

# Creating Multimedia SWF Products

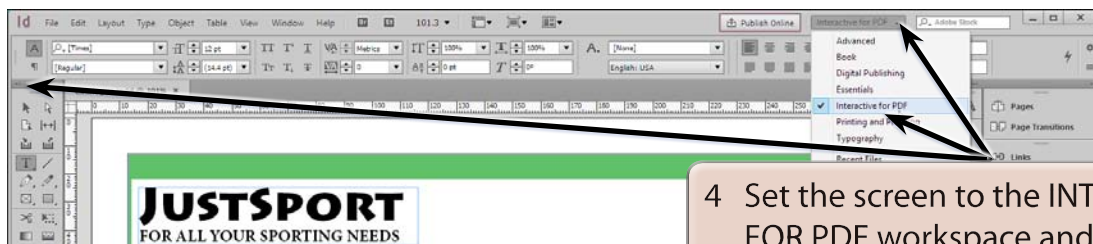
InDesign can be used to create multimedia products that combine movie clips, sounds, images and animations into professional products that can be distributed on DVDs or as SWF (Flash) files that can be played from web sites. Buttons can be used to allow the user to move to specific parts of the product.

In this chapter you will create an online product catalogue for a sports store and export it as a SWF file so that the file can be viewed from a web page.

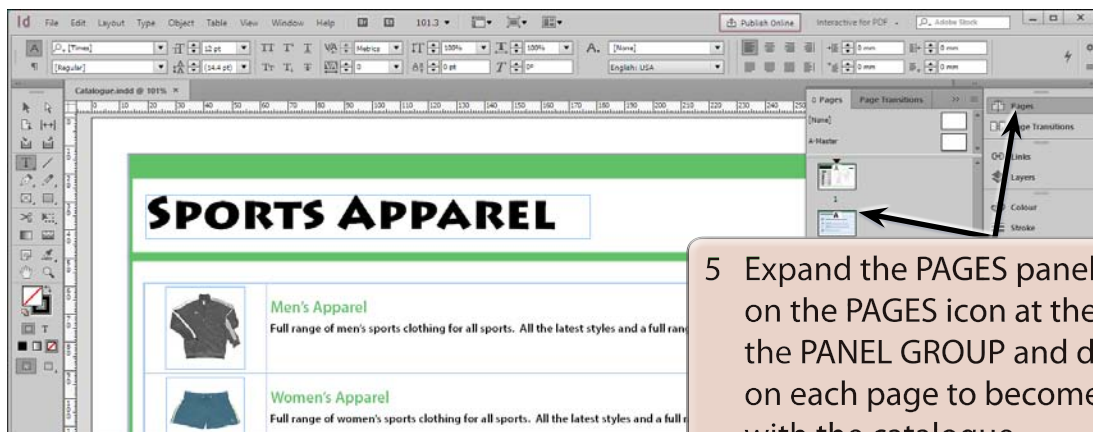
## Creating an Online Catalogue

A simplified catalogue for a sports store has been prepared for you. It will need navigation buttons added to it before it is exported to a SWF (Flash Player) file.

- 1 Load Adobe InDesign or close the current document.
- 2 Select OPEN from the WELCOME screen or FILE menu.
- 3 Access the IDcc SUPPORT FILES, open the CHAPTER 14 folder and load the CATALOGUE file.



- 4 Set the screen to the INTERACTIVE FOR PDF workspace and the TOOLS panel to 2 columns.



- 5 Expand the PAGES panel by clicking on the PAGES icon at the top right of the PANEL GROUP and double click on each page to become familiar with the catalogue.

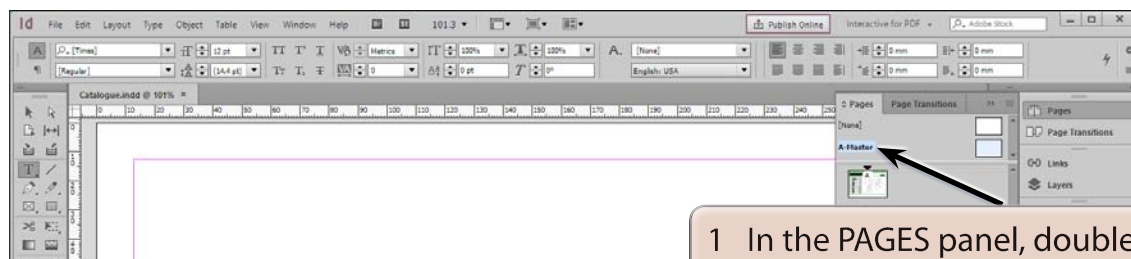
**NOTE:** There is a **DIGITAL PUBLISHING** workspace that you will use in the next chapter, but the **INTERACTIVE FOR PDF** workspace provides all the panels that will be needed for this activity.

## Drawing Navigation Buttons

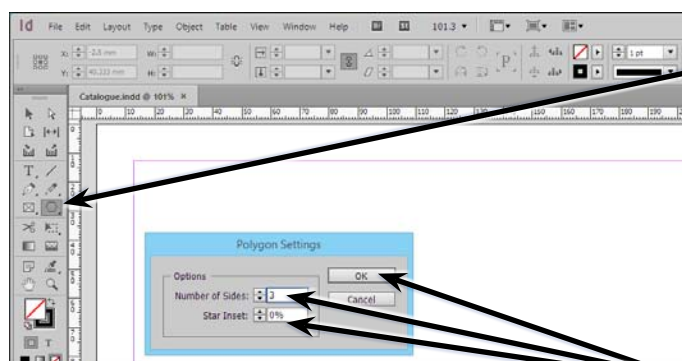
Any object within InDesign can be converted into a button or you can use some of the sample buttons provided by InDesign. In this case triangles and a circle will be drawn using the **SHAPES** tools and converted to buttons to allow the user to go to the next page, the previous page and return to page 1.

When creating buttons that will be used on all pages of a document, it is more efficient to place those buttons in a **MASTER** page so that they automatically appear on all pages.

### A Drawing a Triangle



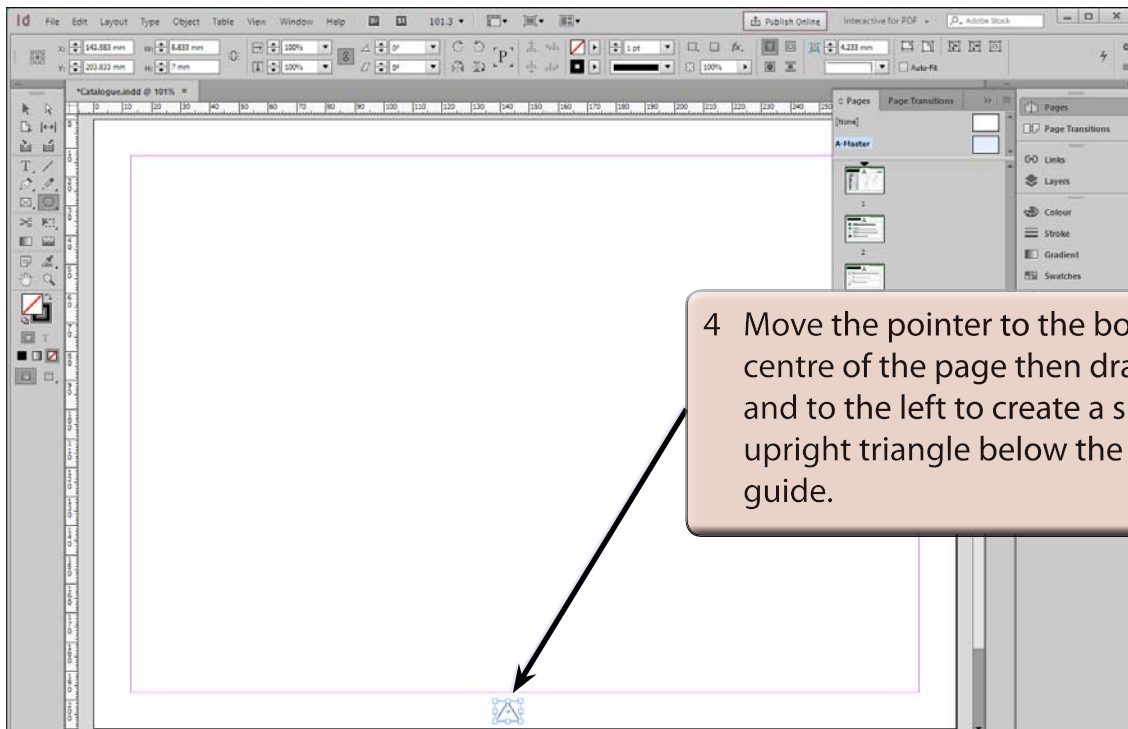
1 In the **PAGES** panel, double click on the **A-Master** page to open the **MASTER PAGE**.



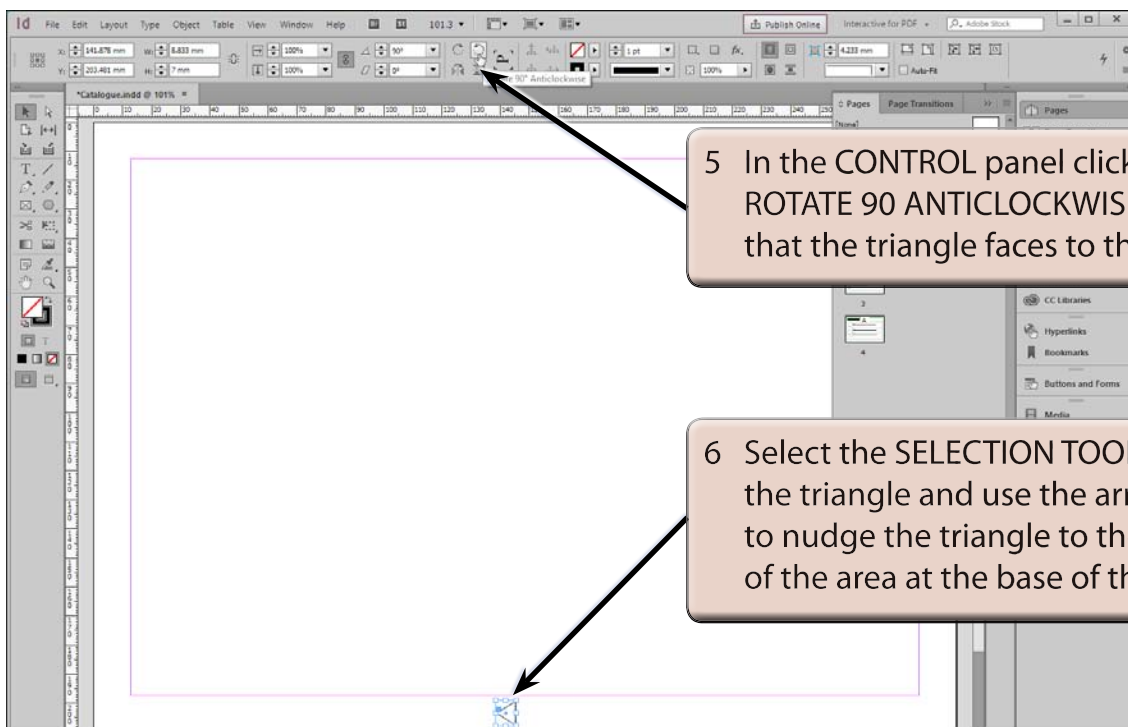
2 Click and hold on the **SHAPES TOOL** in the **TOOLS** panel and set it to the **POLYGON TOOL**.

3 Double click on the **POLYGON TOOL** to open the **POLYGON SETTINGS** dialogue box, set the **NUMBER OF SIDES** to 3, the **STAR INSET** to 0% and select **OK**.

**NOTE: Setting the NUMBER OF SIDES to 3 means that every shape drawn by the POLYGON TOOL will be a triangle.**

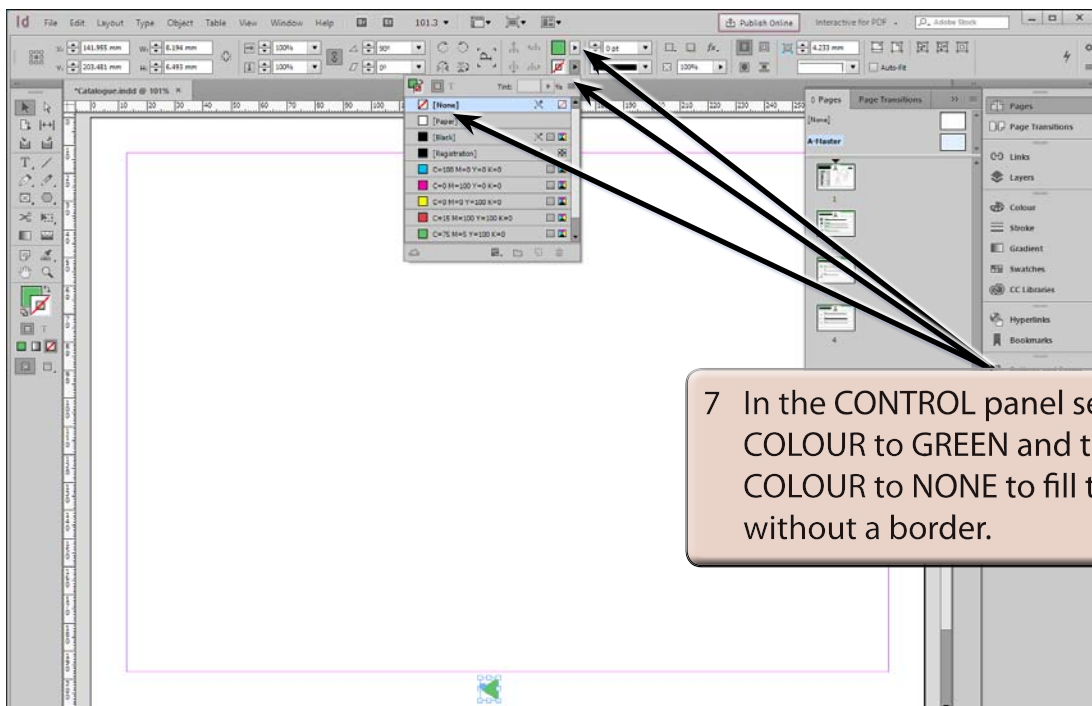


4 Move the pointer to the bottom centre of the page then drag down and to the left to create a small upright triangle below the margin guide.



5 In the CONTROL panel click on the ROTATE 90 ANTICLOCKWISE icon so that the triangle faces to the left.

6 Select the SELECTION TOOL, click on the triangle and use the arrow keys to nudge the triangle to the centre of the area at the base of the page.



**NOTE:** You could add some bevel and drop shadow effects to the triangle if you wanted to.

## B Duplicating the Triangle

The triangle can be duplicated and flipped to create a button that faces to the right.

1 Zoom in on the triangle.

