other content. Layer information can also be moved, transformed, or blended.

In programs like Illustrator and InDesign, layers are often used to organize content. These layered files can also be exported and opened in Acrobat. In Photoshop, layers are used to make non-destructive image corrections and to apply effects. In Flash, layers are used to separate content that is frequently assigned different actions and attributes.



Layers panel in Illustrator

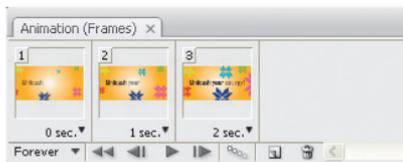


Layers panel in Flash (left of timeline)

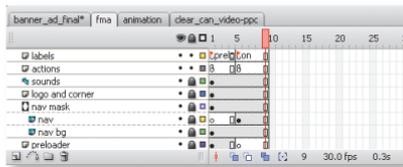
Timelines and Animation

Photoshop and Flash let you create an animation by using the Animation palette in Photoshop and the Timeline in Flash. Additionally, in Flash you can define key frames at certain points, and motion will automatically be generated based on these keyframes.

[See Help](#)



Animation palette in Photoshop

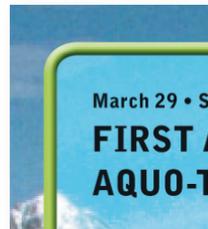


Timeline panel in Flash

Styles and Effects

Many attributes and effects are available to apply to your artwork, whether it be vector or bitmap. Styles are sets of effects and appearance attributes, which can be applied to type or artwork. Once defined, they can be applied to multiple elements. Effects include drop shadows, beveling objects, and applying artistic filters.

[See page 76 for InDesign Effects](#)
[See page 40 for Photoshop Smart Filters](#)



Object Style in InDesign, composed of bevel effect, colors, and transparency



Blur effect in Photoshop

FILE COMPATIBILITY ACROSS CREATIVE SUITE COMPONENTS

Placing and Importing are methods of moving elements of artwork from one application to another.

Commands such as Edit Original, Symbols, and Smart Objects help manage or maintain the editability of placed or imported files.

Saving or Exporting from Creative Suite components gives you control over the final file format. Export is most often used when you are transforming the original file format into a non-native format.

Linking files

The process of placing files created in other applications is similar across Creative Suite components.

1 In Illustrator, Photoshop, InDesign, Dreamweaver, and Flash, you can use File > Place or File > Import.

2 Locate the file to be placed. When placing images or documents, you have the option to link them. Linking an image or document creates a relationship with that external file, and you can modify it in its native application.

Native files, copy, and paste

Adobe Creative Suite components are designed to share native files across the software. Use native files any way you need to: Open native Photoshop files in Illustrator, import them into InDesign layouts or Flash projects, and copy them into Dreamweaver. Open Illustrator files in Photoshop and import them into InDesign layouts and Flash projects. Open and edit Adobe PDF files in Illustrator and Photoshop, and place them in InDesign layouts. These are just a few of the ways to move your files seamlessly from one component to another.

Symbols

Symbols provide an efficient way to add multiple instances of artwork, objects, or functionality to a file. Each instance of a symbol is defined by the original symbol. Changes made to the original symbol are applied to all other instances.

In Flash, you can have button, graphic, movie clip, or font symbols. You might even have symbol instances that load images or video, or contain animation or code. Illustrator now supports the same types of symbols as Flash, including instance names and 9-slice scaling for symbols. Sharing symbols between Illustrator and Flash is an easy and effective workflow.

Smart Objects

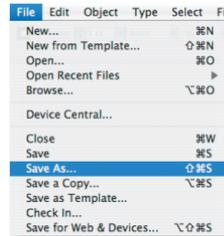
Smart Objects give you the flexibility to scale, rotate, and warp layers nondestructively in Photoshop. You can create a Smart Object in Photoshop by converting one or more layers. In addition, you can paste or place the data in Photoshop from Illustrator.

Once a Smart Object stores source data inside a Photoshop document, you can then work on a composite of that data in the image. When you want to modify the document (for example, to scale it), Photoshop re-renders the composite data based on the source data.

See [Adobe Video Workshop topic, Using Smart Objects and Live Color](#)

Saving and Exporting

While file formats and export options are different in each component, the process of saving and exporting is very similar. Under the File menu, you will always have the option to Save, Save As, Save a Version (when using Version Cue) or Export your file. Saving your file lets you define its properties. Saving As lets you save a copy of your file of the same or different file type, and with the same or different properties. Exporting lets you save a version of your file as a file type not native to the component you are working in.



File menu

CREATING ADOBE PDF FILES

Adobe Portable Document Format (PDF) is a key technology in both print and web publishing. You can use Adobe PDF as an integral part of your workflow to streamline document distribution and review, print high-resolution output, archive documents, and more.

Use Adobe PDF files for:

Electronic Distribution: Post to the Internet, or review in real time, via e-mail or server.

Printing: Print proofs with a desktop printer. Prepare files for prepress and high-end output converting to industry-standard PDF/X formats, and create JDF for workflow automation—all by using Adobe Acrobat 8 Professional.

PDF: Combine with other PDF files, or assemble into PDF packages. Archive and retrieve documents.

Creating PDF files

Generating PDF files is simple, thanks to a consistent user interface in Creative Suite components and shared PDF presets that contain optimal settings for typical output needs.

Follow these steps to create a PDF file from Creative Suite:

1 Choose one of the following options from the File menu:

Illustrator—Choose Save As and select Adobe PDF (pdf) as the format.

Photoshop—Choose Save As and select Photoshop PDF as the format.

InDesign—Choose Export and select Adobe PDF as the format. You can also select a profile name from the PDF Export Presets submenu.

2 Name the file, select a destination folder, and click Save or Export.

3 In the Adobe PDF Options dialog box, choose a PDF preset that meets the needs of the intended use of your PDF, or create or load a custom PDF preset.

To retain layers when you convert to PDF, make sure that Compatibility is set to Acrobat 6 (PDF 1.5) or later, and that Create Acrobat Layers is selected in the Export PDF dialog box.

4 Customize any of the settings, or click Save or Export to finish.

PDF Presets

Adobe provides these PDF presets as best practices for output of PDF files. If you are in doubt about which settings to use, contact your print service provider.

- **Smallest File Size** Creates PDF files for displaying on the web or an intranet, or for distribution through an e-mail system.
- **High Quality Print** Creates PDFs for quality printing on desktop printers and proofing devices.
- **Press Quality** Creates PDF files for high-quality print production (for example, for digital printing or for separations to an imagesetter or platesetter), but does not create files that are PDF/X-compliant. In this case, the quality of the content is the highest consideration. The objective is to maintain all the

information in a PDF file that a commercial printer or print service provider needs to print the document correctly.

- **PDF/X-1a** Designed for high-end print output. It requires all fonts to be embedded, the appropriate PDF bounding boxes to be specified, and color to appear as CMYK, spot colors, or both. Transparency is also flattened. Compliant files must contain information describing the printing condition for which they are prepared.
- **PDF/X-3** Designed for high-end output, this preset creates PDF/X-3 compliant files. It is a standard for graphic content exchange, with the same requirements as PDF/X-1a, except that it supports color management through the use of an output intent. RGB content is allowed if profiles are properly assigned.

- **PDF/X-4** Based on PDF 1.4, which includes support for live transparency. PDF/X-4 has the same color-management and International Color Consortium (ICC) color specifications as PDF/X-3.

Note: Before creating an Adobe PDF file to send to a commercial printer or print service provider, find out what the output resolution and other settings should be, or ask for a job options file with the recommended settings.

Additional presets are included in the Extras folder on the installation DVD.

For more information about shared PDF settings for Adobe Creative Suite components, see the PDF Integration Guide on the Creative Suite DVD.

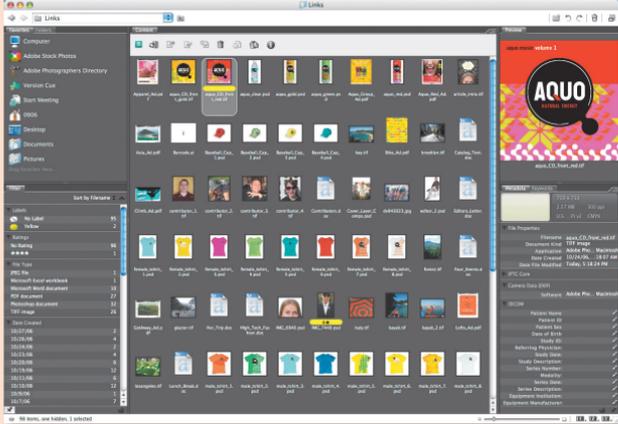
See Adobe Video Workshop topic, Creating PDF files from Creative Suite 3 applications

Br Bridge Overview

Workspaces

The default Bridge workspace contains three main panes of file information. The left pane shows Favorites, Folders, and Filters for navigating and isolating your files. The center pane shows content

thumbnails. The right pane shows a larger preview of your selected file, metadata, and keyword information. All panes are movable, allowing you to customize your workspace.



Example of three main panes

Adobe® Bridge CS3 is your visual media manager. Quickly organize, browse, locate, and view the assets you need every day. Use scalable previews to view full-color Photoshop images, Illustrator graphics, multi-page PDF files, snippets, QuickTime

You can collapse or expand the panes by double-clicking on their tabs. You can also hide all side panes by hitting the Tab key.

Use the numbered buttons at the bottom of the Bridge window to assign workspaces, and easily switch back and forth among your customized views.



Example of Filmstrip workspace and customizable buttons

movies, SWFs, FLVs, and more. Bridge allows centralized access to project files, applications, and settings, as well as sophisticated control over searchable XMP metadata, and drag-and-drop capability from Bridge to your favorite application.

See Adobe Video Workshop topic, Using Bridge in a design workflow

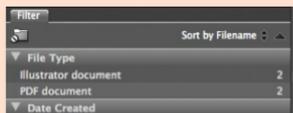
Filter, Sort, and Find

The Filter pane allows you to easily narrow down and find files by a number of attributes, including Labels, Ratings, File Type, Date Created, and Orientation. When filtering is on, the Content pane will display only the filtered files. The Flat View feature also allows you to see all the assets in a project, regardless of the file structure.

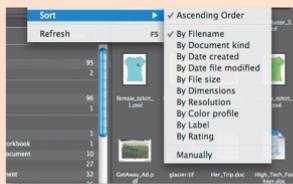
View > Sort controls the order in which the files are displayed in the content pane. You can use it to sort by rating.

Edit > Find brings up the Find dialog box, in which you can search for files using a number of criteria. You can save the images that come up in your search as a collection that you can quickly refer to later.

See Adobe Creative Suite 3 Video Workshop topic, Searching, sorting, and filtering in Bridge



Filter pane



Sort menu



Find dialog box

Preview PDF, SWF, FLV, and MOV files

You can save a lot of time by previewing all pages of a multipage PDF, and viewing an animated preview of MOV, FLV, and SWF files without leaving Bridge. When you select any of these files, the necessary viewing controls are available at the bottom of the Preview pane.



PDF



MOV

Metadata & Keywords

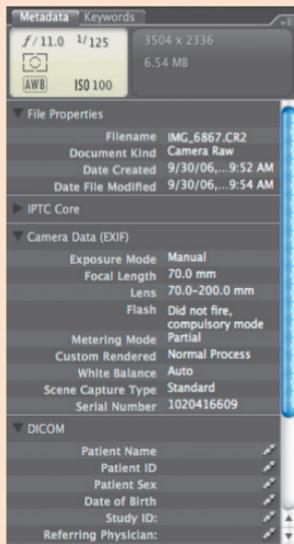
Metadata. The metadata pane shows the detailed file information of your selected image or file. Information such as color mode, document swatches, dimensions, and resolution are all available to you without having to open the file.

Use the Create Metadata Template window, accessed through the menu at the top right of the Metadata pane, to edit metadata.

[See Adobe Video Workshop topic, Applying metadata in Bridge](#)

Keywords. The keywords pane allows you to view and edit keywords that help in your search and retrieval of files and assets.

[See Adobe Video Workshop topic, Applying keywords in Bridge](#)



Metadata pane

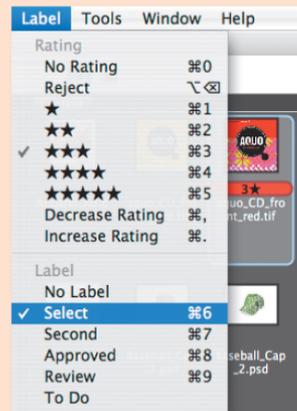
Rating & Labels

You can use the Label menu to add star ratings and color labels to your files, which can be very helpful when viewing and organizing a large collection of images, such as a photo shoot. This information is also searchable.

Go to View > Slideshow to view images at full screen, and flag them as you go, using keyboard shortcuts.



Image with Rating and Color Label added



Rating and Label menu

Batching Tools

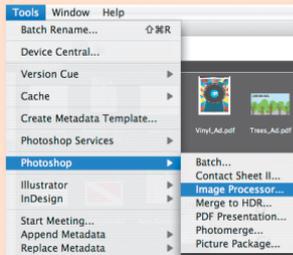
Bridge offers several batch tools to help you modify your images. These tools can be accessed in the Tools menu. They are sorted by application.

- Send multiple image files to Illustrator to batch-Live Trace them, which produces vectorized images.
- Send files to Photoshop to batch-convert images into web-ready assets, or to create contact sheets, or PDF presentations.

- Batch-rename assets based on metadata attributes such as color profile and resolution.

See Adobe Creative Suite 3 Video Workshop topic, Batch-processing file names, keywords, and metadata in Bridge

- Auto-download images from your camera, batch-apply metadata templates, and convert the images to DNG.



Batch tools list

Photo Downloader

New to Bridge, Photo Downloader allows you to automate the process of downloading photos directly from your camera or card reader.

- 1 Connect your camera or card reader, and in Bridge:
 - click the Photo Downloader in the Autoplay window (Windows); or
 - choose File > Get Photos From Camera (Mac OS).
- 2 If you want to automatically launch Photo Downloader each time you connect your device, select Yes when prompted.
- 3 Select your Source and Import Settings from the dialog box.
- 4 Click Get Photos, and your photos will appear in Bridge.

See Adobe Creative Suite 3 Video Workshop topics:

- *Importing images into Bridge*
- *Using Bridge in a photography workflow*
- *Nondestructive editing with Camera Raw*
- *Editing multiple images with Camera Raw*
- *Correcting lighting with Camera Raw*

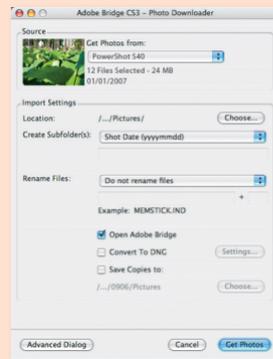


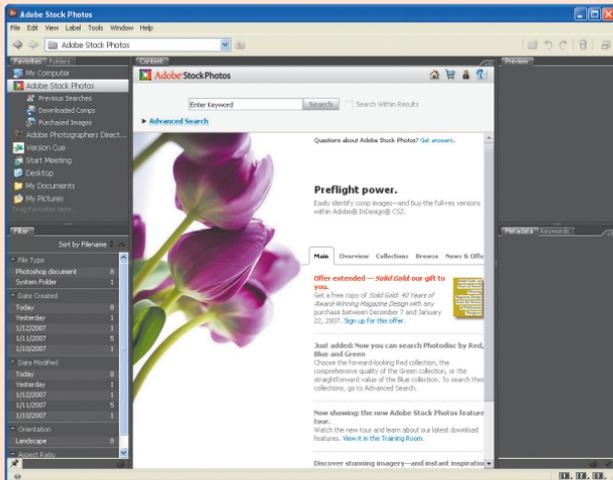
Photo Downloader

Bridge Adobe® Stock Photos



To access Adobe® Stock Photos, Choose Adobe® Stock Photos in the Favorites panel. A welcome screen will help guide you through the search and collections process.

[See Adobe Video Workshop topic, Using Adobe Stock Photos](#)



Adobe Stock Photos main page in Bridge

Adobe® Stock Photos lets you view, try, and buy royalty-free images from leading stock libraries. From inside Bridge, you can use the powerful search capabilities of Adobe® Stock Photos to find the perfect image, and load it directly into your design file.

To download a comp and place it into an InDesign layout:

- 1 Enter a keyword in the Search field at the top of the Adobe® Stock Photos pane. The pane will then display all images containing that keyword.
- 2 Choose an image. You can see a larger version in the Preview pane.
- 3 Click Download Comp to save a comp version of the image.
- 4 Select Downloaded Comps under Adobe® Stock Photos in the Preview pane to display the comp file.
- 5 You can now drag the comp image directly into an InDesign file.



Keyword Search



Preview pane

InDesign layout

Br Bridge Acrobat Connect

Acrobat Connect lets you host real-time, web-based meetings. Set up a personal meeting room for screen sharing, audio and video conferencing, whiteboarding, and more.

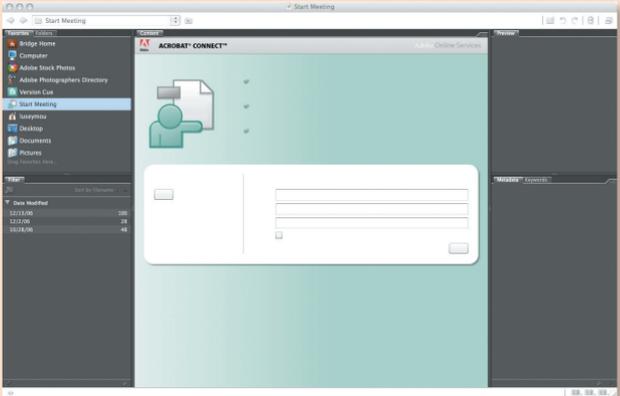


Acrobat Connect is ideal for real-time visual communication to present designs to your client or collaborate visually with other designers. All you need is a current browser with Flash Player installed, and Internet access.

To start an Acrobat Connect meeting, choose Start Meeting from the Favorites pane in Bridge. When you first click the Start Meeting button, you can create a free trial account.

In each subsequent meeting, you will go directly to your Acrobat Connect personal meeting room. You can also click See Demo to view a video tutorial file from Adobe explaining how to use Acrobat Connect.

Click the Start Meeting button to go from a personal document review to real-time communication with others over the Internet. See www.adobe.com/products/acrobatconnect/



Acrobat Connect Meeting window in Bridge



Version Cue Overview

Use Adobe® Version Cue® CS3 to track versions of a file as you work and to enable workgroup collaboration, such as file sharing, version control, backups, online reviews, and the ability to check files in and out. You can organize Version

Version Cue Server

When you perform the default installation of Creative Suite, Version Cue Server is installed on your computer, but is not turned on. Version Cue works with all Version Cue-enabled Creative Suite components: Photoshop, Bridge, Illustrator, InDesign, Flash, and Acrobat.

Version Cue Servers host shared Version Cue projects and their related assets. You access the Version Cue Server by using Adobe Bridge or the Adobe dialog box in Version Cue-enabled Creative Suite components. You can also access the web-based administration. You can start the Version Cue Server on your computer, or, optimally, install and run the Version Cue Server on a dedicated computer accessible to others on your network.

Getting Set Up

When you first run the Version Cue Server, you'll be prompted to specify initial server settings, including a system administrator password, server name and visibility settings, and user account creation settings.

- 1 Click the Version Cue Icon in the Favorites panel in Bridge. Then click the "start my server" icon to view the initial configuration page. Follow the steps to initialize the server.
- 2 Make sure that Version Cue is enabled in the Creative Suite components so that you can connect to your Version Cue Server.

[See Help](#)



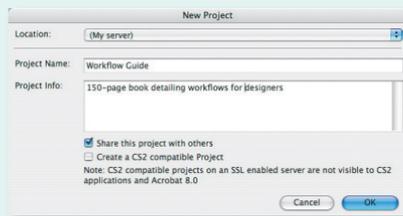
Starting Version Cue

Creating a Version Cue Project

A Version Cue project contains all managed project files. Version Cue projects can be private or shared. To create a Version Cue project:

- 1 Install on dedicated machine; start and configure server.
- 2 Add users and assign permissions.
- 3 Create a project and share it with others.
- 4 Add files to the project.

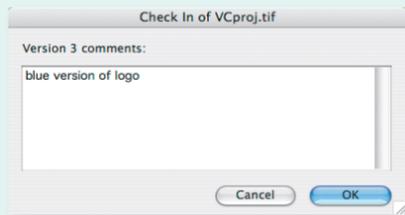
To view your project within Bridge, click Version Cue in the Favorites panel. Then click the Recent Projects item.



Creating a new Version Cue project

Cue-managed files into private or shared projects. Version Cue is integrated with Adobe Bridge: use Bridge as a file browser for Version Cue projects. With Bridge, you can access Version Cue Servers, projects, and files, and view, search for, and compare

information about Version Cue-managed assets. Use Version Cue Server Administration to create and manage user access, projects, and PDF reviews; administer backups; export content; and to specify advanced Version Cue Server information.



Checking in a file

Saving and Reviewing Versions

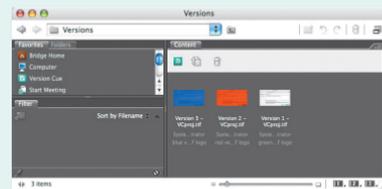
You can save versions of your file as you continue to work on it, to capture different states of the document you may want to refer to later.

To check in a file:

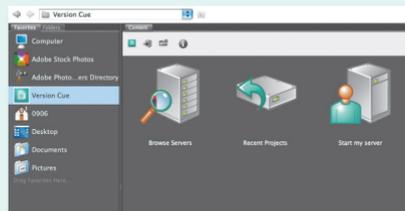
- 1 In Illustrator, InDesign, Flash, Photoshop, or Acrobat Professional, choose File > Check In. In Bridge, choose Tools > Version Cue > Check In.
- 2 Navigate to your Version Cue project.
- 3 Click Save.

To view versions of a file:

- 1 In Bridge, select Version Cue from the Favorites folder. Double-click Recent Projects, navigate to your project, and open it.
- 2 Select the file you want and choose Tools > Version Cue > View Versions.
- 3 The Content panel displays all the versions of that file. Double-clicking on one of them opens the file.



Viewing different versions of a file



Access your project in Bridge



Device Central Overview

Device Central allows users to preview and test mobile content on a variety of devices available in the marketplace. You can browse, search, and organize target devices, as well as examine device capabilities used to support Flash, bitmap, video, and web content.

Preview and Test Mobile Content

Launch Device Central from multiple programs within Creative Suite 3 to preview your mobile designs before pushing them live. Simulate display and lighting conditions to see how your design looks, then adjust gamma and contrast values accordingly. Scale and align your art-work to fit the device screen. Test on many devices to see how your content will appear.

[See Adobe Video Workshop topic, Using the Device Central workspace](#)

1 Launch or switch to Device Central from Creative Suite:

From Photoshop or Illustrator:

File > Save for Web and Devices > Device Central

From Flash: Choose the appropriate Flash Lite publish setting for your preferred device; Control > Test Movie

From Dreamweaver: Preview > Preview in Device Central

From Bridge: Select the relevant document; File > Test in Device Central

[See Adobe Video Workshop topics: Using Device Central with Photoshop, Using Device Central with Flash, Using Device Central and Bridge](#)

2 After automatically switching to Device Central, test and preview your file on a variety of virtual devices.

3 See how your file will look with different reflection and backlight settings, experiment with resizing your file, and return to the original editing application to make any required adjustments.

Flash® Lite Emulation

Go further with Flash Lite. Interact with your content through the keypad on the emulated device to make sure your content works as expected. Simulate device and network states right on the desktop. Calibrate your desktop to gauge your content's expected performance and memory consumption on the more limited capabilities of a mobile device. Use this feedback to optimize your content.



Display panel

Testing different backlight and reflection settings can help show you how your file might look on the physical device.

This efficient testing approach lets you develop your assets quickly and inexpensively, reducing the amount of testing required on physical devices.

Devices

Device Profiles

You can view and compare multiple device profiles from the Device Profiles window. Get detailed information on each device, including screen size, navigation type, supported content types and settings, sound availability, network options, and more. A profile may also contain a skin, or picture, of the device. Select more than one device to display its features side by side.

You can obtain regular updates on new device profiles by going to Adobe Device Central Online, which gives you testing access to the latest mobile devices.

Choose Devices > Update Device Profiles to search for the latest updates.

Browse, Search, and Organize

Within the Device Set window, you can define groups of phones that represent the targeted devices in a customer project, and save the created device set.

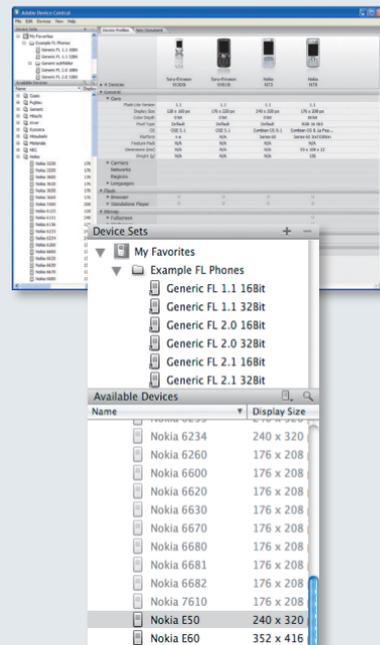
The left column shows the Device Sets and Available Devices panels.

To create a new device set:

- 1 Use the + button at the top right of the Device Sets panel to create a new set, and name it.
- 2 Drag your choices from the Available Devices list.

Create New Documents

Specify the device for which you want to create a file, and create a new Photoshop, Illustrator, or Flash document targeted to that device. Device Central will automatically switch to the specified component, so you can start right away.



Device Profiles, Device Sets, and Available Devices panels

New Features



Each component in Creative Suite 3 has multiple new features. This section describes all the new features in the Adobe® Creative Suite® 3 family. Many of these features are further detailed in other sections of this book, in the Adobe Creative Suite 3 Video Workshop DVD (included in the box), or in Help.

Smart Filters

Add, adjust, and remove filters from an image without having to resave the image or start over to preserve quality. Nondestructive Smart Filters allow you to visualize changes without altering original pixel data.

See page 40

Easy animation creation with the Animation palette*

Use the new Animation palette to create an animation from a series of images—such as time-series data—and export it to a wide variety of formats, including QuickTime, MPEG-4, and Adobe Flash® Video (FLV).

See Help

3D compositing and texture editing*

Easily render and incorporate rich 3D content into your 2D composites—even edit textures on 3D models directly within

Photoshop Extended and immediately see the results. Photoshop Extended supports common 3D interchange formats, including 3DS, OBJ, U3D, KMZ, and COLLADA, so you can import, view, and interact with most 3D models.

See page 44

2D and 3D measurement tools*

Extract quantitative information from images with new measurement tools. Easily calibrate or set the scale of an image, and then use any of the Photoshop Extended selection tools to define and calculate distance, perimeter, area, and other measurements. Record data points in a measurement log and export data, including histogram data, to a spreadsheet for further analysis.

See Help

Precise selection tools for detailed editing

Experience a wide range of tools for detailed editing, including new tools for making selections in a snap. Loosely draw on the image area you want to select, and the Quick Selection tool automatically completes the selection for you. Then preview and fine-tune your selections with the Refine Edge tool for cleaner results.

See page 40

Advanced compositing

Create more accurate composites by automatically aligning multiple Photoshop layers or images based on similar content. The Auto-align Layers command quickly analyzes details and moves, rotates, or warps layers to align them perfectly, and the Auto-blend Layers command blends the color and shading to create a smooth, editable result.

See page 42

Better raw-image processing

Process raw images with increased speed and superior conversion quality using the Photoshop Camera Raw plug-in, which now adds support for JPEG and TIFF formats; new tools including Fill Light and Dust Busting; compatibility with Adobe Photoshop Lightroom™ software; and support for over 150 camera models.

See Help

Enhanced Vanishing Point with 3D support*

Edit in perspective on multiple surfaces—even those connected at angles other than 90 degrees—with the enhanced Vanishing Point, which also lets you measure in perspective; wrap graphics, images, and text around multiple planes; and output 2D planes as 3D models.

See page 43

Improved printing experience

Experience better control over print quality with color management, a larger print preview window, and more controls in one place so you can print in fewer steps. Improved printing controls, co-developed by Adobe and HP, make printing easier and more predictable, and streamline setup options via integration with select printers from HP, Epson, and Canon.*

See Help

Enhanced 32-bit high dynamic range (HDR) support

Create and edit 32-bit images and combine multiple exposures into a single, 32-bit image that preserves the full range of a scene—from the deepest shadows to the brightest highlights. New image-processing and alignment algorithms deliver superior results. And with Photoshop CS3 Extended, you can even edit 32-bit images using brushes, filters, blending modes, transformations, selections, tools, aspect ratios, and more.

See Help

** Photoshop CS3 Extended only feature*

Live Color

Explore, apply, and control color variations using Live Color, which lets you select any artwork and interactively edit the colors to see results immediately. Use the Color Guide panel to quickly choose tints, shades, or harmonious color combinations.

See page 58

Adobe Flash® integration

Import native Illustrator files into Flash CS3 Professional, or copy and paste artwork from Illustrator to Flash with paths, anchor points, gradients, clipping masks, and symbols intact. Layers, groups, and object names are also preserved.

See page 95

Drawing tools and controls

Draw in Illustrator more quickly and fluidly than ever. Easier and more flexible anchor point selection, path editing tools displayed in the Control panel, and the ability to align and distribute points, let you create artwork efficiently and intuitively.

See page 60

Improved operating performance

Enjoy more responsive drawing and editing with improved performance in key operations, including faster screen redraw, object moving, panning, scaling, and transformations.

See Help

Control panel

Discover more options faster and free up screen space by accessing anchor point controls, clipping masks, envelope distortions, and more from the context-sensitive Control panel.

See Help

Eraser tool

Quickly remove areas of artwork with the Eraser tool as easily as you erase pixels in Photoshop, and enjoy complete control over the width, shape, and smoothness of the erasure.

See page 60

New Document Profiles

Create artwork easily by selecting prebuilt profiles for all types of media, and save custom profiles that specify such setup parameters as artboard dimensions, styles, and color spaces.

See Help

Crop Area tool

Define crop areas interactively for print or export. Choose preset web ratios or video formats with safe areas, and set crop marks intuitively. Define multiple crop areas and easily move between them as needed.

See Help

Isolation mode

Edit objects in a group without disturbing other parts of your artwork. Easily select hard-to-find objects without having to restack, lock, or hide layers.

See Help

Symbols for Flash

Use Symbols to animate repeated objects while keeping file sizes small. Define and name symbol object attributes, and preserve these properties when you take the artwork to Flash CS3 Professional for further editing.

See Help

Creative effects and controls

Design compelling page layouts that include transparency, creative effects, and gradient feathers. Since effects are live and nondestructive, you can experiment with ease. Apply effects independently to an object's stroke, fill, or content.
See page 76

Productivity enhancements

Perform a variety of tasks more efficiently using new and enhanced productivity features, including Multi-file Place, Quick Apply, faster frame fitting, and the visual Pages panel.
See page 74

Table and cell styles

Quickly and consistently format tables using table and cell styles. Even use regional cell styles to apply unique formatting to specific areas of a table, such as its header, footer, and body.
See page 75

Robust long-document support

Maintain consistency and streamline the production of long documents using advanced bullets and numbering, running headers and footers, and synchronized master pages.
See Help

Advanced Find/Change on text and objects

Apply changes to text and object attributes across one or more documents. Include master pages, footnotes, and locked or hidden layers in a search; save search settings for easy reuse; and perform grep pattern-based searches on strings of text.
See Help

XHTML export

Enable multiformat publishing, including print-to-web workflows, by exporting styled InDesign content as XHTML. Edit the exported content in Adobe Dreamweaver® CS3 software and automatically format it using cascading style sheets.
See page 80

Intuitive and customizable workspace

Work in an environment that makes it easier to be productive. Keep just the tools, panels, and menus you use most at your fingertips, and dock self-adjusting panels out of the way when not in use to free up your workspace.
See page 9

Placed InDesign files

Reuse layouts by placing INDD files in another InDesign document. Links remain intact, and InDesign automatically notifies you of updates to the linked INDD file.
See page 77

Rule-based layouts from XML

Use scripts that apply rules to automatically build page layouts and format text and graphics from XML content.
See Help

Automation through scripting

Automate tasks by writing scripts in JavaScript, AppleScript, and VBScript. Attach a JavaScript to a menu command so it runs automatically when the command is chosen, and protect scripts for commercial use through enhanced JavaScript.
See Help



Combine multiple files into one PDF package

Combine multiple files as PDF documents in a searchable, sortable PDF package that maintains the individual security settings and digital signatures of each included PDF document.

See page 88

Auto-recognize form fields

Automatically locate form fields in static PDF documents and convert them to interactive fields that can be filled electronically by anyone using Adobe Reader software.

See Help

Manage shared reviews

Easily conduct shared reviews—without IT assistance—that allow review participants to see each other's comments and track the status of the review.

See page 87

Enable advanced features in Adobe Reader

Enable anyone using free Adobe Reader software to fill and save electronic forms offline and digitally sign documents.

See Help

Permanently remove sensitive information

Permanently remove meta-data, hidden layers, and other concealed information, and use redaction tools to permanently delete sensitive text, illustrations, or other content.

See Help

Archive Microsoft Outlook e-mail in PDF

Configure Acrobat 8 Professional to automatically archive e-mail in Microsoft Outlook for easy search and retrieval. (Windows only)

See Help

Archive Lotus Notes e-mail

Convert e-mail in Lotus Notes to Adobe PDF to facilitate searching, archiving, and retrieval.

(Windows only)

See Help

Save in Microsoft Word

Take advantage of improved functionality for saving Adobe PDF files as Microsoft Word documents, retaining the layout, fonts, formatting, and tables.

See Help

Enjoy improved performance and support for AutoCAD

More rapidly convert AutoCAD drawing files into compact, accurate PDF documents, without the need for the native desktop application.

See Help

Take advantage of a new, intuitive user interface

Complete tasks more quickly with a streamlined user interface, new customizable toolbars, and a "Getting Started" page to visually direct you to commonly used features.

See Help

Adobe Photoshop and Illustrator import

Import Photoshop (PSD) and Illustrator (AI) files, while preserving layers and structure, and then edit them in Flash CS3 Professional. Optimize and customize the files during import with advanced options.

See page 95

Convert animation to ActionScript™

Instantly convert timeline animations into ActionScript 3.0 code that can be easily edited, re-used, and leveraged by developers. Copy animations from one object to another.

See page 99

Adobe interface

Enjoy a new, streamlined interface that emphasizes consistency with other Adobe Creative Suite 3 applications and can be customized to improve workflow and maximize stage space.

See page 94

ActionScript 3.0 development

Save time with the new ActionScript 3.0 language, featuring improved performance, increased flexibility, and more intuitive and structured development.

See page 98

Advanced debugger

Test content with a powerful, new ActionScript debugger that offers greater flexibility and user feedback, as well as consistency with Adobe Flex™ Builder™ 2 debugging.

See Help

Adobe Device Central

Design, preview, and test mobile device content, including interactive Adobe Flash Lite™ applications and interfaces, using Adobe Device Central, now integrated throughout Adobe Creative Suite 3.

See pages 28-29

Rich drawing capabilities

Visually adjust shape properties on the Stage with smart shape drawing tools, create precise vector illustrations with the improved Pen tool inspired by Adobe Illustrator, paste illustrations from Illustrator CS3 into Flash CS3 Professional, and more.

See page 94

Fl Flash (continued)

ActionScript 3.0 components

Create interactive content with new, lightweight, easily skinnable interface components for ActionScript 3.0. Visually modify components' look and feel with the drawing tools—no coding required.

See page 99

Advanced QuickTime export

Render content published in a SWF file as a QuickTime video using the advanced QuickTime exporter. Export content that includes nested Movie Clips, ActionScript™ generated content, and runtime effects such as drop shadow and blur.

See Help

Sophisticated video tools

Create, edit, and deploy streaming and progressive download Flash Video with comprehensive video support. Ensure the best video experience with a stand-alone video encoder, alpha channel support, a high-quality video codec, embedded cue points, video import support, QuickTime import, closed captioning, and much more.

See page 100

Timesaving coding tools

Save coding time with new code editor enhancements. Focus on relevant code with code collapse and commenting, and jump to code errors with the error navigation feature.

See page 98

Spry framework for Ajax

Visually design, develop, and deploy dynamic user interfaces using the Spry framework for Ajax. Add interactivity, speed, and usability while increasing page responsiveness.

See page 114

Spry data

Integrate data into web pages using XML from an RSS feed or a database via drag and drop. Sort and filter XML data on the fly or create a master-detail relationship.

See Help

Spry widgets

Easily add common interface components such as lists, tables, tabs, form validation, and repeatable regions to web pages with widgets from the Spry framework for Ajax.

See page 116

Spry effects

Easily add visual transitions to page elements to make them grow, shrink, fade, highlight, and more with the Spry effects for Ajax.

See page 115

Adobe Photoshop and Fireworks integration

Copy and paste directly from Adobe Photoshop CS3 or Fireworks CS3 into Dreamweaver CS3 to leverage assets from your prototype in your finished project.

See page 113, and Help

Browser Compatibility Check

Save time and ensure a more consistent experience across browsers and operating systems with the new Browser Compatibility Check. Generate reports that identify CSS-related issues in a variety of browsers, without needing to launch the browsers.

See pages 118-119

CSS Advisor website

Find fast solutions to browser-specific CSS issues with the new CSS Advisor website, an online community featuring a wealth of user-contributed solutions and insight.

See pages 118-119 and www.adobe.com/go/cssadvisor

CSS layouts

Easily incorporate CSS into your project with the new CSS starter pages. Extensive comments in each template explain the layout, so beginning and intermediate designers can learn quickly. Each template can be customized.

See page 112

CSS management

Easily move CSS code from inline to head, from head to external sheet, from document to document, or between external sheets. Cleaning up existing CSS in older pages has never been easier.

See page 121

Adobe Device Central CS3

Design, preview, and test mobile device content using Adobe Device Central, now integrated throughout Adobe Creative Suite® 3.

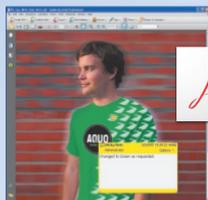
See pages 28-29

Photoshop + Design Edition



Photoshop is a master of digital image creation. Both Photoshop and Photoshop Extended offer features that help you to edit your images and use them across different types of media, while integrating seamlessly with other components of Creative Suite.

The new features offered in Adobe Photoshop CS3 will save you time in completing familiar tasks like making selections, give you more freedom to experiment with your images by using Smart Filters, and introduce you to new possibilities, like working with 3D and video files when you use Photoshop CS3 Extended.



Set up web-based review sessions of layered Photoshop files with Acrobat.



Import vector artwork from Illustrator as non-destructive and editable Smart Objects.

Add Photoshop files to Dreamweaver website layouts with automatic image optimization.



Enhance animation in Photoshop and export directly to FLV format. Then take it mobile by previewing and testing in Device Central.



Place layered Photoshop files directly into InDesign, where the visibility of layers can be changed and layer comps can be selected without altering the original PSD file.

Ps

Ai

ID



Fl

Dw

Br

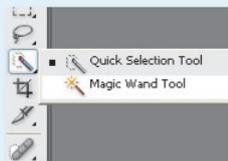


Ps Photoshop Features

Quick Selection Tool

For a faster and easier selection process, quickly “paint” a selection over your image with the Quick Selection tool. Drag your mouse over the area of your image you want to work on, and the Quick Selection tool automatically expands outward, finding and following defined edges and shapes. Use the Refine Selection Edge menu to improve the quality of the selection edges.

See Adobe Video Workshop topic, Making and refining selections



1 Select the Quick Selection tool, then choose a brush size in the Control panel.



2 “Paint” over areas of the image to quickly select them.

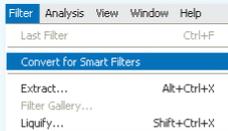


3 Click the Refine edge button in the Control panel to preview and edit your selection.

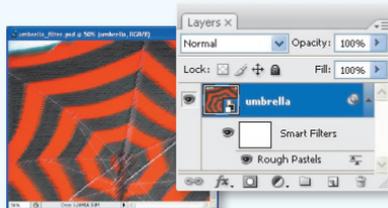
Smart Filters

Apply filters directly to your Photoshop images non-destructively using Smart Filters. Smart Filters appear in the Layers palette, where they remain live. You can turn them on and off or edit them after the filter has already been applied—without altering the original Photoshop image.

See Adobe Video Workshop topic, Applying Smart Filters



1 Select a layer or a portion of your image to which you would like to apply a filter. In the Filter menu, select Convert for Smart Filters.



2 Apply your filter. You can now access and modify the filter settings directly from the Layers palette.

Auto Align Layers

You can use the Auto Align Layers command in the Edit menu to make a composite photo from a pair of nearly identical images. This is very useful when you want to add elements from one photo to the other.

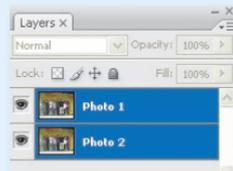
Photoshop aligns layers of an image based on the pixel data of the two layers, analyzing the pixels and aligning them appropriately. Once similar features are found, the Auto Align Layers command uses one layer as a reference and moves the other layers, so that matching features overlap.

Our example shows two images of a group shot. We prefer the way some people look in the first shot, and the way other people look in the second. With the layers aligned, it's very easy to mask section of one image and reveal the other one. The final composite contains the best of both shots.

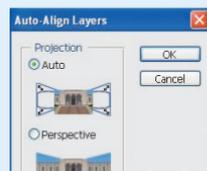
See Adobe Video Workshop topic, [Aligning layers by content](#)



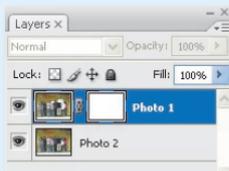
1 Open two images you would like to align.



2 Copy and paste one image into the other image's file on a new layer. Shift-click each layer to select both layers in the Layers palette.



3 Go to the Edit menu and choose Auto Align Layers. Choose Auto from the dialog box, and click OK.



4 Hide and show the top layer to see the alignment. Create a Layer Mask on the top layer by clicking the layer mask button at the bottom of the Layers palette.



5 Select the Brush tool from the tool bar and mask unwanted areas of the top layer, revealing the content of the aligned layer below.



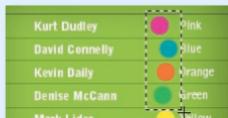
6 Continue masking out areas until you are happy with your final image.



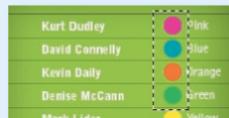
Photoshop Features

Multi-Layer Select

Multi-Layer Select allows you to keep imagery, illustrations, and type on separate layers, while applying edits to them as a group. You do this by clicking or drag-selecting directly in your artwork. This approach allows you to intuitively select objects without having to figure out which layer they are on.



1 Choose the Move tool, then select the Auto-Select Layer option in the Control palette. Drag a marquee selection over the objects you want to align or edit. Make sure you lock layers that you do not want selected.



2 You can now move or align all selected layers, or choose other edit options. We aligned the dots by using the Align palette.



3 You can also select layers by using the Move tool and Right-clicking (Windows) or Control-clicking (Mac OS) in the image, and pressing the shift key to add to your selection. A menu appears, showing the layer names.

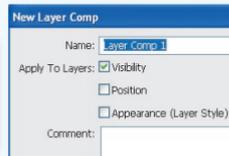
Layer Comps

A layer comp is a snapshot of a state of the Layers palette within Photoshop. Using layer comps, you can create, manage, and view multiple versions of an image in a single Photoshop file. You can then import only one file into InDesign and Illustrator layouts, while maintaining access to all of your layer comps.

See Adobe Video Workshop topic, Using layers



1 Turn Layers on and off in Photoshop to create a version of your image you would like save as a layer comp.



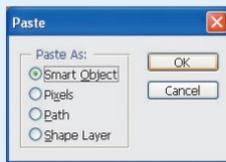
2 Open the Layer Comps palette from the Windows menu. Select New Layer Comp from the menu, name your layer comp, and click OK.



3 Repeat steps 1 and 2 to create additional layer comps.

Smart Objects

Smart Objects preserve an image's source content with all its original characteristics, so that any scaling or effects applied to it in Photoshop are non-destructive. This means that when you modify your document, Photoshop re-renders Smart Objects based on their source data. You can create a Smart Object from pixel- or vector- based artwork. For example, a Camera Raw image (pixel) or a logo from Illustrator (vector) can be a Smart Object.



1 Copy and paste a piece of vector artwork, such as a logo, from Illustrator. Select Smart Object from the Paste dialog box.



2 Scale and position your Smart Object.



3 Double-click on the layer containing your Smart Object to edit in Illustrator. When you save your changes, your Photoshop file will automatically update.

Enhanced Vanishing Point

With Vanishing Point, you don't have to retouch an image as if all its contents are on a single flat plane facing you. Instead, you can work dimensionally on the various perspective planes in the image. Edit multiple surfaces with control over the angle of the connected surfaces either manually or by entering measurements to set your scale.

See Adobe Video Workshop topic, [Using Vanishing Point in Photoshop](#)



1 Open the artwork you want to add to the planes, select all and copy.

2 Open the file in which you want to define planes, and choose Filter > Vanishing Point. This will launch the Vanishing Point dialog box.



3 Select the Create Plane tool and click corners in your image to define your first plane. Command/Control-drag a handle to add a new face. Option/Alt-drag to rotate the new face to a new angle.



4 Command/Control+V to paste artwork, then drag it onto the shape and it will wrap around it on all planes. Click OK to exit the dialog box. The artwork you placed will appear on a new layer in your file.



Photoshop Features

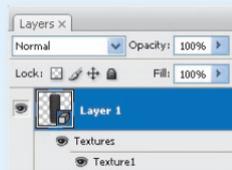
3D Integration (Photoshop Extended Only)

The new 3D integration in Adobe Photoshop CS3 Extended makes it easier to composite 2D and 3D content in a single scene, as well as to visualize the effects of texture editing directly in Photoshop. You can easily import common 3D interchange formats, edit existing textures using any Photoshop tool, and composite 2D and 3D content in a single file.

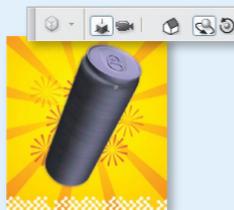
Photoshop Extended supports common 3D interchange formats, including 3DS, OBJ, U3D, KMZ, and COLLADA, so you can import, view, and interact with most 3D models.

See [Adobe Video Workshop topics](#):

- [Using the 3D tool](#)
- [Editing textures for 3D models](#)



1 Open a 3D file and set the resolution to meet your needs. Double-click on the thumbnail of the file in the Layers palette to enable the 3D tools.



2 Explore the 3D tools, changing rotation, lighting, and other options.



3 Double-click on a texture to modify or replace its contents. When you save your changes, your Photoshop file will automatically update.

Video (Photoshop Extended Only)

Use familiar, powerful Photoshop tools for time-based painting and cloning video frames. Process image sequences and convert to video without an intermediate application. You can easily import, work with, and export to more specialized formats than ever before, including the popular formats of Adobe Flash Video, MPEG-4 video, QuickTime, MOV, 3G, FLC, H.264 (iPod), DV Stream, and AVI for video. New video capabilities in Photoshop also promote more streamlined web development, allowing designers to create FLV files in Photoshop and deliver finished assets to Flash programmers—even to go directly to Dreamweaver.

See [Adobe Video Workshop topics](#):

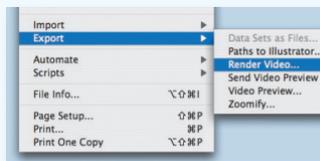
- [Using the Animation palette](#)
- [Animating layer properties](#)
- [Cloning content across multiple frames](#)
- [Working with image sequences](#)
- [Working with video layers](#)



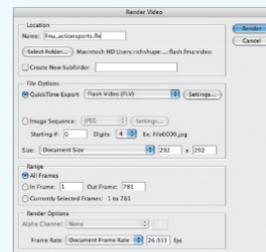
1 Open a Quicktime, AVI, or MPEG video using File > Open. The video will appear as a video layer in the Layers palette and in the File > Animation window.

2 Add additional layers to the video, and paint and clone video frames over time. For example, you can add a word balloon to this video.

3 Use the Animation timeline to change layer attributes over time, with familiar Photoshop tools.



4 Export the finished video using File > Export > Render Video and choose a format.



Ps Photoshop for Print

Photoshop files are key elements of many types of printed materials. The robust press-ready tools allow for flexible use of these files in a variety of print scenarios.

1 Choose color mode and resolution

When determining a color mode for a Photoshop image, consider the printing specifications of the design project in which the image will be used. Photoshop supports a variety of printing modes, from standard CMYK to Duotone and Spot Color processes.

These color modes can then be separated and printed from both InDesign and Illustrator.

Make sure to check the resolution of your Photoshop file, as well. It should be at least two times greater than the line screen, at the size it will be printed. Bitmap images may require a higher resolution.

2 Import into a layout

You can either place or embed Photoshop images into Illustrator or InDesign as part of a print layout.

Placing a file creates a link to the native file and allows you to control the visibility of layers and layer comps.

Embedding a file writes all image information into the Illustrator or InDesign file directly.

Both Illustrator and InDesign give you the ability to place layer comps from Photoshop. InDesign lets you select layer comps and show/hide layers without having to return to Photoshop or alter the PSD file.



Photoshop image



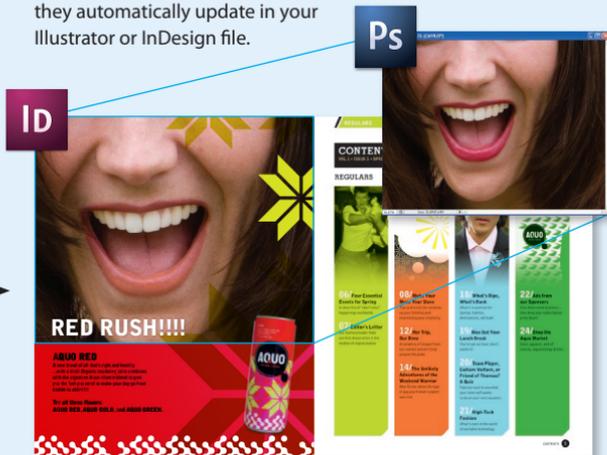
Illustrator layout



InDesign layout

3 Edit original

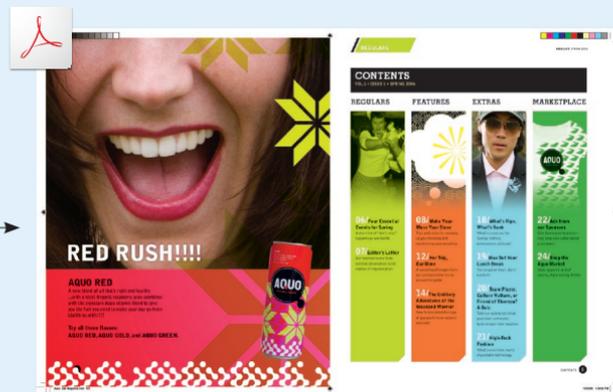
Illustrator and InDesign allow you to go back and edit your original Photoshop file in Photoshop. By choosing Edit Original in the Links panel, when you make and save changes in Photoshop, they automatically update in your Illustrator or InDesign file.



Edit original in InDesign

4 Prepare for print

To prepare a final file for print production, either choose Save As in Photoshop, and select Photoshop PDF as the format, or use the Package option in InDesign (File > Package). Then use the Press Quality or one of the PDF/X presets.



Final print-ready PDF

See Adobe Video Workshop topics:

- [Exporting to PDF 1.7](#)
- [Printing photos](#)

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Ps Photoshop for Web

Adobe® Photoshop® CS3 is a leader in creating graphics for the web. Special features like custom color panels, optimized slices with HTML export, and flexible compression have long provided users with comprehensive support for web graphics standards.

1 Design, optimize, and export your website

Using the compositing features of Photoshop, develop a mock-up of your website. You can conveniently copy and paste key graphic areas directly into Dreamweaver, or batch-create images by cutting the page into logical slices.

- Create slices by using the Slice tool or by creating layer- or guide-based slices.
- Use the Slice Select tool to move, resize, or align slices.
- Name the slices, using the Slice Options dialog box, for easy recognition when inserting graphics into your HTML layout.
- Export your slices into web-ready images (with optional reference HTML).



Photoshop web design

2 Create CSS layout in Dreamweaver

Use the WYSIWYG layout tools and powerful CSS and scripting features in Dreamweaver to reproduce your layout in clean, easily maintained, standards-compliant code.



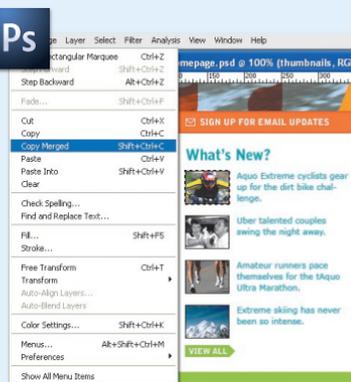
Dreamweaver CSS layout

Native Photoshop files can now be copied and pasted into Dreamweaver pages with an unprecedented degree of fidelity. Image segments can also be copied and pasted into companion Creative Suite components, with roundtrip editing capabilities.

3 Copy and paste

As needed, copy additional segments of your mock-up and paste directly into the Design or Code views in Dreamweaver. The first time you paste an asset, the Image Preview feature lets

you optimize your image properties. Thereafter, Dreamweaver will remember these settings, contributing to a fast and efficient workflow.



Copy Merged in Photoshop

4 Return to Photoshop as needed

Use the Image Preview feature in Dreamweaver to optimize your image properties. Thereafter, a reference to the newly placed file lets you automatically launch Photoshop for future edits.

See Adobe Video Workshop topic, Designing websites with Photoshop and Dreamweaver

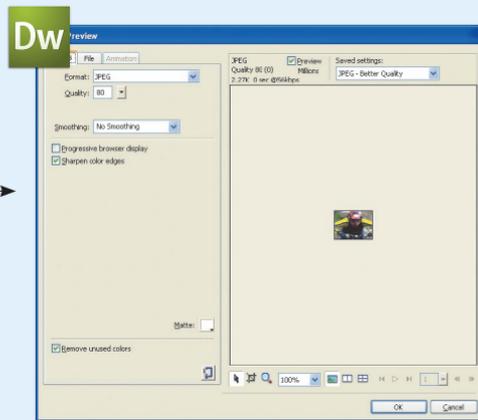


Image Preview dialog box in Dreamweaver

Ps Photoshop for Interactive

1 Design your interface

Begin creating your interactive piece by designing the interface in Photoshop. Take advantage of Layers and Layer Styles to quickly fashion multi-state

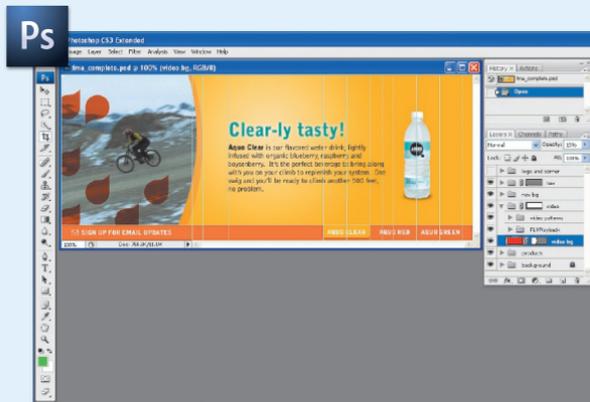
buttons and views. Use the text tools to create text elements that can later be edited or changed dynamically with programming.

buttons and views. Use the text tools to create text elements that can later be edited or changed dynamically with programming.

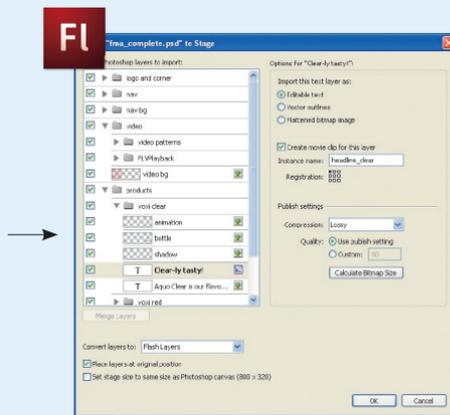
2 Import into Flash

Import your native Photoshop document in Flash and selectively include individual layers during the import process. Choose to import text layers as flattened pixels or vector outlines, to preserve appearance, or as

editable text, to support future changes. You can also create a movie clip from any layer, complete with instance name and registration point, and set custom compression settings for any layer.



Photoshop interactive design



Flash import dialog box

Once your mock-up is ready, the tight integration of Creative Suite lets you import the native PSD file into Flash with a dramatically improved process. For example, layer hierarchy, blend modes, and layer effects all remain intact. You can also

set text preferences and automatically create movie clips during import to simplify your Flash development efforts. These features, among others, reduce tedious production time and allow you to focus on creativity, rather than repetitive tasks.

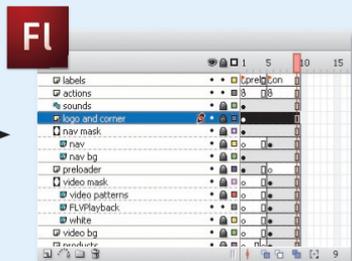
3 Add animation and interactivity

Use the timeline in Flash to add animation, or use ActionScript 3.0 to add impressive interactivity and animated effects to your file. Interactive experiences can even be added with little or no programming by using pre-created scripted widgets called Components.

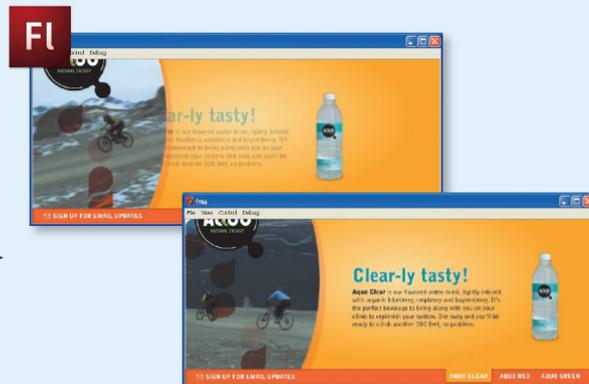
4 Publish your file

Once your project is complete, you can publish it as an SWF file for use in a web page, or as a projector for download, disc, or kiosk distribution.

See Adobe Video Workshop topic, [Designing websites with Photoshop and Flash](#)



Flash timeline



Final SWF file

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Ps Photoshop for Mobile

Photoshop is known as the industry-leading pixel-based graphics editor, and Adobe® Photoshop® CS3 has added new capabilities that help optimize graphics for use on mobile devices.

1 Basic design

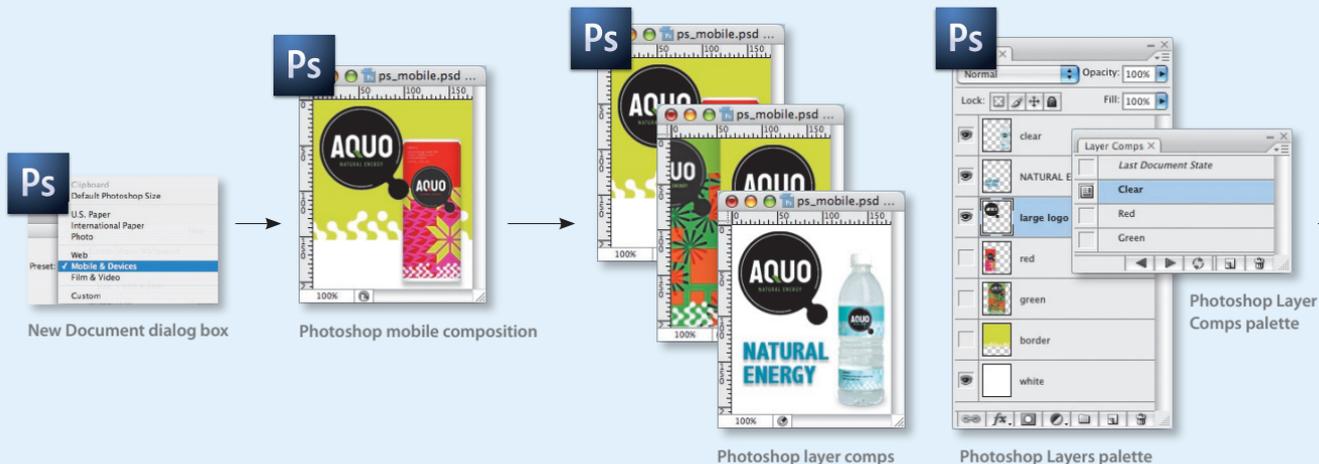
Photoshop is great for designing things like backgrounds, mock-ups for Flash Lite, or branded wallpaper for mobile devices. Before starting a mobile project, learn about device capabilities, select target handsets,

and create a new Mobile Photoshop file using the device profiles in Device Central. In Photoshop, choose File > New. In the Preset menu, choose Mobile & Devices. Then design as you would.

2 Layer Comps

You can use features like Layer Comps (Window > Layer Comps) to test out different ideas. Add, show, and hide layers to suit your needs.

Each time you want to save a layout, create a new layer comp. When you are ready, select the one you want to test.



For example, you can use Photoshop to create graphics for wallpaper and screensavers. Tightly integrated with Device Central, Photoshop lets you start new mobile projects, and test and preview your output on a variety of mobile devices.

You can even use Device Central to create Photoshop documents that match the dimensions and bit-depth of a target device.

3 Compress file

Use the File > Save as Web and Devices menu command to experiment with different compression settings. When you are satisfied, click the Device Central button to launch Device Central.

4 Preview with Device Central

Preview your wallpaper on your target device to see how it looks. Test your design using different backlighting values to see how the wallpaper might look in low-light environments.

Try Indoor, Outdoor, and Sunshine reflection settings to see how glare might affect your design. If edits are necessary, return to Photoshop, using the Command menu.

See Adobe Video Workshop topics:
• [Using Device Central with Photoshop](#)
• [Using shared elements of the Photoshop, Illustrator, InDesign, and Flash workspaces](#)



Photoshop Save For Web & Devices dialog box



Adobe Device Central

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Culture A.D.

culture ad.
culture advertising design



Partners Craig and
Brooke Brimm

www.culture-ad.com

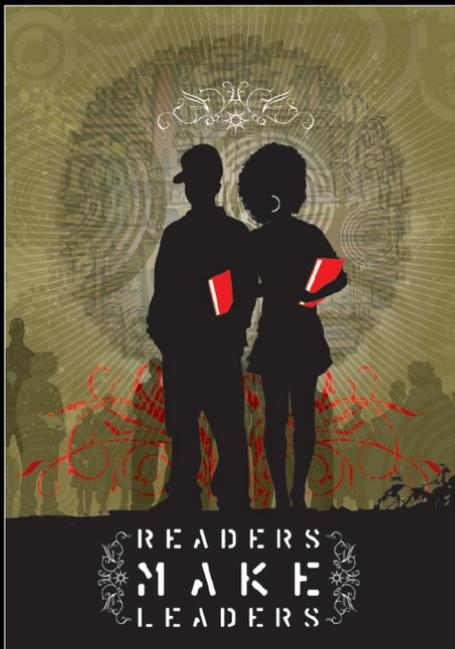
Culture Advertising Design was envisioned by its founders, Craig and Brooke Brimm, as an agency that splits the difference between the fields of advertising and design. The two principals lead a strong creative team committed to making incisive matches between brands and consumers. Culture A.D. has extensive experience in package design, print advertising, logo development, and brand identity, as well as television and radio advertising. The agency brings the advantages of a consumer-centered design aesthetic to all its advertising projects, while making sure the design projects are at the epicenter of their client's advertising. Culture A.D. began in 2001 as a platform to bring a more exciting design language and usability to African American brands and consumers. In its brief life span, the agency has garnered several accolades, including the *STEP inside design* magazine's 2006 STEP 100 competition and numerous American Graphic Design Awards. The principles were featured in *Graphic Design USA* magazine's People To Watch in 2006.



Spa Mom AHH packaging

This prototype of a package design demonstrates how we are able to show clients our first-round ideas in a 3D form. We mock-up graphics, type layout and the package itself all within Illustrator.





Readers Make Leaders poster
 Our poster for Readers Make Leaders started as hand-rendered images scanned into Photoshop. Then we used Live Trace in Illustrator to give us vector art. The final image was composed in InDesign.



Herbacious logo

The Herbacious logo shows the elegance and beauty of line that's achieved by Illustrator.



Colomer USA brochure

This brochure for Colomer USA was created using vector art from Illustrator, combined with many multilayered files in Photoshop. InDesign was used to orchestrate the imagery and copy. Using folders to group layers in Photoshop proved to be indispensable.



Illustrator + Design Edition



Illustrator is the essential vector software for creating illustrations, logos, single-page layouts, and web and interactive content. New features in Adobe® Illustrator® CS3 have been added to help you work between components as well as help you more easily create your artwork.

Significant integration improvements between Illustrator and Flash now allow you to copy and paste artwork directly from Illustrator to Flash while maintaining your text, layers, and grouping structure, and letting you use a symbol workflow.

Traditional elements have also been improved. Features like Live Color, a completely new color environment, let you explore and manage color in your artwork with more flexibility and creative choices. Basic drawing tools also have been enhanced to respond to users needs.



Set up web-based review sessions of layered Illustrator files with Acrobat.



Copy and paste or place artwork into Photoshop as a Smart Object.



Import or copy and paste native Illustrator files directly into Flash.



Import Illustrator artwork into InDesign by placing files or copying and pasting.

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Ai Illustrator Features

Live Color

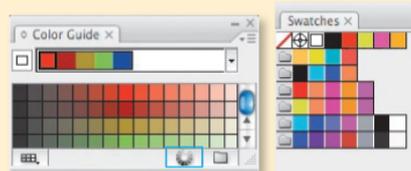
Explore, apply, and control color variations using Live Color, which lets you select any artwork and interactively edit the colors to see results immediately. Use the Color Guide panel to quickly choose tints, shades, or harmonious color combinations.

See *Adobe Video Workshop* topics:

- *Using the Color Guide to find and create color solutions*
- *Creating, editing, and experimenting with color groups*
- *Using Recolor Art to change colors in illustrations*



1 Select a color in the artwork you would like to explore.



2 Explore the harmonies in the Color Guide panel, saving swatches in Color Groups as you go. You can double-click on a Color Group to recolor your artwork, which will open the Live Color dialog box. This dialog box can also be accessed through the color wheel icon at the lower-right corner of the Color Guide panel.



3 Move around the color wheel, and try linking and unlinking colors.



4 Use the Assign dialog box to lock down and replace colors.

Live Trace and Live Paint

Live Trace and Live Paint can be used together to convert bitmap imagery, such as a scanned pencil drawing, to outlined and filled vector imagery.

Click the Live Trace button in the Control panel to trace bitmap artwork you open or place into Illustrator. You can control the level of detail and the fill of the tracing. If you need to change the original bitmap file, choose Edit Original and return to Photoshop. Any changes you make will update automatically in Illustrator once you save the file.

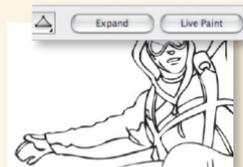
Live Paint lets you intuitively create colored drawings. Shapes are defined as regions and edges, and can be colored quickly with tools like the Live Paint bucket.

See [Adobe Video Workshop topics](#):

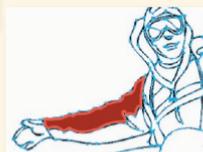
- [Using Live Paint](#)
- [Using Live Trace and Live Paint](#)



1 Import the artwork you would like to trace and color.



2 Click the Live Trace button and adjust the settings. When you are satisfied with your results, click Live Paint in the Control panel to color your drawing, or Expand to create vector paths.



3 Select the Live Paint Bucket tool from the Tools panel, and click the areas of the object you would like to paint.



4 If you have saved Color Groups in the Swatches panel, you can select a color within a group to color the artwork.



5 This enables a toggle feature in the Paint Bucket tool, showing you the colors to the left and right of the one you have selected. Use the arrow keys to navigate through colors in your group without having to select them in the panel.

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Ai Illustrator Features

Drawing Enhancements

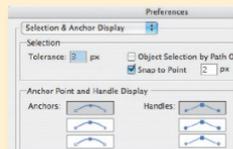
You can now work more intuitively with anchor points and handles, making vector drawing faster. Illustrator offers many vector drawing improvements, including the display of the handle at the opposite end of the segment, to give you a better sense of the curve, and the option to set a preference for the size at which anchor points are displayed. The selection tolerance has also been increased, so you can more easily make selections.



1 Draw a simple curve to experience the enhanced drawing features, such as the display of the handle at the other end of the curve. When you select points on a path, the Control panel will display path editing tools.



2 Deselect and mouse over your artwork to see how the anchor points highlight as your pointer approaches them.

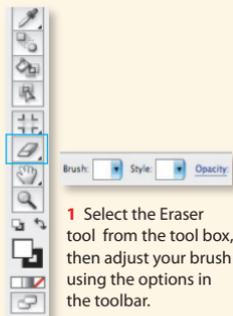


3 Adjust anchor point display size and tolerances in Preferences > Selection & Anchor Display.

Eraser Tool

The Eraser tool allows you to erase vector artwork using a brush, similar to the way you erase pixels in Photoshop, so that you no longer have to delete anchor points individually. This tool creates clean vector artwork to match what you visually erase. Note that the Eraser tool will remove all layers of art, unless you are within a selection or have locked portions of your artwork.

[See Adobe Video Workshop topic, Using the Line, Eraser, and shape tools](#)



1 Select the Eraser tool from the tool box, then adjust your brush using the options in the toolbar.



2 Go to the area you would like to erase. Make a selection to erase only that artwork, or lock any portions you don't want to erase.



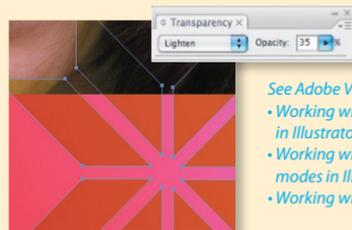
3 Erase the artwork. Note that your vectors have been updated to match what you've erased.

Transparency

Transparency can be easily added to your Illustrator artwork. You can use the Transparency panel to specify the opacity and blending mode of objects, to create opacity masks, or to knock out a portion of one object with the overlying portion of a transparent object. Transparency and blending modes work similarly in other Creative Suite 3 components. Use PDF/X-4 when preparing files with transparency for print.



1 Select the artwork you would like to add transparency to.



2 Explore the different blending modes and opacities in the Transparency panel.

See Adobe Video Workshops:

- Working with transparency in Illustrator
- Working with blending modes in Illustrator
- Working with opacity masks

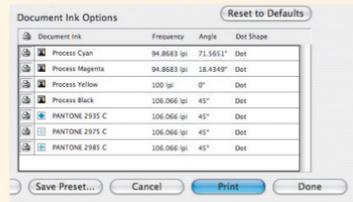
DeviceN

DeviceN support makes spot-color workflow in Illustrator simpler and more powerful.

You are now capable of accomplishing more tasks using color spaces composed of N colors, such as duotones and tritones. You can even use spot color in gradient mesh blends, which will be preserved through rasterization. DeviceN lets you print from composite separations with spot colors intact.



1 With the Mesh tool, create a piece of artwork with a gradient mesh, using spot colors.



2 Print composite separations with spot colors intact.

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Print

Ai Illustrator for Print

1 Choose document profile

For Illustrator files prepared for print production, use the Print document profile, which will set up your files as CMYK, as well as setting defaults correctly for print output (for example, rasterization resolution of 300 ppi).

2 Export to PDF or import into InDesign

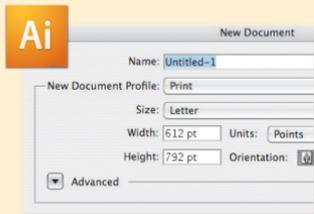
When working with a single-page Illustrator document, you can go directly to print by saving as a PDF-X/4.

Because Illustrator vector artwork is scalable, it is very flexible and reliable in print production. Changes you make natively to Illustrator files placed into InDesign will instantly update with Edit Original, and all swatches specified in your Illustrator

InDesign should be used for multi-page documents. Simply copy and paste or place Illustrator artwork directly into InDesign. With either choice, if your artwork contains spot swatches, they will automatically be added to your InDesign swatches panel.

Copy and Paste: When you copy and paste, you no longer need your original Illustrator file, because all the vector information is stored directly in the InDesign file. This can be useful if you only have a few pieces of artwork placed into your file.

Placing: Placing creates a link to the original Illustrator file, allowing you to edit it separately in Illustrator. This is useful for complex artwork, which may require Illustrator tools to make changes.



Illustrator New Document dialog box



Illustrator image file

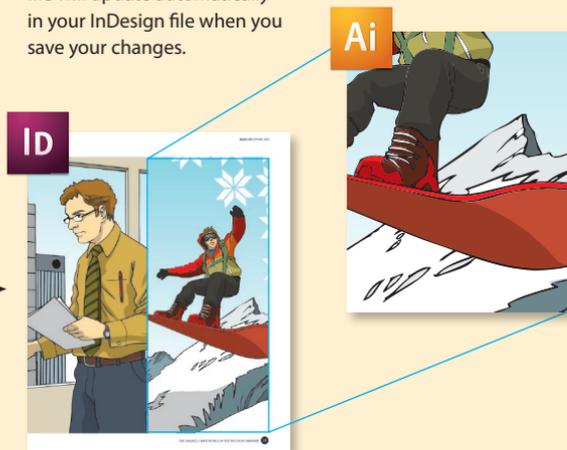


InDesign layout

artwork will be accounted for automatically in the InDesign swatches panel. When placing artwork into an InDesign layout, you can save print-ready PDFs either directly from Illustrator, or by using InDesign.

3 Edit original

If you've placed your Illustrator file, InDesign lets you go back and edit it in Illustrator, by choosing Edit Original in the Links panel, or by using the context menus. Your Illustrator file will update automatically in your InDesign file when you save your changes.



Edit original from InDesign

4 Prepare for print

To prepare a final file for print production, export to a PDF, using Press Quality or PDF/X presets.

See Adobe Video Workshop topics:

- [Exporting to PDF 1.7](#)
- [Using the Crop tool in Illustrator to define areas for print or export](#)



Final print-ready PDF

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PDF

Ai Illustrator for Web

Adobe® Illustrator® CS3 lets you create flexible, web-ready images. Illustrator can export web-ready bitmap images to be used in Dreamweaver, as well as vector-based animated SWF and SVG files, making it a logical choice for any creative environment.

1 Create vector artwork

Create your artwork using the vector editing tools. Using vectors ensures that your art will look great at any size and resolution.

2 Adjust color

Using LiveColor, adjust the color scheme of your artwork until you are satisfied. Use the web swatches to restrict your artwork to web-safe colors.



Illustrator vector artwork

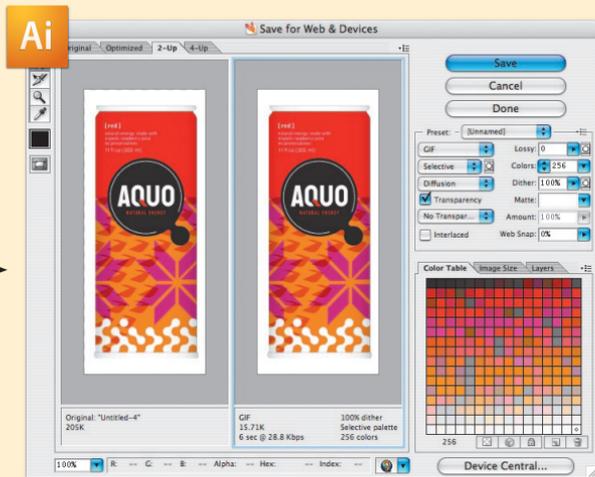


Live Color dialog box

3 Save for web

Use File > Save for Web and Device if you want a SWF, SVG, or bitmap version of your artwork.

To compare quality, optimize your compression settings while previewing the compressed version side-by-side with the original.

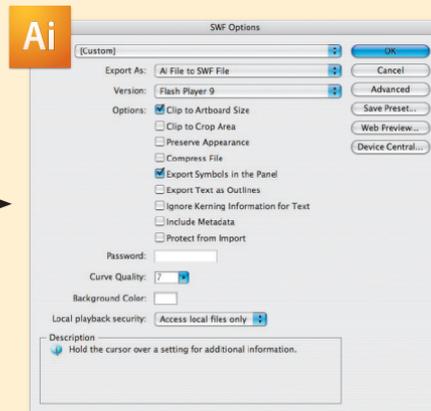


Save for Web and Devices dialog box

4 Export SWF or SVG

If you need scalable vector output, export a SWF or SVG file directly from Illustrator. Flash maintains the integrity of critical elements in your Illustrator artwork, and the dialog box offers fine control over export options.

- See Adobe Video Workshop topics:
- [Importing Illustrator files into Flash](#)
 - [Using symbols effectively between Illustrator and Flash](#)
 - [Using text effectively between Illustrator and Flash](#)
 - [Saving files for the web](#)
 - [Exporting animated SWF files from Illustrator](#)
 - [Exporting content](#)



SWF Options dialog box

Ai Illustrator for Interactive

Adobe® Illustrator® CS3 offers new features specifically designed to improve interactive workflow. For example, you can now prepare Illustrator objects as Flash graphics or movie clips that Flash will recognize when you import, or copy and paste.

1 Prepare your file for Flash

Prepare your file for use in Flash by identifying any objects that will need to be interactive in your final product. Select these elements, define them as symbols, and give them Flash-based attributes.

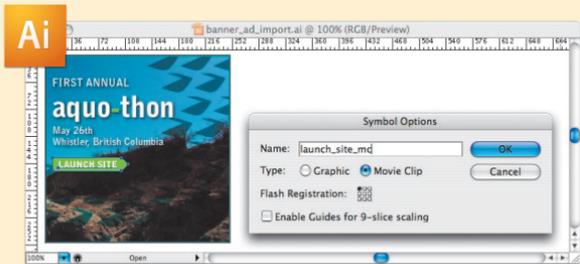
For example, you can pre-create graphics and movie clip symbols, including support for registration points and 9-slice scaling.

See *Adobe Video Workshop topics*:
• [Understanding 9-slice scaling](#)
• [Using 9-slice scaling](#)

2 Define Flash text

If your interactive application requires static, dynamic, or input text, you can pre-assign text fields as Flash static (unchanging), dynamic (changing), or input (user-entered) text types.

You can also set several Flash properties at this stage, including how the type will be rendered using custom anti-aliasing, whether the text is selectable, and even which URL the user will visit when clicking on the relevant text.



Symbol Options dialog box



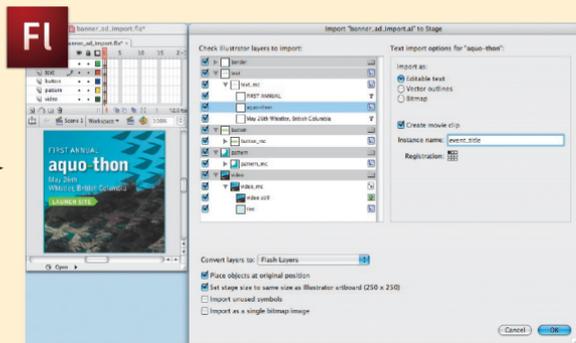
Flash Text dialog box

You can also set Illustrator objects to be static, dynamic, or input text fields when you import them into Flash. This allows designers and programmers to work together more closely than ever before, making your collaborative process more efficient.

3 Import in Flash

Once you've completed your preparation, import your Illustrator asset into Flash. The tight integration between the two Creative Suite components lets you specify which layers will be imported, preserve layer hierarchy, set text

to be editable or converted to vector outlines, and bring across images with editable paths and layer styles.



Flash Import dialog box

4 Copy-and-paste editing

Finally, if you want to make simple edits and add additional Illustrator content, you can take advantage of copy-and-paste integration between Illustrator and Flash.

The resulting paste can be treated as a composite bitmap, or you can use the preferences previously set up in the Illustrator Import dialog box.



Flash Paste dialog box

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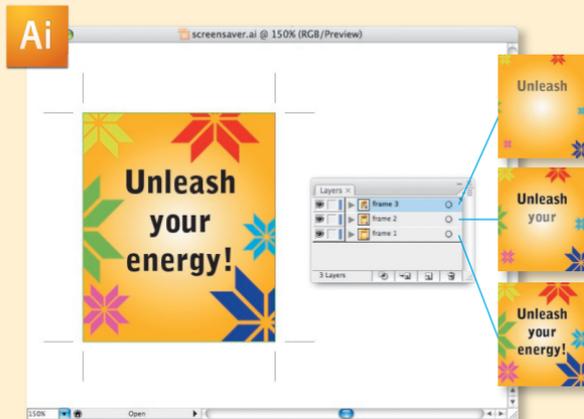


Ai Illustrator for Mobile

1 Prepare your file for mobile

Before starting a mobile project, first learn about device capabilities, select target handsets, and even create a new mobile Illustrator file

using the device profiles in Device Central. Then, set up an animated mobile screensaver by creating one Illustrator layer for each frame of animation.



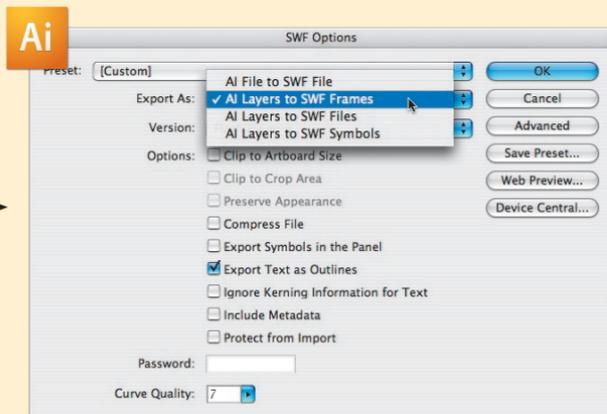
Illustrator Layers panel

Illustrator provides an integrated connection to Device Central that lets you quickly and easily start new mobile projects, and preview and test your content on many mobile devices. You can see how your document displays on devices of different sizes,

2 Export SWF

Export your layered document to SWF format from within Illustrator. To create an animation from a layered Illustrator file, choose the appropriate Flash Player

version to match your targeted device, and select AI Layers to SWF Frames in the SWF Options export dialog box.



SWF Options dialog box

adjust backlight and reflection simulations, and scale and align your content if necessary.

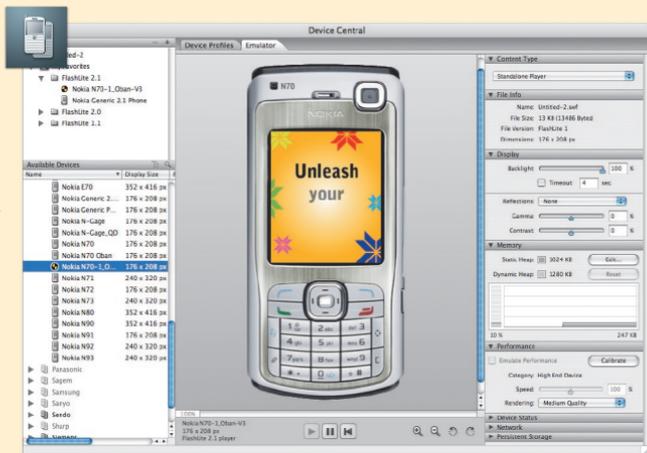
3 Preview and test in Device Central

When you are satisfied with your settings in the SWF Options dialog box, click the Device Central button to automatically switch to Device

Central and open the SWF file you just created. Test your file on a variety of supported devices to see how your screensaver looks.

See Adobe Video Workshop topics:

- Using shared elements of the Photoshop, Illustrator, InDesign, and Flash workspaces
- Creating mobile content in Illustrator



Device Central emulator

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Chase Design Group

chase



Founder/Creative Director
Margo Chase

www.chasedesigngroup.com

Since founding Chase Design Group in 1986, Margo Chase has consistently produced award-winning work in many areas of design. Recognized worldwide for her skill with custom typography and identity development, Margo is dedicated to creating client success through high-quality, intelligent creative. Her vision provides the fuel for Chase Design Group's growth and achievement. Building on early successes in the music business, designing packaging for artists Madonna, Cher, Prince, and others, her studio's dynamic style can now be seen in work for a long roster of prestigious clients including AIG Sun America, Belkin, Cartoon Network, Chinese Laundry, Discovery Communications, Mattel, Nike, Reebok, Starbucks, Target, The WB Television Network, and USA Networks. Among numerous other awards, Chase was selected as one of I.D. Magazine's "I.D. Forty," and has been featured in countless design magazines. In addition, Margo has taught the highest level typography classes at Art Center College of Design and California Institute of the Arts.



Voyant Liqueur identity and packaging

Launching a new product in the extremely competitive liquor market is an all-or-nothing proposition. First impressions make or break any new offering. The exotic warmth and elegance of Voyant Chai Cream is mirrored in the refined logo and packaging.

Ai



hourglass

Hourglass luxury cosmetics packaging

Hourglass, launched in the high-end retailers Neiman Marcus and Barney's New York, has an elegant retro feel that captures the look of quality demanded by luxury consumers. The debut of Hourglass was strong and its success continues to grow.

Ps Ai ID



Cher Living Proof tourbook and identity

Logos for the main tour identity and designs for the tour book and merchandise evoke the glamour and breadth of Cher's personality. The tourbook features original art illustrated to evoke the feeling of the five decades of Cher's long and varied musical career.

Ps Ai ID

InDesign + Design Edition



InDesign is the production workhorse for print layouts. Illustrations, photography, and text can be combined and managed easily in InDesign layouts, all the way through to the creation of final, print-ready production files.

Productivity improvements throughout InDesign make frequent tasks faster—for example, allowing you to import multiple files in one step. You can also view thumbnails of your pages in the Pages panel, so that you can quickly navigate your document.

You can also easily repurpose layouts you create in InDesign for use on the web by exporting them as XHTML files, which can then be opened by Dreamweaver and integrated into a website.



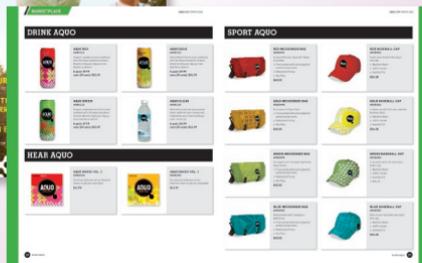
Take advantage of new production features in Acrobat to create Adobe PDFs for print, the Internet, and interactive forms.



Place or copy and paste vector artwork from Illustrator to make it live art in InDesign.



Export InDesign layouts as XHTML files, to be used as content in Dreamweaver websites and in mobile devices (with the help of Device Central).



Place a native Photoshop file, with the option of using its layers and layer comps.



ID InDesign Features

Multi-file Place

Placing multiple files with a single import can save you time. InDesign now allows you to select several files at once from the Place dialog box or Adobe® Bridge CS3, and then import them with a single command. The Place cursor will show a preview of each file and the number of files remaining. You can use the multi-file place feature to import images and text files at once.



1 Select multiple files to be placed in the Place dialog box by Command-clicking (Mac OS) or Control-clicking (Windows). Click Open.



2 You will see the Place cursor. Use the left and right arrow keys to toggle between files, or Esc to remove an unwanted file.



3 When you've found the correct file, click on the appropriate image or text frame to place it, and then move on to your next file.

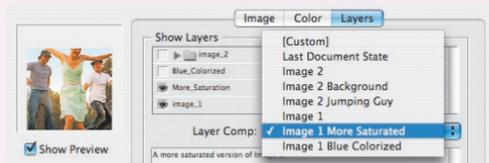
Object Layer Options for Importing Illustrator and Photoshop Files

Utilizing the Import options in the Place dialog box gives you the flexibility to import Photoshop and Illustrator files with layer visibilities of your choosing. You can use this feature to place multiple states of a single file into an InDesign layout, or easily switch between variable layers within a placed file.

See page 42, *Layer Comps in Photoshop*.
See *Adobe Video Workshop topics*:
• *Importing content into InDesign*
• *Using layers*



1 Check the Show Import Options box in the Place dialog box to see the Image Import options.



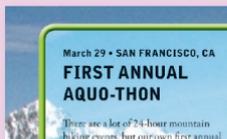
2 In the Image Import Options menu, select the Layers button to choose visibility preferences for each layer by clicking the eye icon on or off, or select a layer comp.

3 Choose the update link option of your choosing and click OK to place. Your linked file retains all its content. To edit layer visibility after the file has been placed, go to Object > Object Layer Options.

Object Styles

You can use object styles to quickly and consistently format graphics and frames. Object styles include settings for stroke, color, drop shadows, paragraph styles, text wrap, and more, including new transparency and blending options. Once you've created an object style, even complicated formats can instantly be applied to different objects.

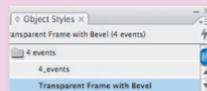
*See page 76, Enhanced Transparency and Object Effects.
See Adobe Video Workshop topic, Using object styles*



1 Create an object style by formatting an object as you would like, and then selecting New Object Style from the Object Styles panel.



2 Name and adjust your settings in the New Object Style dialog box and click OK.



3 When you want to apply the same style to a different object in your layout, select the object, then click the name of the style in the Object Styles panel.

Tables and Table Styles

Table styles let you format tables quickly and consistently. You can create styles for both tables and cells, and use them to format any table in your document, including spreadsheets from Microsoft Excel or Word. You can also apply cell styles separately to a table's header, footer, and body cells. If you need to make a document-wide change, you can simply change your table style, and formatted tables will update automatically.

RIPE	FAVOR	WHY
Philadelphia City	East Wings	It's the best of both worlds. At 1,500, it's the largest city in the Northeast.
True Limes	Pink Tacos	Always pairing, not just for the holidays.
Avocado Obsession	Chili Type Bolognese	Adapted to local tastes. Says, "It's a fusion of flavors."
Pinkish Gold	Gold	Change your perspective. Addressed to you.
Gold Pink	Blacktop	When it's all over, it's all over.

1 Create table and cell styles by formatting a table as you would like, and then select New Table Style from the Table Styles panel. Create paragraph and cell styles for more complex formatting.



2 Name and adjust your settings in the New Table Style dialog box and click OK.



3 When you want to apply the same style to a different table in your layout, select the object, then click the name of the style. *See Adobe Video Workshop topic, Using table styles*

Enhanced Transparency and Object Effects

You now have more flexibility in formatting your objects, because transparency settings and new object effects (similar to those found in Photoshop) can be applied separately to the fill, stroke, and text of a single object. The new effects include blending modes, gradient and directional feathers, and bevels and embosses, all of which are non-destructive and can create complex effects without altering your native image files.

See [Adobe Video Workshop topics](#):

- [Applying feathering to objects](#)
- [Applying opacity effects](#)
- [Setting opacity](#)



- 1 Select the object to which you would like to apply effects. Then choose **Object > Effects** and select the desired effects.



- 2 Set the specifications of the effects you selected in the Effects dialog box. You can choose different effects for the stroke, fill, and text of the object.



- 3 For gradient feathers, adjust the gradient stops and opacity.



Snippets

A snippet lets you reuse the content, formatting, tags, and structure of a document. A snippet is an XML file that is a full representation of InDesign content, including page items and any XML structure applied to those page items. You can store snippets in a Library, and place them in other documents.



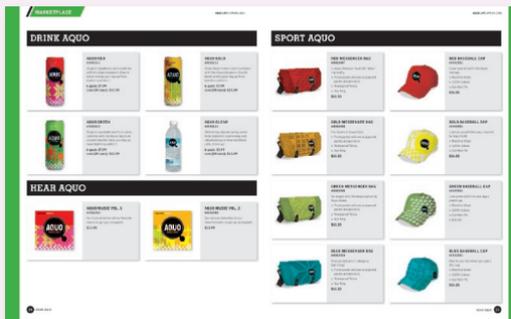
1 To create a snippet, select one or more frames, and then choose File > Export.



2 From the Save As Type (Windows) or Format (Mac OS) menu, choose InDesign Snippet. Type a name for the file, and then click Save.



3 This creates an .indd file that can be placed into a different InDesign document, using the standard place process.



4 Edit placed snippets as needed for your project. In this example, snippets have been modified to create a catalog page.

ID InDesign for Print

1 View color separations

Choose Window > Output > Separations Preview to view the different color plates in your image, including any spot colors. This is an easy way to check for unwanted inks and missing overprints.

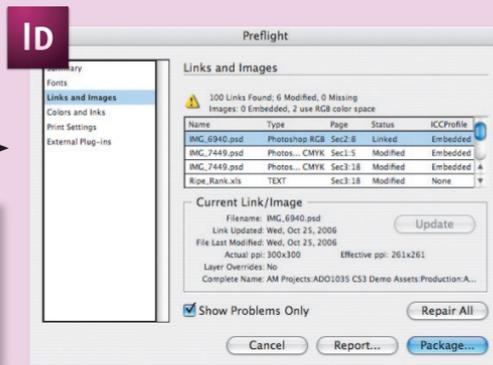


InDesign Separations Preview

InDesign is the cornerstone print layout software of Creative Suite, making it perfectly suited for preparing print-ready files. By using the built-in production features, you can be sure that your files are ready for hand-off.

2 Check errors

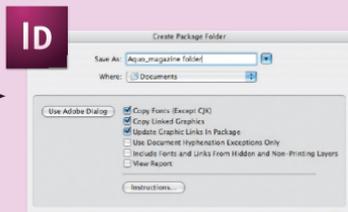
Select File > Preflight to report on any aspects that commonly cause production issues in the file, such as RGB images. By viewing a report of these errors, with page numbers, you can easily find and correct the errors in your document.



Preflight

3 Preflight and package for production

When you are ready to gather all the components of your job, including fonts and linked files, choose File > Package. You will also have the opportunity to create a text file with job information during this step.



Create Package Folder dialog box

4 Export print-ready PDF

Use PDF presets, or edit the PDF export settings to create a self-contained, print-ready PDF file of your document.

[See pages 18-19 for more information on PDF presets.](#)



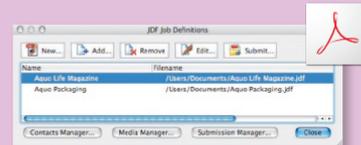
Final print-ready PDF

[See Adobe Video Workshop topic, Preparing files for output](#)

Alternate method: Preflight with JDF profile

Automatically convert InDesign files to Adobe PDFs, and preflight and validate them against the targeted output intent (including number of pages, page size, and more) using enhanced JDF workflows.

[See Adobe Video Workshop topic, Creating JDF job definitions](#)



JDF Job Definitions dialog box in Acrobat

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PDF

1 Make a selection or export your entire document

InDesign lets you choose to export your current selection or the entire document. Make a selection if you wish to export a portion of your document.

2 Export as XHTML

Choose File > Cross-media Export > XHTML / Dreamweaver. You can associate an external CSS in the Advanced panel of the dialog or create empty CSS definitions and edit the exported content in Dreamweaver.

A new feature of InDesign, export as XHTML, makes it easy to repurpose InDesign content for use on the web. Automatically optimized placed images from InDesign layouts match the cropping and transformations applied in InDesign.

3 Open and modify in Dreamweaver

Open the XHTML file in Dreamweaver and modify as needed for your website.

[See Adobe Video Workshop topic, *Designing websites with InDesign and exporting to XHTML*](#)



InDesign selection



InDesign cross-media export



Dreamweaver web page layout



InDesign for Interactive

You can use settings with your InDesign file to create an interactive PDF. InDesign lets you add movies, sounds, hyperlinks, bookmarks, and buttons to your layout. SWF files can also be placed in, for added functionality.

1 Place movie and sound files

Use File > Place to put movie and sound files, including .swf files, into your layout.

2 Create interactive buttons

Use the Button tool, the Button Options dialog box and the States panel to create interactive buttons with custom appearances in your layout.

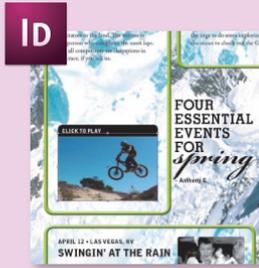
3 Create navigational elements

Use the Bookmarks and Hyperlinks panels to create links to allow you to easily navigate within your document.

4 Export to PDF

To enable interactivity, be sure to click the boxes for Hyperlinks and Interactive elements under Include in the Export PDF Options dialog box.

[See Adobe Video Workshop topic, Creating interactive PDF files](#)



Placing a SWF in InDesign



Creating a hyperlink in InDesign



Interactive PDF. Click the SWF file to play as configured.



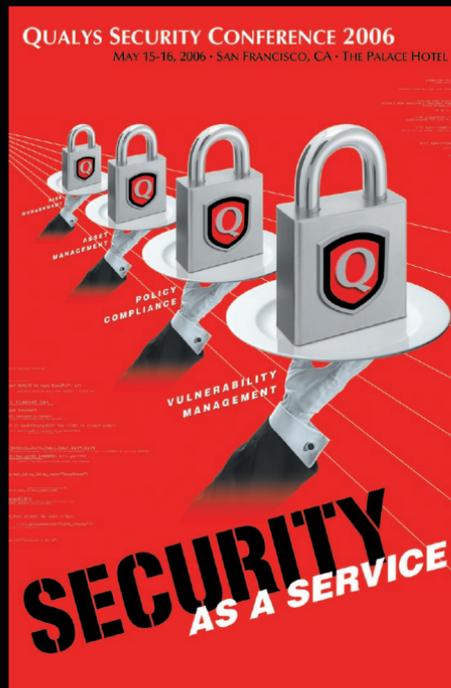
Gee + Chung Design



Partners Earl Gee
and Fani Chung

www.geechungdesign.com

Gee + Chung Design is a San Francisco-based multi-disciplinary design firm specializing in print, web and environmental design for technology-oriented clients. Founded in 1990 by partners Earl Gee (BFA, Art Center College of Design) and Fani Chung (MFA, Yale University), GCD's innovative and effective work consistently sets clients apart and builds lasting client value. GCD's work has garnered international recognition from virtually every major design competition and publication and is included in the permanent collections of several museums, the U.S. Library of Congress and Smithsonian Institution. GCD holds the distinction of being one of 50 U.S. graphic designers named to the international Who's Who in Graphic Design, has served on a United Nations delegation on package design touring the People's Republic of China and was selected by the U.S. Department of Commerce to promote international business. Both partners are frequent lecturers at design organizations and universities, and jurors for major design competitions.



Qualys poster

A poster for Qualys uses the ability of InDesign to work with native Photoshop files that have multiple spot color channels, saving both steps and valuable time.





Give Something Back International branding program

Our branding program for Give Something Back International benefited from the 4000% zoom and continuously rasterized vector graphics of InDesign to create critically accurate printing and die-cutting.



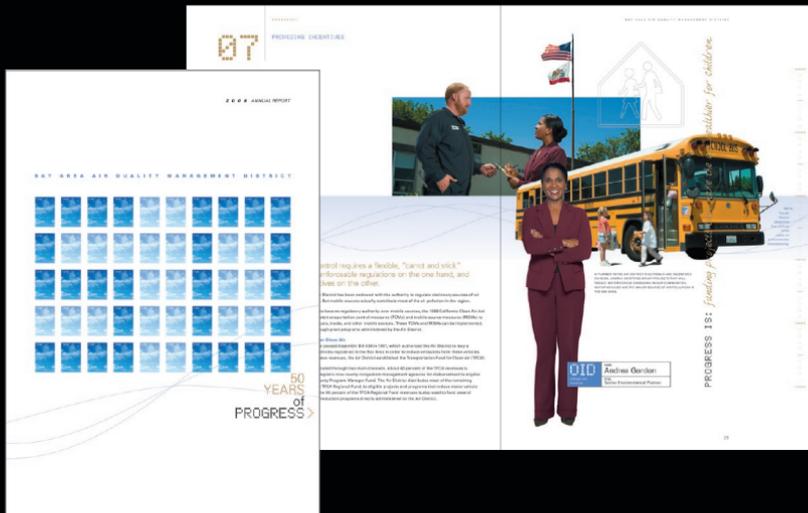
DCM Lunar invitation

For this online invite for the DCM Lunar New Year Party, the Library update in Flash allowed us to create the animation and finalize the Illustrator art simultaneously.

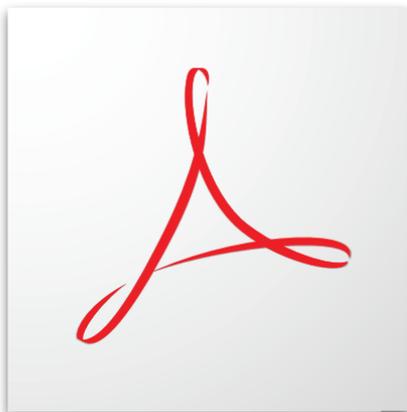


Bay Area Air Quality Management District annual report

This annual report for the Bay Area Air Quality Management District uses InDesign's built-in preflight and package features to keep track of all the fonts, graphics and images for this comprehensive project.



Acrobat + Design Edition



Adobe® Acrobat® 8 Professional is a powerful tool for Adobe PDF creation, reviewing, and production. Portable Document Format (PDF) maintains the integrity of your designs in a self-contained file that can be easily shared with clients, printers, and other members of your team.

Acrobat is tightly integrated with all Adobe® Creative Suite® components, making the process of creating PDFs consistent and familiar from any component. A host of shared preset options let you create PDFs appropriate for everything from onscreen presentation to final print-ready production. PDFs also travel easily to the web, because they can be added to Dreamweaver websites.

Acrobat doesn't stop at creating PDFs, however. You can also use shared review, commenting, and mark-up features to manage feedback, and even host real-time web-based reviews with Acrobat Connect.

In addition, the many production features in Acrobat enable you to preflight and package files for printers, including using JDF (job definition format) files to automate your PDF workflow.



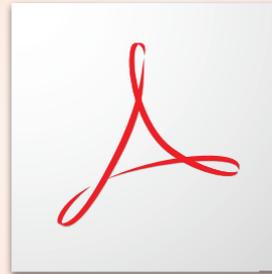
Create a PDF by choosing
File > Save As >
Format: Photoshop PDF.



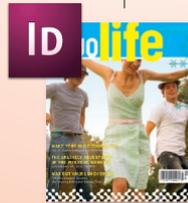
Add downloadable PDF files
to your websites.



Create a PDF by choosing
File > Save As >
Format: Adobe PDF.



Preflight with profiles specified in a JDF,
then combine multiple files into PDF
packages to send out for production.



Create a PDF by choosing
File > Export >
Format: Adobe PDF.





Acrobat Features

General PDF Creation for Photoshop, Illustrator and InDesign

Acrobat PDF creation is tightly integrated with the components in Creative Suite 3, making it easy to create PDFs as you work. You can access PDF presets and create PDFs from within Distiller, Photoshop, Illustrator, and InDesign, using a similar and familiar process in all four components. You can also create and share custom presets for your unique output requirements, varying the PDF settings as needed.

For a detailed description of PDF presets, see pages 18-19.

See Adobe Video Workshop topics:

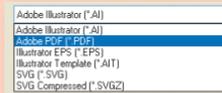
- *Creating PDF files*
- *Creating PDF files from Creative Suite 3 applications*



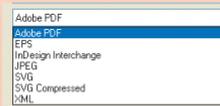
To create a PDF from Photoshop, choose Save As and select Photoshop PDF as the format. Select a preset, or modify settings from the Save Adobe PDF dialog box.



Once a preset is loaded, it is available in all Creative Suite applications, including Distiller.



To create a PDF from Illustrator, choose Save As and select Adobe PDF as the format. Select a preset, or modify settings from the Save Adobe PDF dialog box.



To create a PDF from InDesign, go to File > Export and select Adobe PDF. Select a preset, or modify settings from the Export Adobe PDF dialog box.



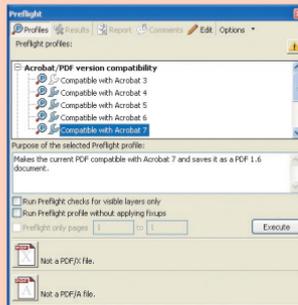
Acrobat Features

Acrobat offers several tools that act as a final check of your job when preparing for print production. Preflighting can catch and even correct some common mistakes, such as neglecting to convert RGB images to CMYK. A PDF package converts

Preflight

Use the Preflight tool to determine a document's validity for print production. When you preflight a document, you validate that the document contains everything needed for proper print output, including images, fonts, colors, and formatting.

Preflight also not only finds problems, it also can fix them automatically. For example, if you inadvertently leave an RGB image in your PDF that must be converted to CMYK, the image is automatically converted.



To preflight a document, choose Advanced > Preflight and select a profile from the list. To correct errors, select a profile that includes a fixup. These are denoted by a wrench icon next to the profile.

[See Help for more information on Preflight profiles.](#)

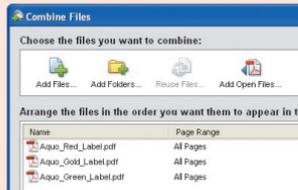
Create a PDF Package

Because the PDF package is one file, you can share it with others and be sure that they are getting all the component parts.

[See Help for more information on PDF packages.](#)

[See Adobe Video Workshop topics:](#)

- [Preflighting files](#)
- [Printing documents](#)



You can create PDF packages when you use the Combine Files wizard, starting either from the Getting Started window, the Tasks toolbar, or the File > Combine Files command.

You will be prompted through the necessary steps to choose and include files in your package.

multiple files—which can be in various formats and created in different applications—and assembles them into an integrated PDF unit. Enhanced in Adobe® Acrobat® 8 Professional, JDF (job definition format) files let content creators and print service

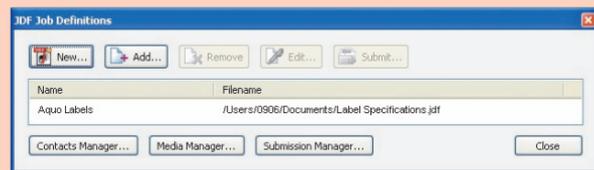
providers describe the intent of a printed piece, as well as each process step required to achieve that intent. Settings embedded in JDF files automate PDF creation and preflight.

Submit with a JDF

If you have received a JDF file from your print provider, you can automate the entire process of PDF creation and preflight, including catching and correcting certain errors in the file. This PDF/JDF workflow automates processes for the designer and streamlines workflow for the printer.

[See Help for more information on JDF.](#)

[See Adobe Video Workshop topic, Creating JDF job definitions](#)

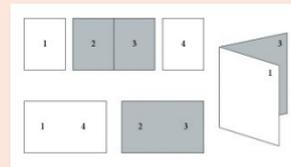


Go to Advanced > Print Production > JDF Job Definitions. Choose a JDF file, link in your source InDesign files, and click Submit. Choose a submission site and click Start. The InDesign files will be converted to PDF format, which is

automatically taken into Acrobat for preflight and correction. Inconsistencies will be listed in the Submit dialog box. When completed, the print-ready PDF and updated JDF can be delivered to the printer.

Print Booklets

Booklets are documents with multiple pages arranged on sheets of paper that, when folded, present the correct page order. You can create 2-up saddle-stitched booklets—two side-by-side pages, printed on both sides, that are collated, folded once, and fastened along the fold. The first page prints on the same printed sheet as the last page, the second page on the same sheet as the second-to-last page, and so on. Each page is automatically centered on the sheet, and large pages are scaled (shrunk) to fit the printable area. When you collate, fold, and staple the double-sided pages, the result is a single book with correct pagination.



Print Booklets diagram

To print a booklet, select Page Scaling: Booklet Printing in the Print dialog box. Your printer must support either automatic or manual duplex printing.



Acrobat for Web

The computer- and platform-independence of Adobe PDF make it ideal for transferring media-rich documents on the web. PDF documents let you capture and view robust information, and share it with anyone.

1 Add link to PDF file

In Dreamweaver, go to Insert > Hyperlink, add text, and link to your PDF file.

2 Preview and test

Your link will function when you preview and test your page (File > Preview in Browser).

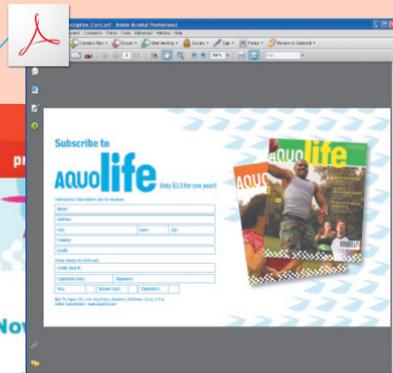
When your website is published, viewers can download the PDF, which will open either in a new window or in Acrobat, depending on viewers' browser preferences.



Dreamweaver hyperlink panel



Web page with link to PDF



Downloaded PDF



Acrobat for Interactive

Using a combination of InDesign and Acrobat, you can add hyperlinks, movies, and sound files to your PDFs, including SWF files (a new feature in Creative Suite 3). This can add both interest and interactivity to your PDFs.

1 Create interactivity (in InDesign)

Create interactive buttons using the Button tool, the Button Options dialog box and the States panel. Create navigational elements with the Hyperlinks and Bookmarks panels.

Once you are done adding the interactive elements, export a PDF of your document. The interactive aspects will be functional for anyone viewing the PDF in Acrobat or the free Acrobat Reader.

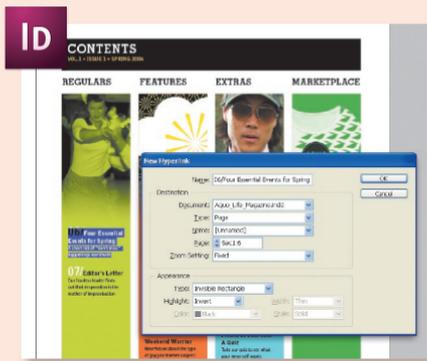
2 Add SWF files to your PDF

To add a SWF file, go to Choose Tools > Advanced Editing, and select the Movie tool. Locate your SWF file and click OK.

3 Save and check

Save your PDF file and click through to make sure you've included all your interactive elements.

[See Adobe Video Workshop topic, *Creating interactive PDF files*](#)



Creating a hyperlink in InDesign



Adding a SWF file in Acrobat

Interactive PDF. Click hyperlinks to go to assigned pages.



Flash + Design Edition



Adobe® Flash® CS3 Professional remains the undisputed leader for rich, interactive content creation. Designers and developers creating interactive websites, rich media applications, instructional simulations, games, or content for mobile devices, depend on Flash to ensure that their content reaches the widest possible audience.

Flash users can import assets from Photoshop and Illustrator; bring them to life with timeline animations and cutting-edge ActionScript™ 3.0 programming; and deliver them to Dreamweaver websites, Adobe Acrobat PDF documents, and mobile devices in a true author-once, deliver-everywhere environment.



Add exciting animations and interactivity to your Adobe Acrobat 8 Professional PDF documents by embedding your published SWF files.

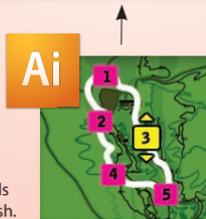


Import layered Photoshop artwork into Flash. Preserve layer attributes, layer effects, blend modes, transparency, and more.

Easily include your published SWF files in Adobe® Dreamweaver® CS3 websites, and preview in any supported browser.



Author Flash files for mobile devices, and preview your published files in Adobe Device Central. Preview and test your work on a variety of devices to anticipate real-world performance.



Copy and paste Illustrator artwork, including symbols and editable text, into Flash.

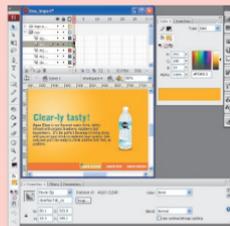


Flash Features

Flash CS3 Interface

The Flash user interface now shares a design and layout common to Photoshop and Illustrator, resulting in a more efficient workflow. Tools can be configured in one- or two-column panels. Panels can now be docked along the edge of the monitor, or minimized to icon view, so that they can fly out when needed, freeing valuable screen area. Even the Timeline can be docked.

See Adobe Video Workshop topic, Using the workspace



The new Flash interface. Workspaces can be found in Window > Workspace, or by using the new Workspace menu above the Stage.

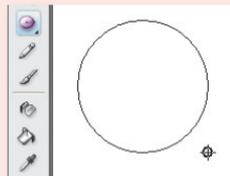


- 1 The Panel dock can be minimized to icon view...
- 2 ...or icon and text view...
- 3 ...or remain full-size, with the option of displaying panels in slide-out drawers.

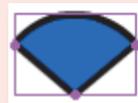
Drawing Enhancements

Drawing in Flash is now consistent with other Adobe software. The enhanced Pen tool behaves similarly to the Adobe Illustrator Pen tool, with tighter control over vertices and control points. Two new vector drawing primitives, Oval and Rectangle, offer easily adjustable alternatives to the Ellipse and Rectangle shapes, and can be manipulated by using the Property Inspector.

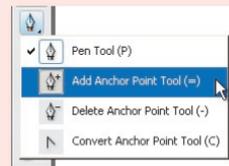
See Adobe Video Workshop topics: Using the drawing tools, Drawing with the Pen tool



1 Using the Oval Primitive Tool, draw a circle on the Stage.



2 Using the Property Inspector, add a Start angle and End angle to describe the shape of the wedge you prefer.

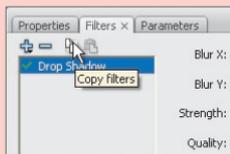


3 Use the pen tool to add, delete, or convert anchor points to modify your drawings.

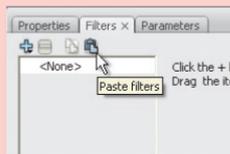
Flash Features

Copy and Paste Filter Effects

Flash filter effects can now be copied from one symbol and applied to another, making it easier to apply a consistent filter style to many symbol instances.



1 Select a movie clip with an existing filter effect and click the Copy Filters button in the Filters panel of the Properties Inspector.



2 Select the new movie clip and click the Paste Filters button in the same location to apply the effect.

Copy and Paste Motion Tweens

The new Copy Motion option in Flash lets you copy motion tween attributes of an existing motion tween and apply it to another movie clip. This provides a way for designers to reduce repetitive workflows by not having to reconstruct the tweens from scratch. Additionally, the motion data is stored in XML format and can be exported for use in future files.

See Adobe Video Workshop topic, [Creating animations using motion tweens](#)



1 Select the frames of an existing motion tween.
2 Select Edit > Timeline > Copy Motion.



3 Select the frame where the new movie clip resides.
4 Select Edit > Timeline > Paste Motion to apply the motion tween attributes.



5 Choosing the Paste Motion Special option lets you select the motion tween attributes you want to apply.

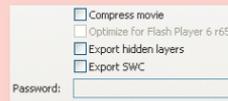
Export Only Visible Layers

A new publish setting lets you choose whether objects in hidden layers are exported to SWF files when published. This dramatically speeds workflow and increases your publishing options by allowing you to include or exclude assets simply by hiding the layer in which they reside.

See Adobe Video Workshop topic, Publishing FLA files



1 Hide any layer you don't want to appear in your published SWF file.



2 Choose File > Publish Settings to open the Publish Settings dialog box. Deselect Export Hidden Layers in the Flash tab.

Developing for Mobile Devices

Flash allows designers and developers to easily bring animation and interactivity to mobile devices. It provides settings that let you publish your files for Flash Lite, the mobile version of the Flash player. Flash is also tightly integrated with Adobe Device Central, which displays your file in realistic skins of Flash Lite-capable mobile devices—simulating memory, performance, and display settings, and letting you interact with your content.

See Adobe Video Workshop topic, Using Device Central with Flash



See pages 106-107 for an example of developing for mobile devices.

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Flash Features

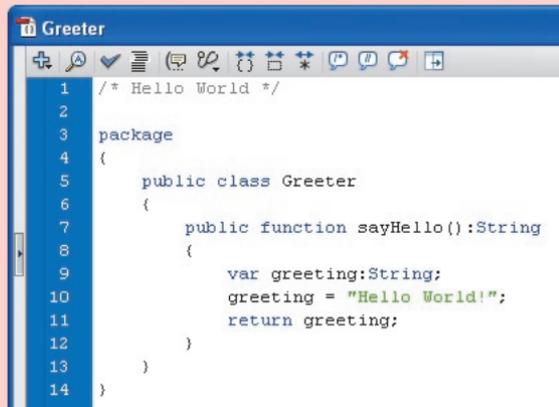
ActionScript 3.0

ActionScript is now a more robust and powerful language. It boasts significant performance improvements and includes many new features, such as improved XML handling, regular expression searching, sound visualization capabilities, and full-screen display.

The language itself isn't the only area of improvement. There are several new code editing features in Flash, such as code collapse, block comment/uncomment options, and one-click navigation to reported errors. You can now double-click an error in the Compiler Errors panel to go to the relevant code in the Actions panel or Script window. When editing external ActionScript files, you can also specify which FLA to publish directly from within the AS file. A new ActionScript 3.0 debugger has been added.

See Adobe Video Workshop topics:

- [Getting started with ActionScript 3.0](#)
- [Creating a Document class using ActionScript 3.0](#)



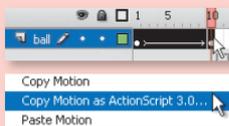
```
1  /* Hello World */
2
3  package
4  {
5      public class Greeter
6      {
7          public function sayHello():String
8          {
9              var greeting:String;
10             greeting = "Hello World!";
11             return greeting;
12         }
13     }
14 }
```

ActionScript 3.0 code

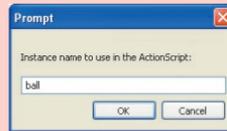
Copy Motion as ActionScript 3.0

For unmatched designer-programmer collaboration, you can now select a tween created in the timeline and copy the ActionScript 3.0 code required to recreate it. The relevant attributes of the animation are automatically translated into a combination of ActionScript and XML, and can be replayed by ActionScript. This allows you to use ActionScript to easily modify attributes of the tweens.

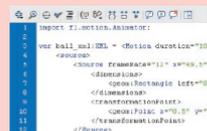
See [Adobe Video Workshop topic, Copying and pasting ActionScript from an animation](#)



- 1 Select the frames of an existing motion tween.
- 2 Choose Edit > Timeline > Copy Motion as ActionScript 3.0.



- 3 Enter an instance name for the symbol instance you are using.



- 4 Select a frame on the Timeline, and then paste the code from the clipboard into the Actions panel.

New ActionScript 3.0 Components

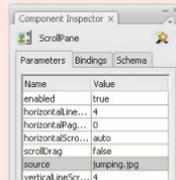
To leverage the power of ActionScript 3.0, a set of fast, lightweight components has been created. Components are pre-created collections of graphics and code that can dramatically reduce the amount of design and scripting you have to develop.

See [Adobe Video Workshop topics:](#)

- [Creating a simple application with components](#)
- [Using components](#)
- [Writing ActionScript for components](#)



- 1 Open the Components panel (Window > Components), select the ScrollPane component from the User Interface category, and drag it to the Stage.



- 2 Open Window > Component Inspector and set the path to the external graphic or SWF file you wish to display using the Source text box.

- 3 Use the Control > Test Movie menu command to publish your movie. The image loads into a pane that can be set to scroll horizontally or vertically, allowing you to show full-size images where space on your page is limited.

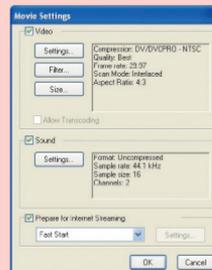
Flash Features

Export Scripted Animation to Quicktime

Flash can also be used as a tool in a video production workflow, especially as an animation tool. Adobe® Flash® CS3 Professional lets you create videos from files that use movie clips controlled by ActionScript. The new export process will also render nested symbols, so that your resulting video will look just the way it does in Flash Player.



QuickTime Export Settings dialog box



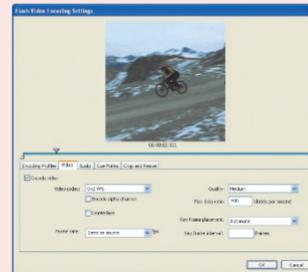
Movie Settings dialog box

Flash Video Encoder

The Flash Video Encoder has been improved to make your video workflow within Flash more efficient. Interface enhancements make it easier to check and preview settings, and you can even import and export cue points using XML files. Deinterlacing is also supported, with a simple check box, for better-looking video, especially at lower data rates. You can also save, import, and export custom Flash Video encoding profiles.

See *Adobe Video Workshop topics:*

- *Creating a video application with components*
- *Creating content in Flash for After Effects*
- *Importing and using video in Flash*
- *Using the Flash Video Encoder*

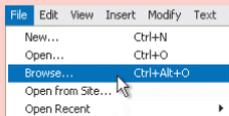


Video Encoding dialog box

Bridge Integration

Bridge lets you quickly locate SWF, FLA, FLV, and FLP files on your mounted volumes. You can browse your hard drives for these files and supporting assets, filter the file browser to display one or more of these file types, add metadata for improved descriptions and file searches, and apply batch changes to multiple files. You can even preview SWF and FLV files inside Bridge.

See the Adobe Video Workshop topic, Using Bridge for a web design workflow



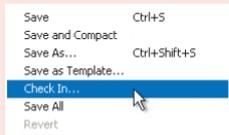
1 To locate a Flash file through Bridge, use the File > Browse menu command to automatically switch to Bridge.



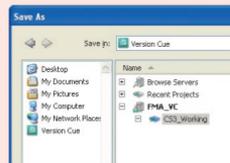
2 Use Bridge to navigate folders and locate files quickly. Bridge can filter a display by asset type, creation date, and more. Bridge will also show you file properties and even play SWF files in the Preview pane.

Version Cue Integration

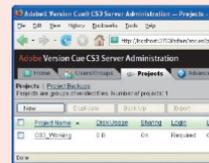
Version Cue can now be used to track your use of Flash files. For example, you can check ActionScript files in and out, to make sure that only one programmer at a time can edit a file, as well as to maintain version control and roll back to prior versions if needed. This is particularly useful in workgroups.



1 To add a file to an existing Version Cue project, use the File > Check In menu.
2 Log in to the project you want to work with.



3 Navigate to the folder in which you wish to save your file, and commit the file to Version Cue control.



Flash for Web

With a variety of animation capabilities, including motion tweening, shape tweening, and frame-by-frame sequencing, Flash has always been a leading 2D animation tool. Adobe® Flash® CS3 Professional continues this tradition and adds several

1 Import Illustrator asset

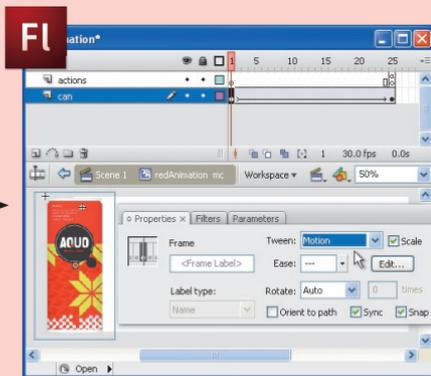
Import the object you intend to animate from Adobe Illustrator, to create a movie clip for you to animate.



Illustrator artwork

2 Create motion tween

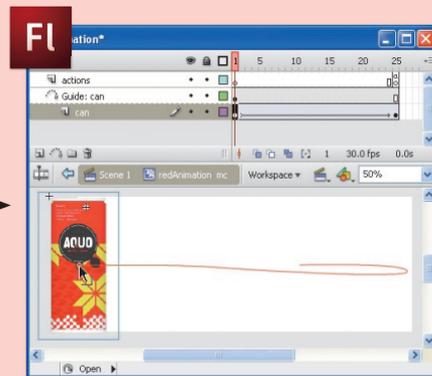
Add the movie clip to two keyframes, and create a motion tween to the first keyframe in the timeline.



Flash Timeline and Properties panel

3 Create motion guide

Add a motion guide for the can to follow during animation, and snap the can to the guide in the beginning and end keyframes.



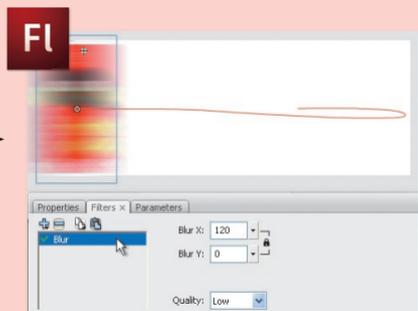
Flash motion guide

drawing and animation enhancements to make Flash animation even easier and more expressive.

Improved import features, an enhanced Pen tool, and the ability to copy and paste filter effects and motion tweens, all help you do more with less, allowing you to concentrate on creativity rather than production.

4 Add filter effect

Add a Blur filter to the Aquo can movie clip instance in the first keyframe only. The motion tween you created earlier will automatically reduce the blur over time.

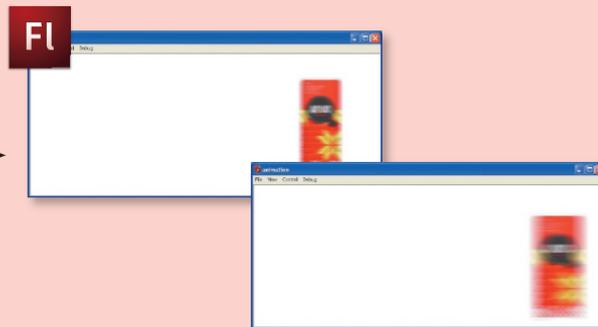


Flash Filters panel

5 Publish and test

Using Control > Test Movie, compile a SWF file to preview your finished animation.

See Adobe Video Workshop topic, [Importing, copying, and pasting between web applications](#)



Final SWF file

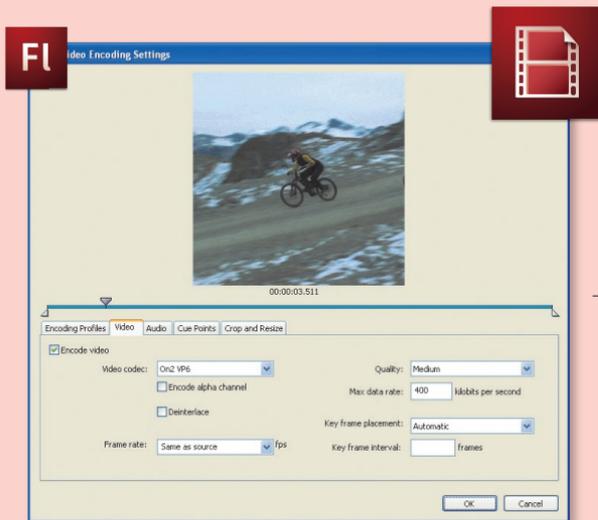


Flash for Interactive

Flash is tightly integrated with other components of Adobe® Creative Suite® 3 Design Premium, which makes it easier for designers and developers to work together. For example, a designer can create interface elements in Photoshop and

1 Encode video

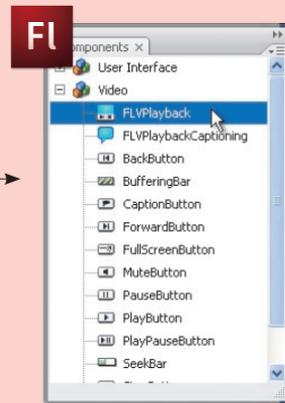
Encode a video source into FLV format using the Flash Video Encoder.



Video Encoding dialog box

2 Select a component

Select the FLVPlayback component from the Video category in the Components panel (Window > Components), and drag it to the Stage.

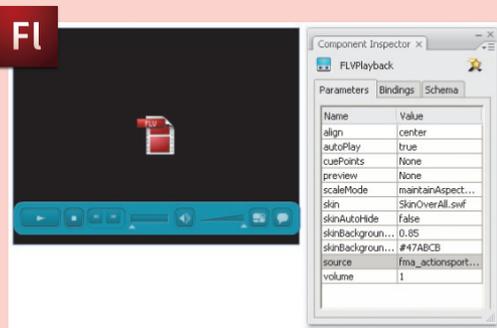


Components panel

encode videos using the Flash Video Encoder. The designer can then pass these files to a developer to add functionality in Flash, and the final file can be embedded in a Dreamweaver web page.

3 Customize the component

Open the Component Inspector (Window > Component Inspector) and change any parameters that don't suit you. Begin by setting the source path to the FLV file you created earlier. You may also wish to change other parameters, such as the controller skin.



Component Inspector

Components also promote collaboration between designers and developers, enabling designers to accomplish more with less coding. Users with little or no ActionScript experience can create final content, or deliver prototypes to a developer for further enhancement.

4 Publish and test

Publish your file and test the video playback.



Testing your FLV file

Ps

Ai

ID

PDF

FL

Dw

Br

Doc

App

Flash for Mobile

1 Create a layout for mobile

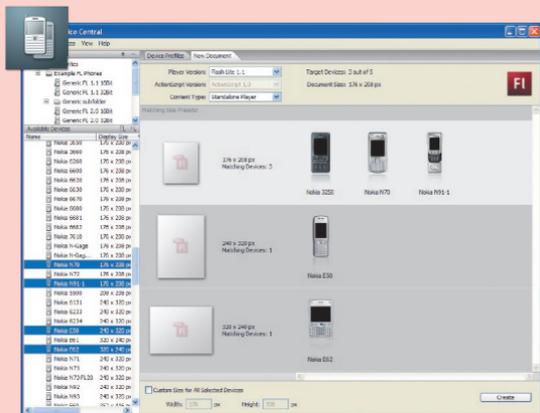
Start by creating a file for your targeted mobile device. Device Central makes this easy by letting you select your preferred device, and then automatically creating

the file in Flash, complete with the file dimensions and Flash Lite player version that match the chosen device.

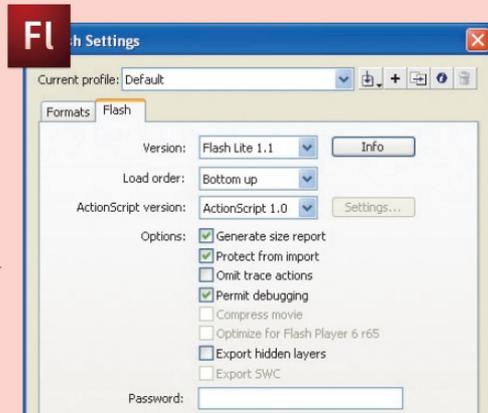
It has never been easier to test and preview your Flash Lite content. When you publish a file created for the mobile market, Flash will launch Device Central rather than the standard Flash Player. Device Central displays realistic skins that help simulate

Alternately, you can specify the file dimensions yourself in Flash and set the version of Flash Lite specific to your device, in the File > Publish Settings dialog box. It helps to make this change early

because Flash Lite has a subset of the functionality available to the full Flash Player, and Flash will help identify any features that aren't compatible with your publish settings.



Adobe Device Central Welcome screen



Publish Settings dialog box in Flash

what your content will look like when displayed on a variety of devices. You can interact with the emulated devices, create device groups, and control options that let you simulate a range

of testing scenarios, including how memory and performance settings affect your projects.

2 Optimize for mobile

Develop an application optimized for playback on your targeted mobile device. Remember to consider the size, as well as any feature limitations, of your targeted mobile device. For example, mobile devices use only two button states, instead of the typical up, over, and down when using a mouse.

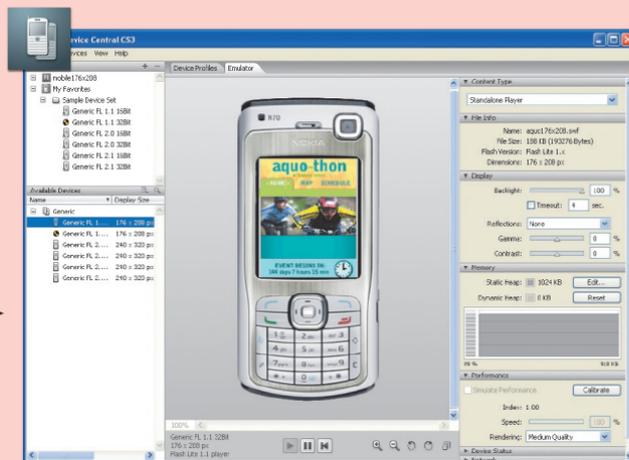


Flashlite application in Flash

3 Test and preview

Test and preview on a variety of devices matching the display size and Flash Lite version you specified.

See Adobe Video Workshop topic, [Creating mobile content in Flash](#)



Device Emulator in Device Central

Ps

Ai

ID

PDF

FL

Dw

Br

SD

CD

AdamsMorioka

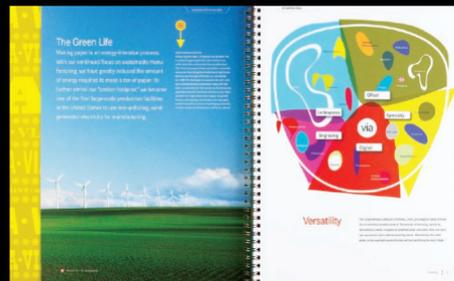
AdamsMorioka



Partners Sean Adams
and Noreen Morioka

www.adamsmorioka.com

Sean Adams and Noreen Morioka are partners at AdamsMorioka in Beverly Hills. Since AdamsMorioka's founding in 1994, the firm has been globally recognized by nearly every major competition and publication. In 2000, The San Francisco Museum of Modern Art exhibited AdamsMorioka in a solo retrospective. Adams and Morioka hold the honor of being named to the ID40, which cited them as two of the 40 most important people shaping design internationally. Sean and Noreen are both Fellows of the Aspen Design Conference. In 2006, Sean and Noreen were named as Fellows of the American Institute of Graphic Arts.



Mohawk Papers Via Handbook and Website

The goal for the launch of Via was to communicate the breadth of the line and its useful, everyday qualities. The handbook is a large-format, practical object. The website uses a game with a choice of mascots to help viewers find their perfect sheet. http://www.mohawkpaper.com/via_site/index.html



Dreamweaver + Design Edition

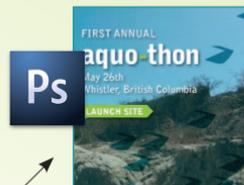


Adobe® Dreamweaver® CS3 enables you to design, develop, and maintain standards-based websites and applications faster and more easily than ever before.

Designers can quickly create pages using the easy, yet powerful, WYSIWYG features of Design view while developers will feel equally at home in the highly functional Code view. Users of any skill level will feel empowered by the many straightforward menus, dialog boxes, and panels available to speed up your development.

Creative Suite owners can enhance creativity and accelerate workflow by taking advantage of the advanced integration with Adobe® Photoshop® CS3, Adobe® Fireworks® CS3, and Adobe® Flash® CS3 Professional components. Easy embedding and manipulation of animations and interactive applications, and template-based maintenance of live sites make Dreamweaver the center of any streamlined creative environment.

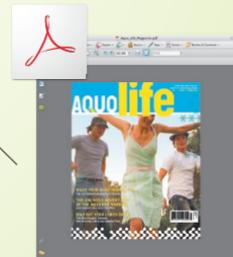
Embed SWF files in any page, and add Flash buttons, text, and videos without needing any Flash experience.



Copy and paste or import layered Photoshop artwork, optimizing it during the placement process.



Export InDesign layouts to XHTML files, to add to your websites.



Add downloadable PDF files to your websites.

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Dw Dreamweaver Features

New Document Dialog Box with CSS Layouts

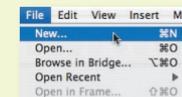
Adobe® Dreamweaver® CS3 helps simplify the task of web page creation with its New Document dialog box, completely redesigned with enhanced usability. Several templates and pre-created samples have been provided as starting points for your designs. A large number of fixed, elastic, and liquid Cascading Style Sheet layouts, in several column formats, can jump-start your page or site. Extensive in-line comments in the CSS code and the Design view will help you learn.

Thumbnail previews of the templates help make selection easier, and dialog box options let you save CSS rules into your document or in external style sheets that are automatically linked to your document. Preference settings can improve your efficiency by displaying the same desired options each time you access the dialog box.

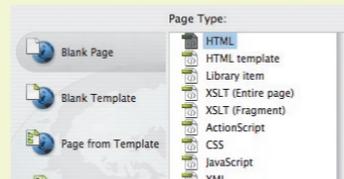
See Adobe Video

Workshop topics:

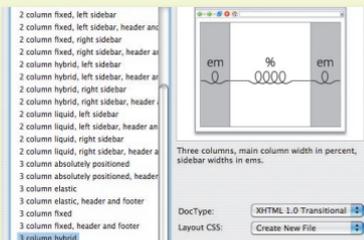
- Using CSS
- Styling text using CSS
- Using and customizing CSS based layouts
- Designing style sheets for printing web pages



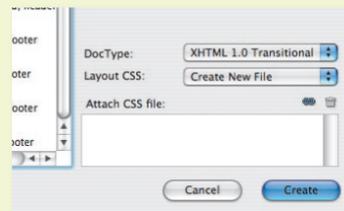
1 Use File > New to create a new document.



2 Choose the Page Type for the kind of page you want to create.



3 Choose the CSS layout to use in your new page. Check the thumbnail preview for a visual representation and description of the layout.



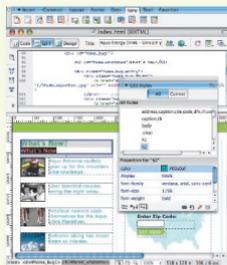
4 Choose your preferred document type declaration, and whether to embed the CSS in the document, write it to an external file, or attach your own.

Photoshop Integration

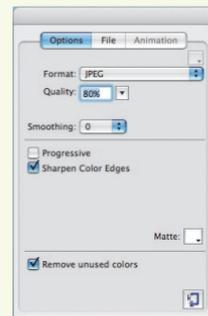
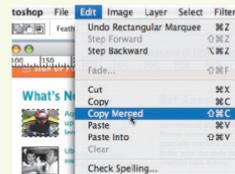
The improved Photoshop integration in Dreamweaver helps simplify the repetitive, often-tedious process of converting design mock-ups to web-ready assets. Now, you can simply select any portion of a design in Photoshop—even across multiple layers—and paste it directly into the Design or Code view in Dreamweaver, even into CSS rules. Dreamweaver will present a dialog box where you can specify optimization options for the image. Should you ever need to edit the image, simply Command-double-click (Mac OS) or Control-double-click (Windows) on the image, and the original layered PSD file opens in Photoshop for editing. Insert selections, slices, or even entire native Photoshop files with layer selection.

See [Adobe Video Workshop topics](#):

• [Importing, copying, and pasting between web applications](#)



• [Designing websites with Photoshop and Dreamweaver](#)



1 Copy any portion of your Photoshop file, even across layers, by choosing **Edit > Copy Merged**.

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Dw Dreamweaver Features

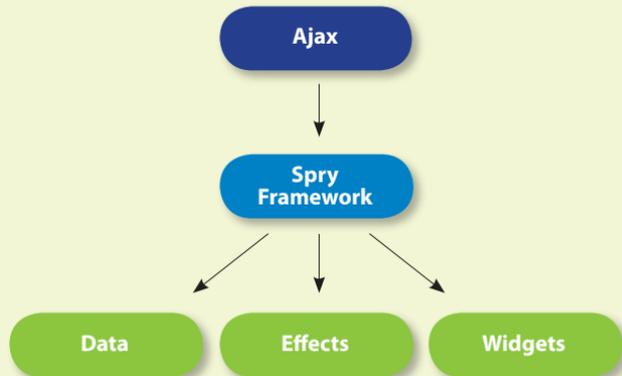
Spry Framework

Ajax, shorthand for Asynchronous JavaScript and XML, is a development technique for creating interactive web applications. Ajax makes web pages feel more responsive, because the entire web page does not have to reload each time the user interacts with it. The result is an increase in the web page's interactivity, speed, and usability.

Adobe® Dreamweaver® CS3 helps you design, develop, and deploy dynamic user interfaces using the Spry framework for Ajax. The Spry framework is a JavaScript/HTML library, accessible to both designers and developers, which allows you to build pages that provide a richer experience for users.

See Adobe Video Workshop topics:

- *Using XML*
- *Using the Spry Framework for Ajax*



Spry Effects

Using the Spry framework for Ajax, you can now easily add visual transitions to page elements. Effects are a simple, elegant way of adding that “wow” factor to your website. You can apply effects such as grow, shrink, fade, and highlight to almost any element on an HTML page.

Effects don't require any server-side logic or scripting to work, so when a person viewing your web page browses an HTML page and triggers an effect, only the object to which the effect is applied gets updated; the entire page doesn't need to refresh.



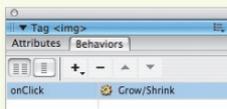
1 Select the element to which you wish to add the effect.



2 Open the Behaviors panel (Window > Behaviors) and click on the + button to reveal the pop-up menu. Choose Effects > Grow/Shrink.



3 Configure available options, including whether the image grows or shrinks, start and end sizes, and whether repeated clicks will toggle the effect.



4 The effect is applied to the element, in this case with a default onClick event handler. When clicking on this image, it will grow to the size you specified.

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Image icon

Image icon

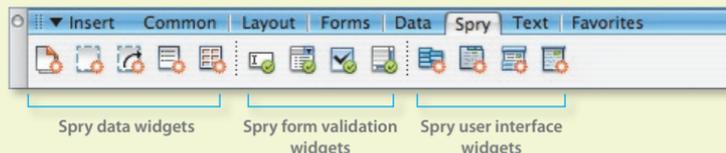
Dw Dreamweaver Features

Spry Widgets

Spry widgets make it possible to add dynamic user interface elements to web pages with little or no manual coding. Spry widgets are pre-built components that you can customize using CSS, and then add to your web pages. They include XML-driven lists and tables, accordions, tabbed interfaces, and form elements with validation. Until now, these objects have been difficult to build and required advanced coding skills. Spry widgets make this process easy and flexible. New users will appreciate their simplicity, and seasoned coders will appreciate the level of customizability Spry widgets offer.

See *Adobe Video Workshop* topics:

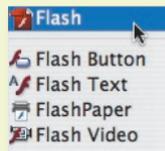
- *Creating a form*
- *Styling forms with CSS*
- *Using Spry widgets*
- *Creating menus with Spry widgets*



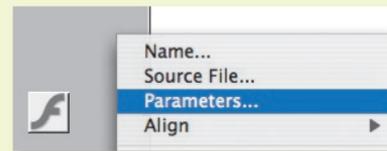
Embed Flash Animations and Applications

Adobe® Dreamweaver® CS3 enhancements make using SWF files easy. Simple dialog boxes let you modify parameters such as loop, autoplay, quality, and scaling, as well as pass parameters to the SWF, on an instance-by-instance basis. You can even preview the SWF without switching to a browser. When edits are required, you can open the original FLA file with the click of a single button.

See [Adobe Video Workshop topic, Adding Flash content to a web page using Dreamweaver](#)



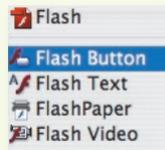
1 Insert a SWF file using the Assets panel or the Insert > Media > Flash menu option.



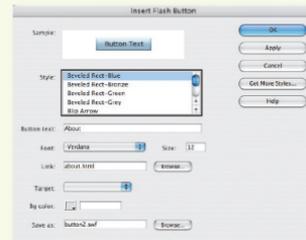
2 During the insert process, or any time thereafter, modify any parameters by right-clicking the SWF file, or making adjustments in the Property inspector (Window > Properties).

Include Flash Components Without Knowing Flash

Even if you're not familiar with Flash, you can still add impressive interactive Flash elements to your Dreamweaver pages. Using the Insert menu, you can create buttons and text elements, and then configure labels, styles, sizes, and actions to suit your needs. You can even insert Flash video files and customize the look and performance of the player skin.



1 Insert a Flash Button using the Insert > Media > Flash Button menu option.



2 Configure the button's properties.

Dw Dreamweaver Features

Cross-Browser Compatibility Check and CSS Advisor

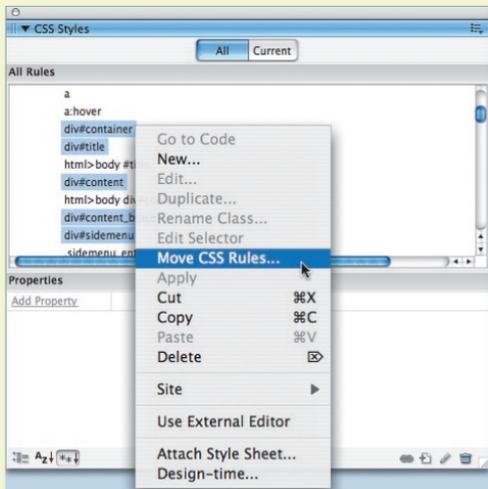
One of the most difficult ongoing problems for Web developers is the inconsistency that exists among browsers. The new Cross-Browser Compatibility Check and CSS Advisor in Dreamweaver are designed to make it easier for you to create standards-compliant pages that display and function reliably in a variety of settings.

Dreamweaver first identifies HTML and CSS features that are likely to cause browser-rendering problems. From the Results panel, you can then access CSS Advisor, a community-created website that describes the most common browser rendering issues and suggests possible workarounds. The integration between local authoring tool and online knowledge base makes it possible to stay current with the ever-changing CSS and browser landscape.

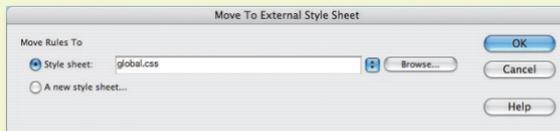
At any time during the development process, you can check your pages against a configurable set of common browsers. A concise results panel will cite warnings and errors that you can filter for easy review. Selecting any issue will allow you to see the problem, ignore the problem for all pages, or get more information and possible workarounds. Issues are even highlighted in code view, adding warning and error icons to the page sidebar, and underlining the problem code in each line.



Check your documents using the Browser Compatibility Check panel (File > Check Page > Browser Compatibility).



The CSS Styles panel lets you manage CSS Rules, renaming, duplicating, and moving them with drag-and-drop simplicity.



CSS Rules can also be easily moved to existing, or newly created, external stylesheets.



Dw Dreamweaver Features

Bridge Integration

Managing assets, particularly for large projects, can be a challenge. Dreamweaver takes advantage of the asset management features of Adobe Bridge to help you with this task. Dreamweaver can launch Bridge and allow you to browse the contents of your drives, or of Adobe Stock Photos. Dreamweaver can also read metadata, see previews, and more. Once you've made a selection, you can drag the asset into your Dreamweaver page and choose from among familiar asset import options.

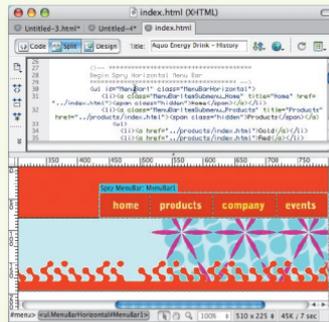


Assets can be dragged from Bridge into Dreamweaver

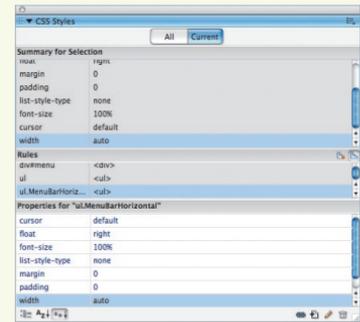
Manage CSS

As your pages mature and your sites grow, your CSS rules usually evolve. During development, you may find the need to rename, move, or add CSS rules. The new CSS management features in Adobe® Dreamweaver® CS3 make it easy for you to maintain your CSS structure and leverage your work for use in multiple pages or even multiple sites.

You can now easily move rules from document to document, from document to external file, and even among external files. You can also easily convert inline CSS to and from external CSS documents, reorder rules within documents, resolve conflicts during CSS merges, and quickly comment and uncomment CSS for easy experimentation.



1 Select the CSS item you want to edit in Design or Code view.



2 Edit the CSS properties in the Window > CSS Styles panel.

Dw Dreamweaver for Web

A higher standard in web design and development is emerging, powered by Adobe® Dreamweaver® CS3. Use its unmatched WYSIWYG layout features to drop in Photoshop images and Flash interactivity, and take control of your CSS, for greater

1 Create site mock-up and assets

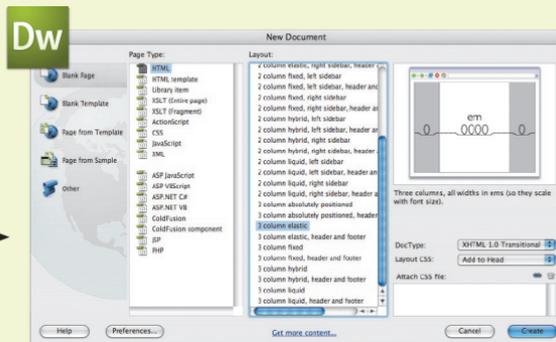
Create a site mock-up in Photoshop and insert interactive assets from Flash.



Photoshop and Flash assets

2 Create a new CSS-based document

Create a new standards-compliant CSS document using the built-in CSS Layouts in Dreamweaver, which get you started quickly.



New Document dialog box

flexibility. Create visually or code directly, and enjoy all the benefits of integration with your other favorite Adobe applications. Dreamweaver makes it easy to apply best practices and accepted standards to ensure that your websites and

applications play well with others. Effortlessly include CSS from the ground up, check browser compatibility, and consult the comprehensive Adobe CSS Advisor website for helpful problem-solving hints.

3 Copy and paste image assets

Use the powerful Photoshop-Dreamweaver integration features to copy and paste segments of your Photoshop mock-up into Dreamweaver. Optimize your first pasted image using the Image Preview feature. Thereafter, Dreamweaver will remember your settings and optimize the remaining images automatically.



Image Preview dialog box

4 Insert interactive assets

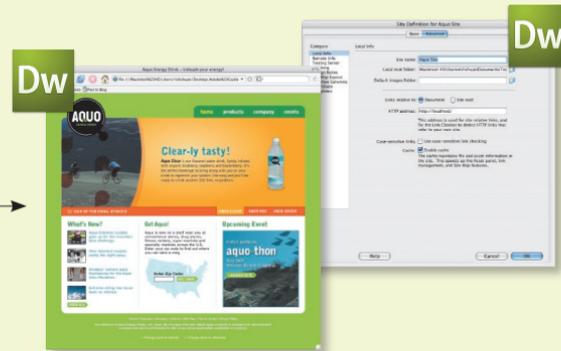
Use the Common category of the Insert bar to insert the SWF file you created in Flash. Use the convenient WYSIWYG layout capabilities and the powerful CSS features of Dreamweaver to adjust your page to accommodate the interactive assets.



Insert Flash

5 Test and upload site

Use File > Preview in Browser to preview and test your site for compatibility in today's most popular browsers. As needed, return to Dreamweaver to address any issues found during the preview phase. When satisfied, upload your site using the built-in FTP capabilities of Dreamweaver.



Final site and upload dialog box

See Adobe Video Workshop topics:

- Defining a remote server
- Uploading content to a server
- Troubleshooting publishing problems

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Acrobat

Illustrator

Photoshop

Flash

Fireworks

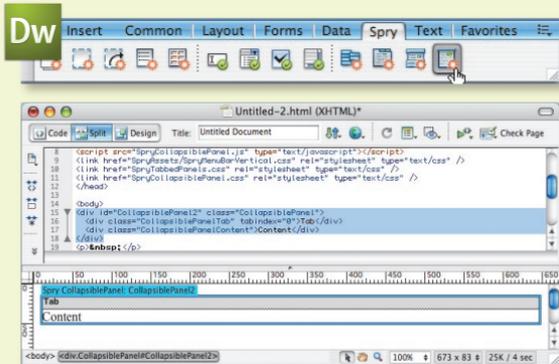
Indesign

Dw Dreamweaver for Interactive

One of the most important aspects of good web design is creating compelling content that brings your readers back for repeat visits.

1 Insert Spry

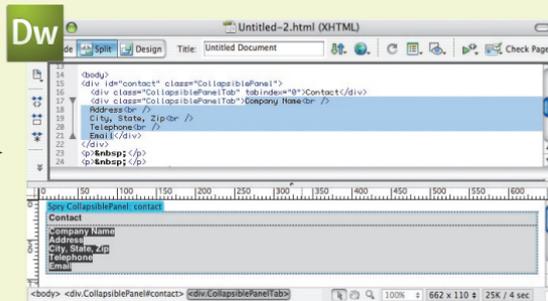
Using the Insert > Spry > Spry Collapsible Panel menu, insert the Spry Collapsible Panel.



Inserting the Spry Collapsible Panel

2 Customize content

Select the tab title and content placeholder text, and replace them with your own title and content.



Customizing the Spry Collapsible Panel

Efficiently designed pages that provide key material quickly, and can allow readers to follow additional content, are critical. A good way to involve your readers is to supply interactive content. Spry user interface widgets accomplish both of these

goals quickly and easily. For example, you can add a collapsible menu that will show or hide content based on user interaction.

3 Set properties

Select the Spry Collapsible Panel in your web page and use the Property Inspector (Window > Properties) to set its properties. Give the widget an instance name to easily identify it in your code, and set the Default State to Closed. This will show the panel

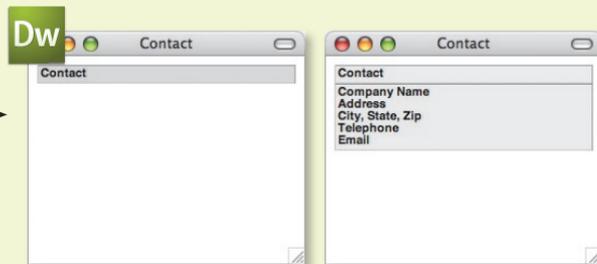
collapsed when you view the page. You can enable animation to show the panel opening and closing when the user interacts with the panel. For convenience while authoring, the Display setting lets you see the panel open or closed.

4 Preview and test

Use File > Preview in Browser to test the collapsible panel. Clicking on the title bar will now toggle the panel open and closed, involving your page readers with interactive content.



Setting properties for the Spry Collapsible Panel



Testing the Spry Collapsible Panel



Dw Dreamweaver for Mobile

1 Create content for mobile

Create HTML content with mobile device display in mind. Experiment with smaller graphics, reduced JavaScript and CSS usage, and other adaptations. Small Screen Rendering mode will scale graphics and attempt to optimize

your site to reduce side-to-side scrolling, but the assets that are downloaded to the mobile device will still be full-size. You can reduce data transmission time and expense by optimizing your assets for mobile delivery.



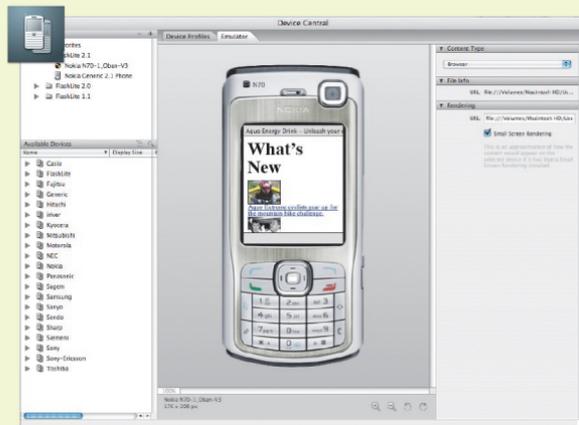
HTML content in Dreamweaver

As mobile devices increase in usability and functionality, users are relying on them for more and more of their day-to-day needs. Many of today's mobile devices include mini-browsers and data capabilities that allow users to surf the web.

2 Preview and test

Test your content on mobile devices using Device Central. Use the File > Preview in Browser > Device Central menu command to launch Device Central and preview your content.

Test the display on a variety of mobile devices.



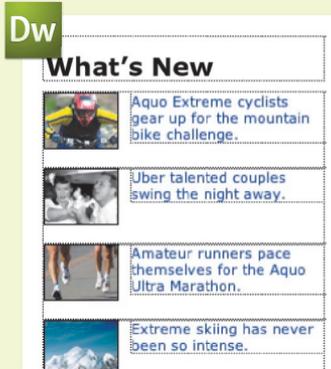
Device Emulator in Device Central

Adobe Device Central simplifies the creation of mobile content by quickly displaying HTML content and allowing you to scroll using the buttons on the device. The Small Screen Rendering (SSR) mode will shrink the text and images to show the

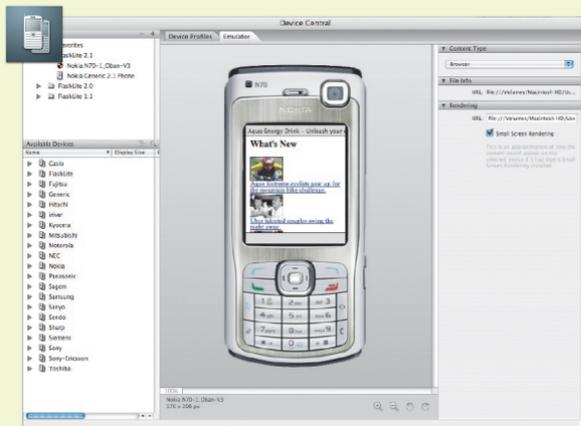
content much as it would appear on the device. Now you can use Dreamweaver and Device Central to create and preview mobile web content with rich user interfaces.

3 Update and retest

To improve any display issues you are dissatisfied with, switch back to Dreamweaver, update your page, and preview again.



Revised HTML content in Dreamweaver



Device Emulator in Device Central

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Resources

You'll find tools for learning and working available with your product and on Adobe.com.

In the box

Video Tutorials

Narrated lessons on essential features and tasks

PDF of docs

Complete copy of in-product Help

Installed Extras

Useful plug-ins, templates, samples, fonts, and more

Other DVD content

More plug-ins, templates, images, presets, effects, etc.

In the product

Help in the product

Documentation and instructional content

Bridge Central

Up-to-date information on your software

On Adobe.com

Help on the web (LiveDocs)

Latest documentation plus extra learning content

PDF of docs

Printable version of documentation

Printed docs for purchase

Printed editions of in-product Help

Design Center

Articles, inspiration, and instruction from top designers

Developer Center

Articles, inspiration, and instruction from top developers

Adobe Exchange

Free actions, extensions, plug-ins, and more

User Community

Forums, blogs and other ways to share

Customer Support

Troubleshooting information and support options

Adobe Labs

Experience and evaluate emerging products and technologies

Downloads

Updates, tryouts, and players

TOOLS FOR LEARNING

Help Resources

Documentation for your Adobe software is available in a variety of formats—in the product, on the web, in PDF, or in print.

Help in the product

In-product Help provides access to all documentation and instructional content available at the time the product ships.

Using Help in the product

In-product Help is available through the Help menu. When you select Help, you start the Adobe Help Viewer.

You can see Help for additional Adobe products installed on your computer.

To help you learn about multiple Adobe components, these features are available:

- You can search across Help for multiple components.
- Topics may contain links to topics in Help for other Adobe components, or to additional content on the web.
- Some topics are shared across multiple components. For example, if you see a Help topic with a Photoshop icon and an After Effects icon, you know that the topic either describes functionality that is similar in the two components or describes cross-component workflows.

Tip: If you search for a phrase, such as “shape tool,” enclose it in quotation marks to see only those topics that include all the words in the phrase.

LiveDocs Help

LiveDocs Help includes all the content from in-product Help, plus updates and links to additional instructional content, such as video tutorials and book excerpts available on the web. For some Creative Suite components, LiveDocs also lets you add comments. Find LiveDocs Help for your component in the Adobe Help Resource Center, at www.adobe.com/go/documentation.

Think of Help, both in the product and on the web, as a hub for accessing additional content and communities of users. The most complete and up-to-date version of Help is always on the web.

Accessibility features

Adobe Help content is accessible to people with disabilities such as mobility impairments, blindness, and low vision. In-product Help supports standard accessibility features, including the following:

- Text size can be changed with standard context menu commands.
- Content supports high-contrast mode.
- Links are underlined for easy recognition.
- If link text doesn't match the title of the destination, the title is referenced in the Title attribute of the Anchor tag. For example, the Previous and Next links include the titles of the previous and next topics.
- Graphics without captions include alternate text.
- Each frame has a title to indicate its purpose.
- Standard HTML tags define content structure, for screen reading or text-to-speech tools.
- Style sheets control formatting, so there are no embedded fonts.

PDF Documentation

The in-product Help is also available as a PDF that is optimized for printing and is included on the additional content DVD.

PDF documentation included with your product can be found in the Documents folder on the installation or content DVD. All PDF documentation is also available through the Adobe Help Resource Center, at www.adobe.com/go/documentation.

Printed documentation

Printed editions of the complete in-product Help are available for purchase in the Adobe Store at www.adobe.com/go/store.

Learning resources

Adobe Video Workshop

Adobe Video Workshop introduces the essentials of your Adobe product. There are about 250 video tutorials for Adobe Creative Suite 3, covering a wide range of subjects for print, web, and video professionals. The Video Workshop shares expertise from across the Adobe community—you'll learn tasks, tips, and tricks from leading designers and developers such as Joseph Lowery, Katrin Eismann, and Chris Georgenes. You can see and hear Adobe experts such as Lynn Grillo, Greg Rewis, and Russell Brown. In all, over 40 product experts share their knowledge.

You can use the Video Workshop to start learning about any Creative Suite 3 component you're interested in, whether you own it or not. There are introductory videos for new users. More experienced users can find videos on new features and key techniques. Many videos show you how to use Creative Suite components together.

When you start the Video Workshop, you choose exactly the components and topics you want to learn. You can see details about each video to help focus your learning path. Each video covers a single subject and typically runs about 3 to 5 minutes. Many videos come with an illustrated tutorial and source files, so you can print out detailed steps and try the task on your own.

You can access the Video Workshop using the Video Workshop DVD that is included with Creative Suite 3. It's also available online at www.adobe.com/go/learn_videotutorials. Adobe will regularly add new videos to the online Video Workshop, so check in to see what's new.

Classroom in a Book

If you want a training course that you can do on your own, check out the Classroom in a Book series from Adobe Press. Classroom in a Book uses hands-on projects to get you up and running with your new product. You'll have illustrated step-by-step instructions, review questions, and a companion CD with all of the book's project files. You can find Classroom in a Book for every Creative Suite 3 component in the online Adobe Store.

Adobe Design Center

Adobe Design Center offers articles, inspiration, and instruction from industry experts, top designers and Adobe publishing partners. New content is added often.

You can find hundreds of tutorials for design products and learn tips and techniques through videos, HTML tutorials, and sample book chapters.

Think Tank, Dialog Box, and Gallery explore ideas:

- Think Tank articles consider how designers engage with technology and what their experiences mean for design, design tools, and society.
- In Dialog Box, experts share new ideas in motion graphics and digital design.
- The Gallery showcases how artists communicate creative design.

Visit Adobe Design Center at www.adobe.com/designcenter.

Adobe Mobile and Devices Developer Center

The Adobe Mobile and Devices Developer Center provides extensive online resources and information on mobile development, tips and tricks, and code samples. Adobe also offers a free Mobile Developer Program with information and resources on Adobe mobile technologies and solutions, content development kits (CDKs), and discussion forums, as well as technical support (for an annual fee).

Visit Adobe Mobile Developer Program at www.adobe.com/go/mobiledeveloper.

TOOLS FOR WORKING

Extras

To help you make the most of your Adobe product, a wealth of resources is available to you. Some of these resources are installed on your computer during the setup process; additional helpful samples and documents can be found on the installation or content DVD; unique extras are also offered online by the community at Adobe Exchange.

Installed resources

During software installation, a number of resources are placed in your application folder. To view those files, navigate to the specific application folder on your computer.

- Windows: [startup drive]/Program files/Adobe/Adobe [CS3 component]
- Mac OS: [startup drive]/Applications/Adobe [CS3 component]

Depending on your Adobe product, the application folder can include:

Plug-ins: Plug-in modules are small software programs that extend or add features to your software. Once installed, plug-in modules appear as options in the Import or Export menu; as file formats in the Open, Save As, and Export Original dialog boxes; or as filters in the Filter submenus. For example, a number of special effects plug-ins are automatically installed in the Plug-ins folder inside the Photoshop CS3 folder.

Presets: Presets comprise a wide variety of useful tools, preferences, effects, and images. Product presets include brushes, swatches, color groups, symbols, custom shapes, graphic and layer styles, patterns, textures, actions, workspaces, and more. Preset content can be found throughout the interface. Some presets (for example, Photoshop Brush

libraries) become available only when you select the corresponding tool. If you don't want to create an effect or image from scratch, just peruse the preset libraries for inspiration.

Templates: Template files can be opened and viewed from Adobe Bridge, opened from the Welcome screen, or opened directly from the File menu. Depending on the product, template files range from letterhead, newsletters, and websites, to DVD menus and video buttons. Each template file is professionally constructed and represents a best-use example of product features. Templates can be a valuable resource when you need to jump-start a project.

Samples: Sample files include more complicated designs and are a great way to see new features in action. These files demonstrate the range of creative possibilities offered by your application.

Fonts: Several OpenType® fonts and font families are included with Creative Suite 3. Fonts are copied to your computer during installation:

- Windows: [startup drive]/Program Files/Common Files/Adobe/Fonts
- Mac OS X: [startup drive]/Library/Application Support/Adobe/Fonts

For information about installing fonts, see the Read Me.html file on the installation DVD.

DVD content

The installation or content DVD included with your product contains additional resources for use with your software. The Goodies folder contains product-specific files such as templates, images, presets,

actions, plug-ins, and effects, along with subfolders for Fonts and Stock Photography. The Documentation folder contains a PDF version of the Help, technical information, and other documents such as specimen sheets, reference guides, and specialized feature information.

Bridge Home

Bridge Home, a new destination in Adobe Bridge CS3, provides up-to-date tips and resources for making the most of Creative Suite 3. Watch videos, learn efficient workflow techniques, and get inspired by leading designers, podcasts, and more. Start Adobe Bridge, then click the Bridge Home icon at the top of the Favorites panel to access the latest tips, news, and resources for your Creative Suite tools.

Note: Bridge Home may not be available in all languages.

Adobe Exchange

Adobe Exchange is an online community where users download and share thousands of free actions, extensions, plug-ins, and other content for use with Adobe products. To find this free content, visit www.adobe.com/go/exchange.

User communities

Adobe user communities feature forums, blogs, and other avenues for users to share technologies, tools, and information; ask questions; and find out how others are getting the most out of their software. User-to-user forums are available in English, French, German, and Japanese; blogs are posted in a wide range of languages.

To participate in forums or blogs, visit www.adobe.com/communities.

Support

Visit the Adobe Support website, at www.adobe.com/support, to find troubleshooting information for your product and to learn about free and paid technical support options.

Visit Adobe Support at www.adobe.com/go/support.

Adobe Labs

Adobe Labs provides you with the opportunity to experience and evaluate new and emerging innovations, technologies, and products from Adobe.

At Adobe Labs, you have access to resources such as these:

- Prerelease software and technologies
- Code samples and best practices to help accelerate your learning curve
- Early versions of product and technical documentation
- Forums, wiki-based content, and other collaborative resources to help you interact with like-minded developers. Adobe Labs fosters a collaborative software development process. This environment allows customers to become productive with new products and technologies, faster and the Adobe development teams to respond and react to early feedback in order to shape the software in a way that meets the needs and expectations of the community.

Visit Adobe Labs at www.adobe.com/go/labs.

Downloads

Visit www.adobe.com/go/downloads to find free updates, tryouts, and other useful software. In addition, the Adobe Store (www.adobe.com/go/store) provides access to hundreds of plug-ins from third-party developers, helping you automate tasks, customize workflows, create specialized professional effects, and more.

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