

ADOBE INDESIGN CS6

Chapter-1

1. Introduction of Adobe in Design CS6.
2. Getting started.
3. Adding or editing text.
4. Adding or replacing graphics.
5. Moving objects around.
6. Printing and creating a PDF.

Chapter-2

1. Navigating and magnifying pages and objects.
2. Setting rulers and measurements.
3. Working with panels.
4. Setting the view quality of artwork.
5. Adjusting view and preview settings.



Chapter-3

1. Saving and reverting documents.
2. Saving for CS4 and CS5 with IDML.
3. Setting the margin and column guides.
4. Putting ruler guides on the page.

Chapter-4

1. Inserting, deleting, and moving pages.
2. Changing page size.
3. Creating and applying master pages.
4. Adding page numbering.

Chapter-5

1. Typing and editing text.
2. Inserting special characters.
3. Setting text frame columns.
4. Setting text inset and vertical justification options.
5. Putting text on a path.
6. Using the Story Editor.
7. Checking spelling.
8. Using Find Change.

Chapter-9

1. Editing frame and path shapes.
2. Positioning objects with the Gap tool.
3. Managing objects in the Layers panel.

Chapter-10

1. Grouping and locking objects.
2. Nesting objects.
3. Using anchored objects.

Chapter-11

1. Duplicating objects.
2. Collecting, conveying, and placing content.
3. Rotating, scaling and skewing objects.
4. Mirroring objects.

Chapter-12

1. Applying basic character styling.
2. Changing case.
3. Using Find Font.

Chapter-13

1. Spanning a paragraph across multiple columns.
2. Using drop caps.
3. Setting tabs.
4. Adding automatic bullets.
5. Numbering paragraphs.

Chapter-14

1. Creating and applying paragraph styles.
2. Editing and redefining styles.
3. Using object styles.

Chapter-15

1. Creating a table.
2. Adjusting rows and columns.
3. Adding and deleting rows and columns.
4. Formatting a table.
5. Placing graphics in cells.
6. Importing Microsoft Word and Excel tables.

Chapter-16

1. Building a multi document book.
2. Creating continued on jump lines.
3. Constructing a table of contents.

Chapter-17

1. Exporting EPUBs.
2. Building a Flash SWF.

Chapter-18

1. Checking a document with the Preflight panel.
2. Packaging for output.

Chapter-6

1. Using the Links panel.
2. Editing graphics in their original app.
3. Fitting graphics to the frame.
4. Image transparency and clipping paths.

3. Printing a small booklet.
4. Exporting text

Chapter-7

1. Applying basic strokes and fills.
2. Colorizing images.
3. Adjusting transparency.
4. Adding drop shadows.
5. Copying and formatting with the Eyedropper tool.

Chapter-8

1. Creating color swatches.
2. Creating gradient swatches.
3. Applying gradients.