

# ADOBE ILLUSTRATOR AND ADDITIONAL ADOBE APPLICATIONS

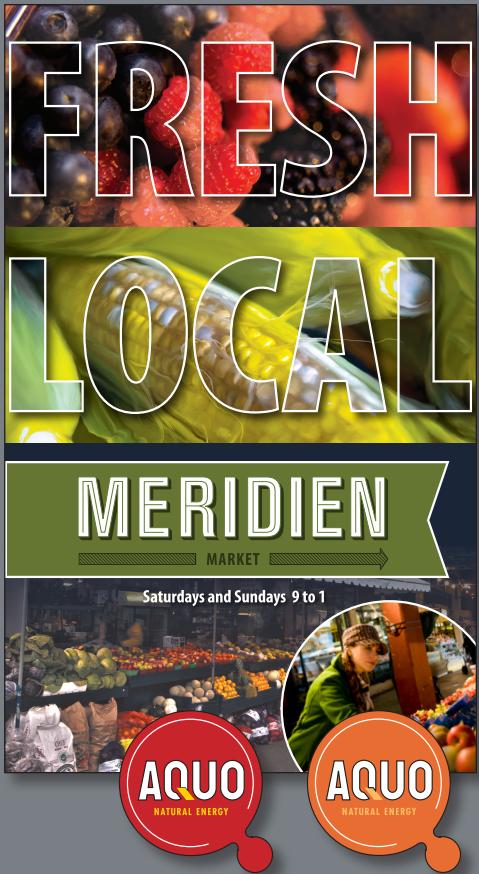
## Lesson overview

In this lesson, you'll learn how to do the following:

- Exporting a layered Illustrator file to Adobe Photoshop®.
- Place Illustrator files in Adobe InDesign®.
- Place Illustrator content in Adobe Muse®.
- Integrate Illustrator with Adobe Flash®.
- Place Illustrator files in Adobe Fireworks®.



This lesson takes approximately a half-hour to complete. If needed, remove the previous lesson folder from your hard disk and copy the `Lesson_extras` folder onto it.



**MERIDIEN**  
MARKET

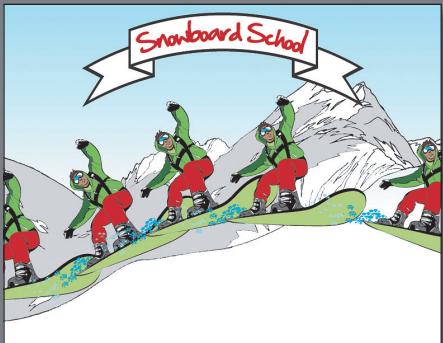
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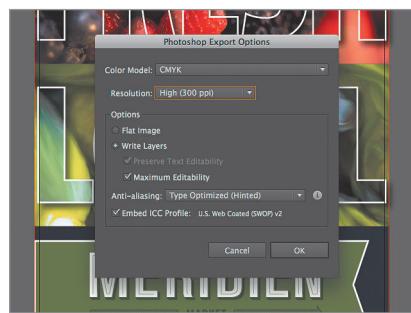
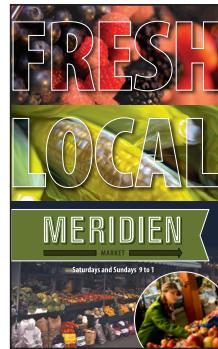


Adobe Illustrator files can be saved for and/or exported to many other Adobe applications including Adobe Photoshop, Adobe Muse, Adobe InDesign, Adobe Flash, and Adobe Fireworks. This allows you to create Illustrator artwork you can easily use in other applications.

# Exporting a layered file to Photoshop

Not only can you open layered Photoshop files in Illustrator, but you can also save layered Illustrator files and then open them in Photoshop. Moving layered files between Illustrator and Photoshop is helpful when creating and editing web or print graphics. You can preserve the hierarchical relationship of the layers by selecting the Write Layers option when saving your file. You can also open and edit type objects.

- 1 Choose File > Open. Locate the file named L15end.ai in the Lesson\_extras folder in the Lessons folder that you copied onto your hard disk.
- 2 Choose View > Fit Artboard In Window.
- 3 Choose File > Export.
- 4 Choose Photoshop (\*.PSD) from the Save As Type menu (Windows) or Photoshop (psd) from the Format menu (Mac OS). Navigate to the folder where you'll save the file, and name the file **marketposter.psd**. Select Use Artboards and click Export.
- 5 In the Photoshop Export Options dialog box, set the following options:
  - Color Model: **CMYK** (default setting)
  - Resolution: High (300 ppi)
  - Write Layers: **selected** (default setting)Leave the rest of the settings at their defaults. Preserve Text Editability is grayed out because all the text was already converted to outlines. Click OK.



After clicking OK, you may see a warning dialog box. Click OK.

- **Note:** After clicking OK, you may need to give it some time to save the file.

You can also copy and paste or drag and drop from Illustrator to Photoshop. When you copy and paste, a dialog box appears asking what type of object you'd like to place the content from Illustrator as: Smart Object, Pixels, Path, or Shape Layer. To learn more about bringing Illustrator content into Photoshop, search for “Duplicate selections using drag and drop” in Illustrator Help.

**6** Start Adobe Photoshop CC. Open the movieposter.psd file that you exported.

● **Note:** You can open Illustrator files in previous versions of Photoshop, but for this lesson, it's assumed that you are using Photoshop CC. If you don't own Adobe Photoshop CC, you can register for a free 30 day Creative Cloud trial, here: <https://creative.adobe.com/join/starter>.

**7** Click the Layers tab to view the Layers panel. Notice the layers.



**8** Choose File > Close, and don't save the changes.

● **Note:** Artwork that is too complex may be rasterized and flattened to one layer.

**9** Close Photoshop CC, and return to Illustrator.

**10** Choose File > Close to close the marketposter.ai file, without saving it.

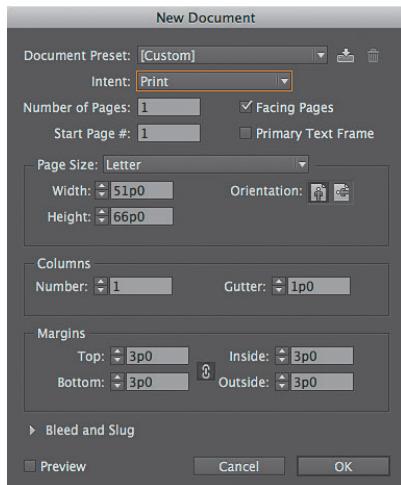
# Placing Illustrator files in Adobe InDesign

You can place Illustrator (AI) files and PDF files in Adobe InDesign. You can also copy and paste content from Illustrator, and drag and drop from Illustrator into InDesign. How you save and import Illustrator graphics depends on how you want to edit the art once you place it in InDesign.

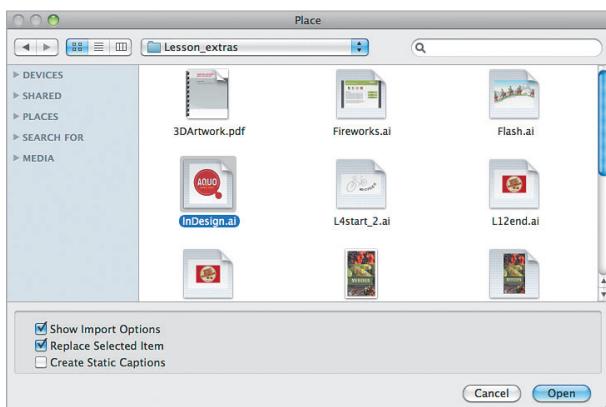
**Note:** Although you can place Illustrator files in earlier versions of InDesign, you need to install Adobe InDesign CC to follow the steps in this section exactly. If you don't own Adobe InDesign CC, you can register for a free 30 day Creative Cloud trial, here: <https://creative.adobe.com/join/starter>.

Next you will place an Illustrator file into InDesign CC.

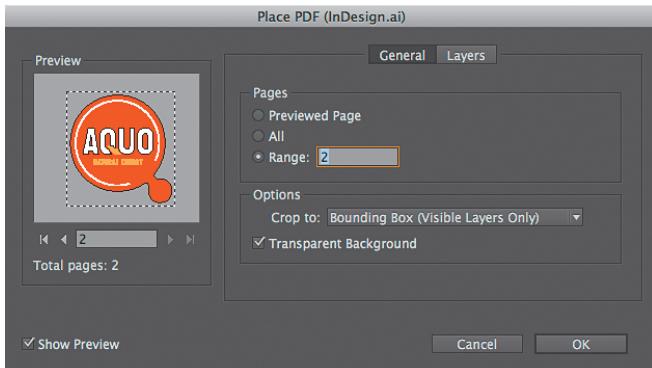
- 1 Open Adobe InDesign CC.
- 2 Choose File > New > Document, and leave the default settings in the New Document dialog box. Click OK.



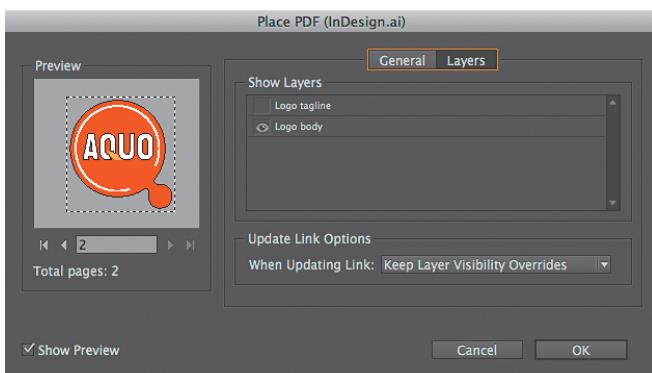
- 3 Choose File > Place. In the Place dialog box, locate the InDesign.ai file in the Lesson\_extras folder, located in the Lessons folder on your hard disk. Select Show Import Options, and then click Open.



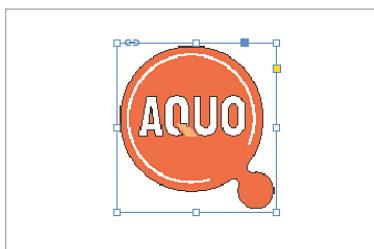
- 4 In the Place PDF (InDesign.ai) dialog box, with the General tab selected, select Range and type **2** in the text field to import the second artboard (there are two artboards in this file).
- 5 In the Preview section, click the Next button (▶) to see a preview of the second artboard.



- 6 Click the Layers tab in the Place PDF (InDesign.ai) dialog box.
- 7 In the Show Layers section, deselect the eye icon to the left of the Logo tagline layer to hide that content when the file is placed. Notice the preview on the left side of the dialog box. Click OK.



- 8 A loaded image cursor appears. Click in the center of the page to place the Illustrator file.



**Note:** Double-click the logos.ai:2 name if the file information does not appear in the bottom of the Links panel. Notice that the Layer Overrides indicate that the visibility of the layers was changed when the file was placed.

- 9 Click the Links icon on the right side of the workspace.

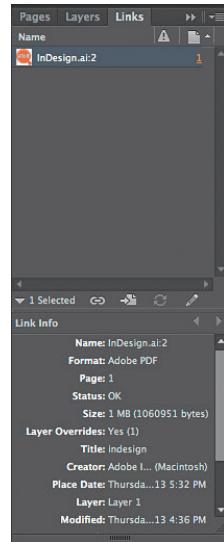
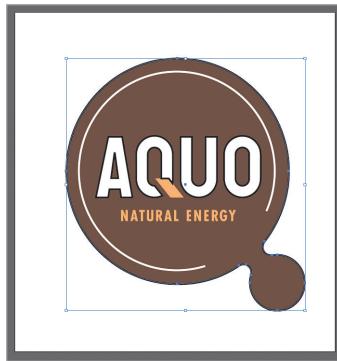
The InDesign.ai:2 graphic is listed in the panel. The “:2” after the filename indicates that the second artboard was imported. More information about the linked file appears at the bottom of the Links panel.

**Note:** To change the layer overrides, select the image with the Selection tool, and then choose Object > Object Layer Options.

- 10 Click the Edit Original button () in the Links panel to open the logo in Illustrator.

**Note:** The Edit Original command is based on the file association set in the Operating System. If you need to, you can open the file directly in Adobe Illustrator.

- 11 In Illustrator, make a change to the orange logo shape on the second artboard. We selected the orange logo shape and changed the fill color to a brown.

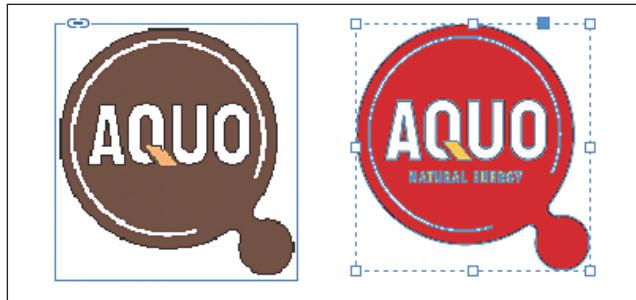


- 12 Choose File > Save, and leave the file open in Illustrator. When the file is done saving in Illustrator, return to InDesign to see the changes reflected on the page.

**Note:** The logo file does not have to be closed in Illustrator, only saved, for the change to be applied in InDesign.

- 13 Return to Illustrator. With the Selection tool (,), drag a marquee around the red logo to select it. Choose Edit > Copy.

**14** Return to InDesign, and choose Edit > Paste.



The placed content

The pasted content

When you paste from Illustrator, there is no link to the original graphic. The content you paste is typically the objects that make up the logo. They are grouped together and editable in InDesign.

**15** Close InDesign without saving, and return to Illustrator. Choose File > Close to close the InDesign.ai file without saving it.

## Getting Illustrator content to Adobe InDesign

- **If you plan to edit a graphic only in Illustrator:** Save the graphic in the native Illustrator format (AI). Some graphics require the extensive drawing tools available in Illustrator or are in their final form and shouldn't be edited. In InDesign, you can place a native Illustrator graphic and transform it as a single object (you can resize or rotate it, for example). Use the Edit > Edit Original command to open the graphic in Illustrator and edit it there.
- **If you want to adjust layer visibility in InDesign:** Save the Illustrator CC file as a layered PDF file or in native Illustrator format (AI). For some documents, you want to control the visibility of the layers of a graphic depending on the context. For example, for a multiple language publication, you can create a single illustration that includes one text layer for each language. Using a layered PDF file or native Illustrator format (AI), you can transform the illustration as a single object in InDesign, but you cannot edit the paths, objects, or text within the illustration.
- **If you want to edit objects and paths in InDesign:** Copy the artwork from Illustrator and paste it into an InDesign document. For some graphics, you might want to edit them after they're placed in the InDesign document. For example, in a magazine, you might use the same design element in each issue, but want to change its color every month. If you paste a graphic into InDesign and edit it there, you cannot set layer transparency or edit the text.

# Placing Illustrator content in Adobe Muse

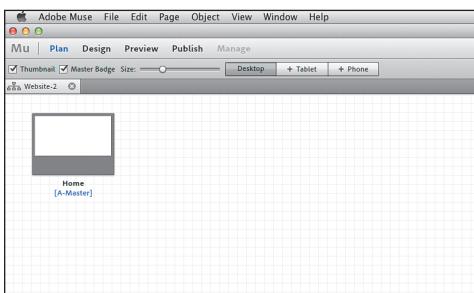
You can copy and paste content from Adobe Illustrator into Adobe Muse. You can also optimize Illustrator content using the Save For Web command, or drag and drop from Illustrator into Adobe Muse. At this time, placing native Illustrator content (.AI) is not supported.

**Note:** Read more about the Save For Web command in Lesson 13, “Applying Appearance Attributes and Graphic Styles.”

How you save and import Illustrator graphics depends on how you want to edit the art once you place it in Adobe Muse. Next you will copy and paste Illustrator content into Adobe Muse.

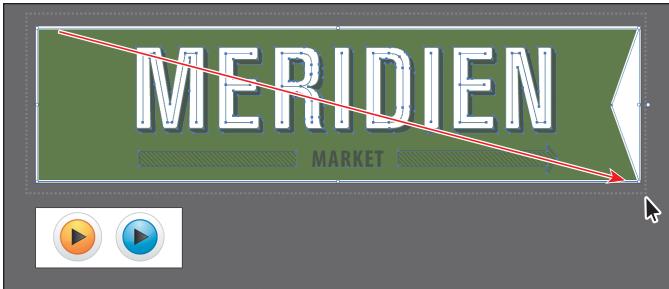
**Note:** If you don’t own Adobe Muse, you can install a free trial version from <https://www.adobe.com/downloads/>.

- 1 Open Adobe Muse.
- 2 Choose File > New Site, and leave the default settings in the New Site dialog box. Click OK.
- 3 In Plan mode, in the site map, double-click the Home thumbnail to open the page.



**Note:** Your version of Adobe Muse may look different and that's okay.

- 4 In Illustrator, choose File > Open, and open the Muse.ai file in the Lesson\_extras folder, located in the Lessons folder on your hard disk.
- 5 Choose View > Fit All In Window.
- 6 Select the Selection tool and drag across the MERIDIEN banner content to select it all.



- 7 Choose Edit > Copy.
- 8 Back in Adobe Muse, choose Edit > Paste.



The content from Illustrator is flattened when pasted into Adobe Muse. This means that it is rasterized (converted to pixels), and no longer contains individual objects. You may also notice that in some cases, areas of transparency in the original Illustrator artwork are filled with a color like black (in this instance).

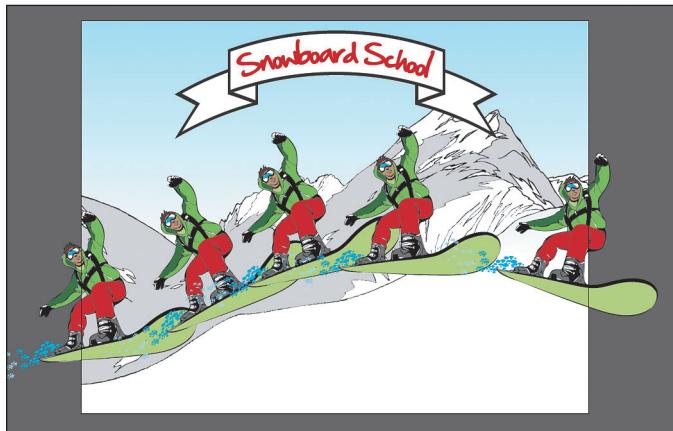
- 9 Return to Illustrator. Try copying and pasting the buttons and other content you create into Adobe Muse.
- 10 Close Adobe Muse without saving, and return to Illustrator.
- 11 Choose File > Close to close the Muse.ai file without saving it.

# Integrating Illustrator and Adobe Flash

Illustrator CC lets you use Illustrator content in Adobe Flash or export in the Flash file format (SWF). The SWF file format is a vector-based graphics format for interactive, animated web graphics.

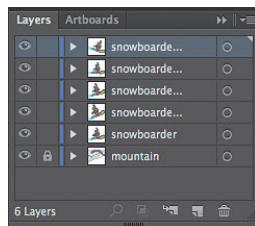
Next you will export an Illustrator file to a SWF file.

- 1 In Illustrator, choose File > Open, and open the Flash.ai file in the Lesson\_extras folder, located in the Lessons folder on your hard disk.
- 2 Choose View > Fit Artboard In Window.



**Note:** If you don't see "Reset Essentials" in the Workspace menu, choose Window > Workspace > Essentials before choosing Window > Workspace > Reset Essentials.

- 3 Choose Window > Workspace > Reset Essentials.
- 4 Click the Layers panel icon (Layers icon) to view the layers in the file. Notice that the mountain layer (you may need to scroll down in the Layers panel to see it), which contains the background for the animation, is locked. Each frame in the animation will be made from other layers.
- 5 Choose Window > Symbols to open the Symbols panel and click the symbol thumbnail with the name "banner" in the Symbols panel. Click the Symbol Options button to show the Symbol Options panel.

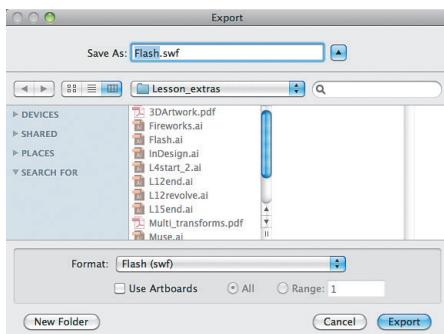


**Note:** For more information on the Symbol Options panel, see the sidebar "Symbol Options" in Lesson 14, "Working with Symbols."



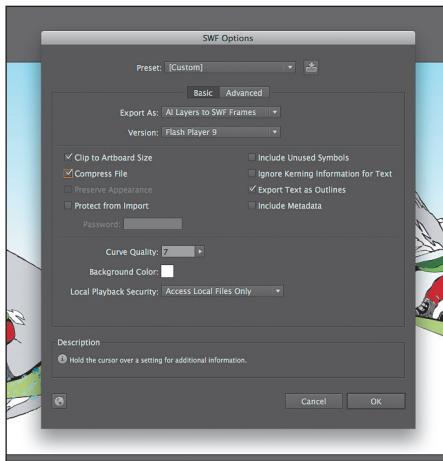
The text and banner on the artboard were saved as a symbol. Symbols in Illustrator can become symbols in Adobe Flash.

- 6 Click OK in the Symbol Options dialog box.
- 7 Choose File > Export. In the Export dialog box, navigate to the Lesson\_extras folder and open it. In the Save As Type menu, choose Flash (\*.SWF) (Windows) or in the Format menu, choose Flash (swf) (Mac OS). Click Save (Windows) or Export (Mac OS).



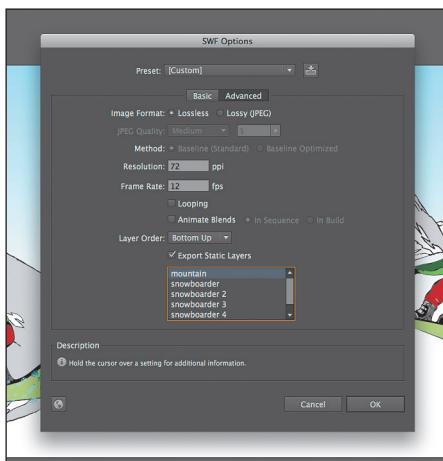
**Tip:** For a document with multiple artboards, select Use Artboards at the bottom of the Export dialog box. This lets you specify how the artboards are exported in the SWF Options dialog box.

- 8** In the SWF Options dialog box, set the following options:
- Export As: choose **AI Layers To SWF Frames** (This converts each layer into a separate frame in the Flash movie.)
  - Clip To Artboard Size: **select** (so that the movie dimensions match the Illustrator document dimensions).
  - Compress File: **select** (to make the file size smaller (if possible). Click the Advanced button).



**Note:** The Web Preview button may not preview the file if you don't have a default browser or the Flash Plug-in installed.

- 9** In the advanced settings of the SWF Options dialog box, select Export Static Layers and make sure that mountain layer is chosen in the list of Illustrator layers. This ensures that the content of the mountain layer appears in every frame as the movie background. Click the Web Preview button to preview the animation in a browser.



- 10** Close the browser and return to Illustrator.
- 11** In the SWF Options dialog box, click OK to export the SWF file.
- 12** Choose File > Close to close the Flash.ai file without saving changes.

## Pasting Illustrator artwork into Adobe Flash

If your goal is to bring Illustrator artwork into a Flash document, you can simply paste it in. All paths, strokes, gradients, text (specify Flash Text), masks, effects (such as drop shadow on text), and symbols are maintained. In addition, you can specify how layers are imported when pasting: as Flash layers, frames, or graphic symbols.

—From Illustrator Help

## Illustrator and Adobe Fireworks

Fireworks currently provides support for importing native Illustrator (AI) files (CS2 through CS6) using the File > Import command, with the option to maintain many aspects of the imported files, including layers, and patterns. Linked images, however, are not imported.

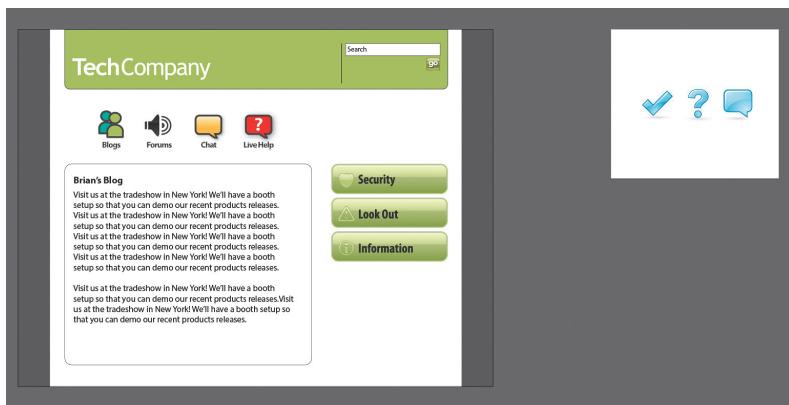
● **Note:** At the time that this book went to press, native Illustrator (AI) files saved in Illustrator CC could not be imported into Adobe Fireworks CS6. To import AI into Fireworks, you'll need to save them down to a previous version (CS6) that is compatible with Fireworks CS6.

You can bring Illustrator images into Fireworks for further editing and web optimization. You can also paste Illustrator content into Fireworks, and export Illustrator files (.AI) from Fireworks, using the File > Save As command. Vector graphics can be easily shared between Fireworks and Adobe Illustrator. The appearance of objects may differ between applications, however, because Fireworks does not share all the same features with all vector graphics applications.

► **Tip:** You can copy and paste text from Illustrator directly into Fireworks. Copied text retains all text attributes.

- 1** In Illustrator, choose File > Open, and open the Fireworks.ai file in the Lesson\_extras folder, located in the Lessons folder on your hard disk.

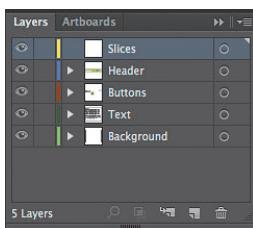
- 2** Choose View > Fit All In Window. The Illustrator document is composed of two artboards.



- 3** Click the Layers panel icon (Layers icon) to view the layers in the file. Notice all of the layers in the Illustrator file.

At press time for this book, the following steps (4–6) are required.

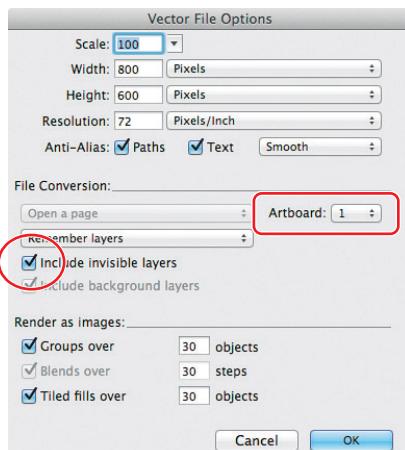
- 4** Choose File > Save As. In the Save As dialog box, navigate to the Lesson\_extras folder (if not already selected). Leave the name of the file as **Fireworks.ai**. Leave the Save As Type option set to Adobe Illustrator (\*.AI) (Windows) or the Format option set to Adobe Illustrator (ai) (Mac OS), and then click Save.
- 5** In the Illustrator Options dialog box, choose Illustrator CS6 from the Version menu and click OK.
- 6** In the warning dialog box that appears, click OK.
- 7** Leave Illustrator and the file open, and open Adobe Fireworks CS6.



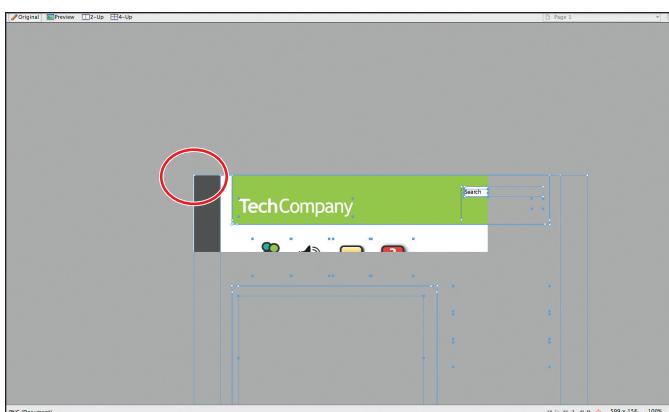
**Note:** If you don't own Adobe Fireworks CS6, you can install a free trial version from Adobe.com for 30 days, here: <http://www.adobe.com/downloads/>

- 8** In Fireworks, choose File > New, and leave the default settings in the New Document dialog box. Click OK.
- 9** Choose File > Import. Open the Fireworks.ai file in the Lesson\_extras folder, located in the Lessons folder on your hard disk. Click Open.

- 10** In the Vector File Options dialog box, select Include Invisible Layers, and make sure that artboard 1 is chosen. Leave the rest of the settings at their default and click OK.

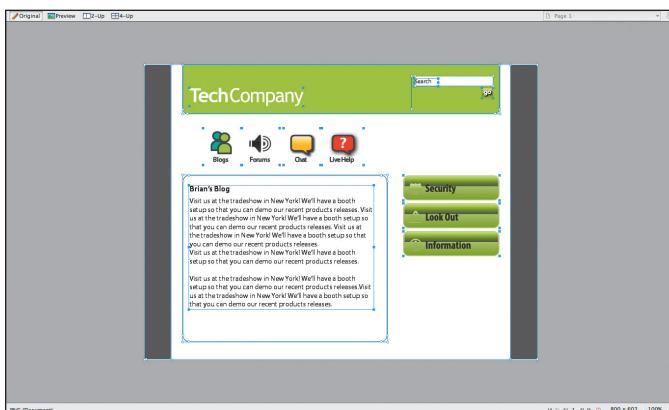


- 11** Click in the upper-left corner of the canvas area to place the Illustrator content from the first artboard, indicated by the red circle in the figure. The canvas, in Fireworks, is similar to the artboard in Illustrator.



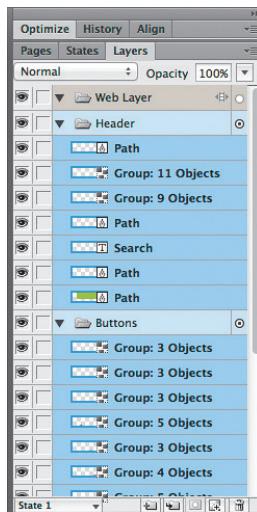
**Note:** The canvas you see may be a different size than the canvas shown in the figure, and that's okay.

- 12** Choose Modify > Canvas > Fit Canvas to fit the canvas to the artwork.



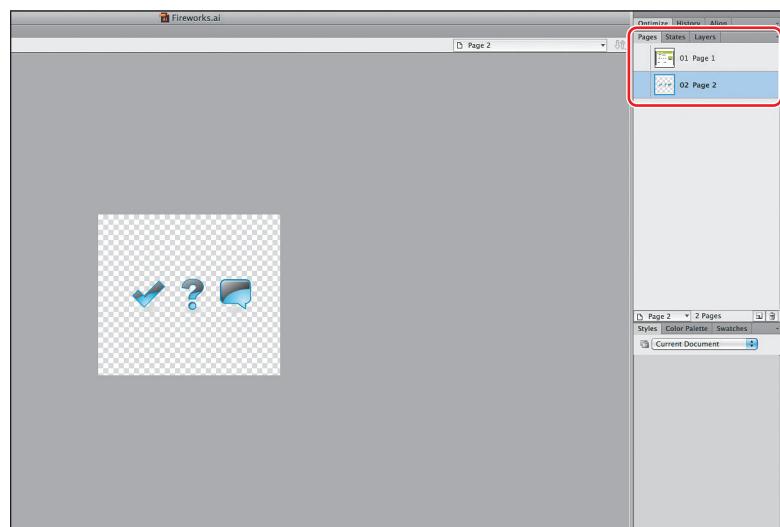
- 13** Look in the Layers panel on the right side of the workspace. The layers from Illustrator are present.
- 14** Choose Select > Deselect.
- 15** With the Pointer tool () selected in the Tools panel, double-click the text “Brian’s Blog.”

The Pointer tool performs similar functions to the Selection tool in Illustrator. By double-clicking text, the Text tool is automatically selected and you can then edit the text.



Next, you will open the Illustrator file directly in Fireworks to see the effect.

- 1** In Fireworks choose File > Open, and open the Fireworks.ai file in the Lesson\_extras folder, located in the Lessons folder on your hard disk.
- 2** In the Vector File Options dialog box that appears, notice that the Artboard menu is dimmed (you can't make a selection). Click OK.
- 3** Click the Pages panel tab (Window > Pages) to show the Pages panel. There are two pages listed in the panel. The artboards in Illustrator become pages in Fireworks when you open the Illustrator (.AI) file directly in Fireworks.
- 4** Click the page named “02 Page 2” in the Pages panel to see the content that was on the second artboard in Illustrator.



You will see that some of the features from Illustrator were not preserved when the content was brought into Fireworks.

**5** Quit Fireworks, without saving either file.

**6** Quit Illustrator, without saving the file.

● **Note:** If a dialog box appears, indicating that there is data on the clipboard, click Clear Clipboard to close the application.