# ADOBE ILLUSTRATOR AND ADDITIONAL ADOBE APPLICATIONS

## Lesson overview

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

- Save Adobe® Illustrator® files as Adobe Flex® files.

- Integrate Illustrator and Flash Catalyst®.

- Place Illustrator files in Adobe InDesign®.

- Integrate Illustrator with Adobe Flash®.

This lesson takes approximately a half–hour to complete. If needed, remove the previous lesson folder from your hard disk and copy the Lesson15 folder onto it.
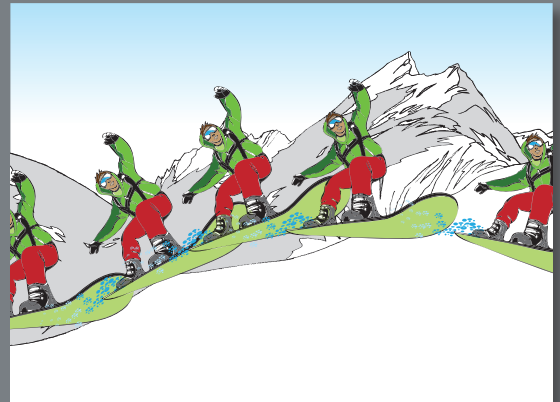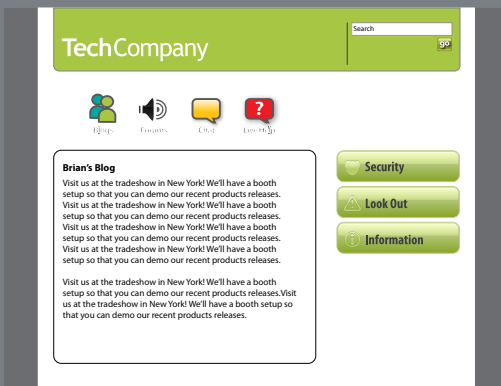
Adobe Illustrator files can be saved for and exported to many other Adobe applications including Adobe Flex, Adobe Flash Catalyst, Adobe InDesign, and Adobe Flash. This allows you to create Illustrator artwork you can easily use in other applications.
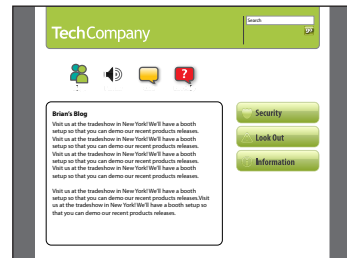
# Illustrator and Adobe Flex

In Illustrator CS5, you can save an Illustrator file in the FXG format to use in Adobe Flex. This is an efficient way to deliver more editable, workable content to developers for projects in Adobe Flex.

1  To ensure that the tools and panels function as described in this lesson, delete or deactivate (by renaming) the Adobe Illustrator CS5 preferences file. See "Restoring default preferences" on page 3.

2  Start Adobe Illustrator CS5.

● **Note:** If you have not already done so, copy the resource files for this lesson onto your hard disk, from the Lesson15 folder on the Adobe Illustrator CS5 Classroom in a Book CD. See "Copying the Classroom in a Book files" on page 2.

3  Choose File > Open, and open the flex.ai file in the Lesson15 folder, located in the Lessons folder on your hard disk. Choose View > Fit Artboard In Window.

This is a mockup for a Flex interface. You'll save the file as an FXG file for use in Adobe Flex.

4  Choose Window > Workspace > Essentials.

5  With the file open in Illustrator, choose File > Save As. In the Save As dialog box, navigate to the Lesson15 folder and open it. Rename the file **mockup**. In the Save As Type menu, choose Adobe FXG (*.FXG) (Windows) or in the Format menu, choose Adobe FXG (fxg) (Mac OS). Click Save.

6  In the FXG Options dialog box, leave the default settings and click Show Code to see the XML code that will be generated. The FXG Save Warnings dialog box may appear. Click OK. This opens a text file in a text editor. Close the file and return to Illustrator.

● **Note:** On Windows, the Show Code button may not preview the code.
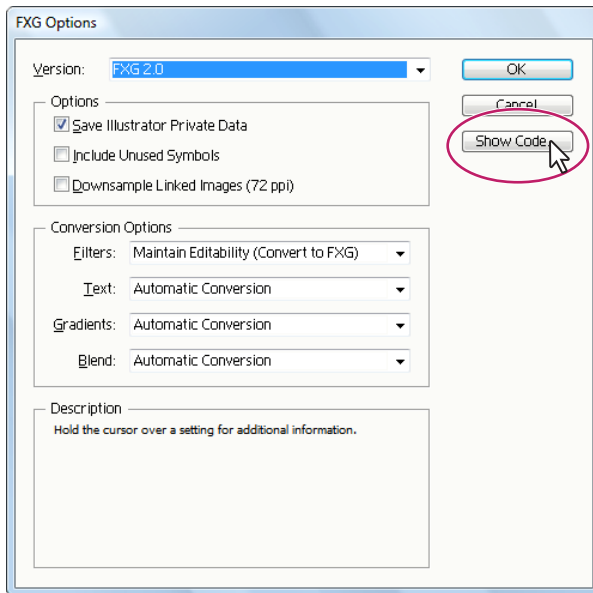
**7** Click OK in the FXG Options dialog box. When the FXG Save Warnings dialog box opens, review the changes and click OK.

● **Note:** The FXG file format is editable in Illustrator because Save Illustrator Private Data was selected in the FXG Options dialog box. The FXG file is currently open in Illustrator.

**8** Choose File > Close.

# Illustrator and Flash Catalyst

In Illustrator CS5, you can save an Illustrator file for use in Flash Catalyst or save as an FXG file to work with in Flash Catalyst. To learn more about working with Flash Catalyst, see "Illustrator and Flash Catalyst workflow" in Adobe Help.

● **Note:** You cannot link FXG content in Illustrator, you can only embed it.

**1** Choose File > Open, and open the catalyst.ai file in the Lesson15 folder, located in the Lessons folder on your hard disk.



**2** Choose View > Fit Artboard In Window.

**3** Choose Window > Workspace > Essentials.

**4** Select the Selection tool (▶) in the Tools panel and click the text, "2 Wheels good." Notice that the content is editable since it was created in Illustrator.

**5** Choose File > Close, leaving Illustrator open.

**6** Open Adobe Flash Catalyst.

**7** Choose File > New Project From Design File. In the Import dialog box, select the catalyst.ai file in the Lesson15 folder, located in the Lessons folder on your hard disk. Click Open.

**8** In the Illustrator Import Options dialog box, leave the default settings and click OK.
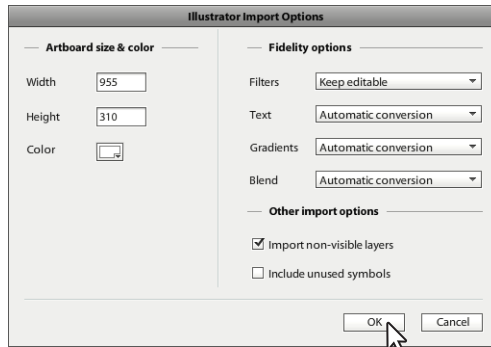


You may see a dialog box describing any file size or compatibility issues, and that is okay. The Import Issues dialog box may also appear telling you that certain colors are not supported and were converted to RGB. Click OK.

The content is converted to an FXG file and opened in Flash Catalyst.

● **Note:** You can also export an Illustrator file as an FXG file by choosing File > Export. The resulting FXG file can then be opened in Flash Catalyst and Illustrator.

To edit objects and attributes of an FXG file in Flash Catalyst, use the Edit in Illustrator option in Flash Catalyst. The selected objects are opened in Illustrator. After you finish editing in Illustrator, the object is reconverted to the FXG format, and passed back to Flash Catalyst.

Next, you will edit an FXG file object in Illustrator, while working on the file in Flash Catalyst.

1   In Flash Catalyst, click the "Top BG" layer in the Layers panel to select the grouped content at the top of the banner.

2   Choose Modify > Edit In Adobe Illustrator CS5.

This will open an .FXG file in Illustrator and the content that was selected in Flash Catalyst is available for editing in Illustrator. All of the other objects are visible, but appear dimmed.

3   In Illustrator, using the Selection tool (▶), click to select the group of shapes at the top of the banner.

4   Click the Recolor Artwork button (▣) in the Control panel.

**5**  In the Recolor Artwork dialog box, click the Edit button towards the top of the dialog box. Drag the Adjust Brightness slider to the right a bit to make the colors brighter. In the center of the color wheel, dra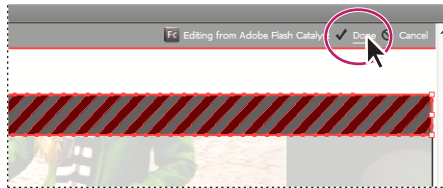g the circles to the right into the red area and notice that certain objects of the group on the artboard change colors. Click OK.
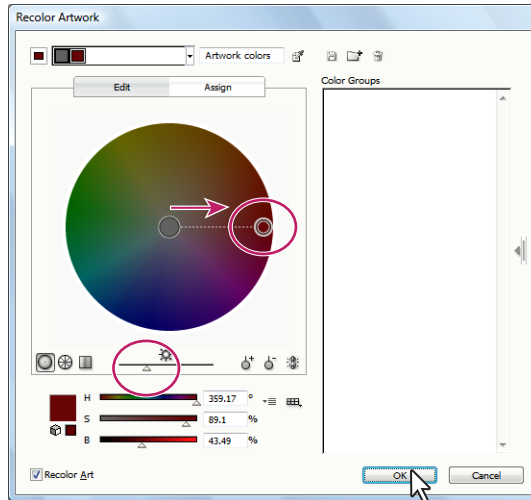


**6**  Click Done in the upper-right corner of the Document window to the right of Editing From Adobe Flash Catalyst.



**7**  In the FXG Options dialog box, leave the settings at default and click OK.

You will be brought back to Flash Catalyst and a dialog box appears, telling you that the file is being updated. After the updating is complete, you will see that the object you edited in Illustrator has been updated.

**8**  In Flash Catalyst, choose File > Close Project without saving.

**9**  Close Flash Catalyst.
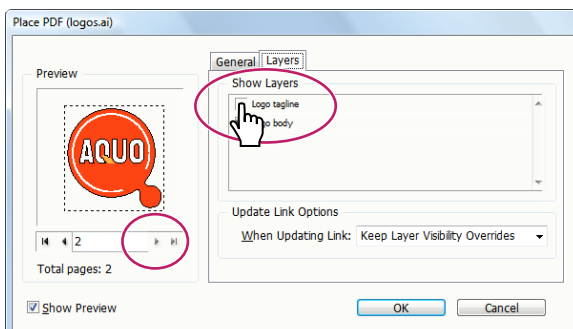
# Placing Illustrator files in Adobe InDesign

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. Next you will place an Illustrator file into InDesign CS5.

**1**  Open Adobe InDesign CS5.

**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 logos.ai file in the Lesson15 folder. Select Show Import Options, and then click Open.

**4**  In the Place PDF (logos.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).
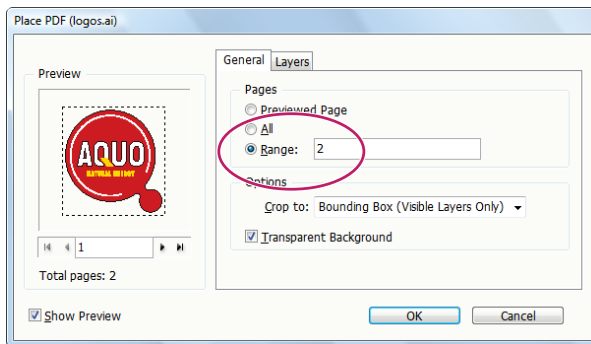


**5**  Click the Layers tab in the Place PDF (logos.ai) dialog box.

**6**  In the Preview section, click the Next button (▶) to see a preview of the second artboard.

**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 panel tab on the right side of the workspace. The logos.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.

**11** In Illustrator, change the color fill of the orange Aquo logo text. 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.

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

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

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.

**14** Close InDesign without saving, and return to Illustrator. Choose File > Close to close the logos.ai file without saving it.
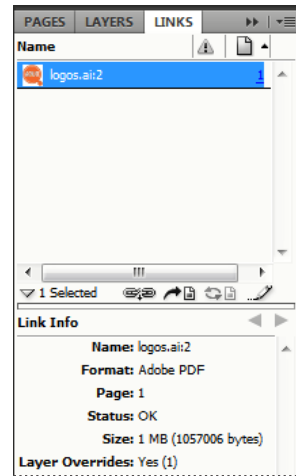
# Getting Illustrator content to Adobe InDesign

- **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 CS5 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.

# Integrating Illustrator and Adobe Flash

Illustrator CS5 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 a simple Illustrator file to a SWF file.

**1** In Illustrator, choose File > Open, and open the animation.ai file in the Lesson15 folder, located in the Lessons folder on your hard disk.

**2** Choose View > Fit Artboard In Window.

**3** Choose Window > Workspace > Essentials.

**4** Click the Layers panel 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 File > Export. In the Export dialog box, navigate to the Lesson15 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.

**6** In the SWF Options dialog box, choose AI Layers To SWF Frames from the Export As menu to convert each layer into a separate frame in the Flash movie. Select Clip To Artboard Size so that the movie dimensions match the Illustrator document dimensions. Select Compress File to make the file size smaller (if possible). Click the Advanced button.
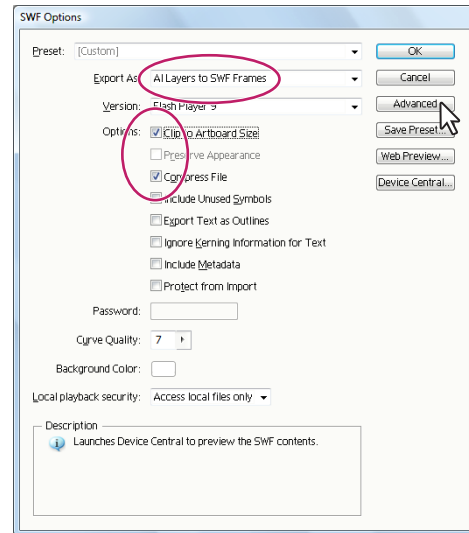
**7** In the advanced settings of the SWF Options dialog box, select Export Static Layers and make sure that Mountain layer is chosen in the list of Illustrator layers. This ensures that the content of the Mountain layer appears in every frame as the movie background. Click the Web Preview button to preview the animation in a browser.

**8** Close the browser and return to Illustrator.

**9** In the SWF Options dialog box, click OK to export the SWF file.

**10** Close the animation.ai file without saving changes.
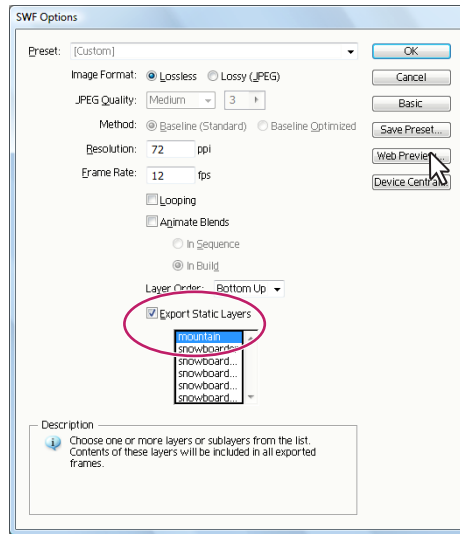
# Bring Illustrator artwork into Adobe Flash

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