InDesign CS6

SANDEE COHEN

LEARN THE QUICK AND EASY WAY!

InDesign CS6

FOR WINDOWS AND MACINTOSH

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Using the Pathfinder Commands

I can't draw. So rather than struggle to create certain shapes, I use the Pathfinder commands to use multiple objects to create different shapes.
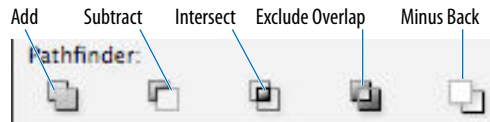
To use the Pathfinder commands:

1. Select the objects that you want to have interact with each other. You must select at least two objects.

2. Click one of the Pathfinder icons in the Pathfinder panel (**Window** > **Object & Layout** > **Pathfinder**) or choose one of the following from the **Object** > **Pathfinder** submenu:

   • **Add** combines the outer edges of the objects in a single shape .

   • **Subtract** uses the frontmost object as a cookie cutter that changes the shape of the backmost object .

   • **Intersect** creates a new shape based on the area intersected by the objects .

   • **Exclude Overlap** creates a hole where the objects overlap .

   • **Minus Back** uses the backmost objects as cookie cutters that change the shape of the frontmost object .

The pathfinder commands may create a compound path. To separate the objects, you need to release the compound path:

**To separate the results of the Pathfinder commands:**

1. Select the objects created by the Pathfinder command.

2. Choose **Object** > **Paths** > **Release Compound Paths**.

3. Deselect the objects and then move each one to new positions .

Add   Subtract   Intersect   Exclude Overlap   Minus Back

A Click the **Pathfinder icons** in the Pathfinder panel.

Command	Objects before	Objects after
Add		
Subtract		
Intersect		
Exclude Overlap		
Minus Back		

B Examples of how the **Pathfinder commands** change selected objects.

Before   After
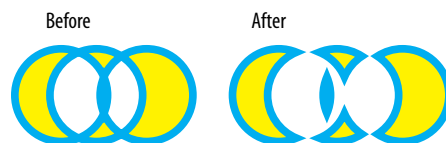
C An example of how the **Exclude Overlap command** creates separate objects when the Compound Path is released.

Convert Shape:

D The **Convert Shape icons** in the Pathfinder panel allow you to change the shape of objects.

Icon	Function
	Rectangle
	Rounded Rectangle
	Beveled Rectangle
	Inverse Rounded Rectangle
	Ellipse
	Triangle
	Polygon
	Line
	Orthogonal Line

E The **Convert Shape icons** and their functions.

You can use the Convert Shape commands to change objects from one shape to another.

To change the shape of objects:

1. Select the object that you want to convert.

2. Click one of the Convert Shape icons in the Pathfinder panel **D**.

 or

 Choose one of the following from the **Object** > **Convert Shape** menu:

 • **Rectangle** converts to a rectangle **E**.

 • **Rounded Rectangle** converts to a rectangle with rounded corners **E**.

 • **Beveled Rectangle** converts to a rectangle with flat, angled corners **E**.

 • **Inverse Rounded Rectangle** converts to a rectangle with inverted rounded corners **E**.

 • **Ellipse** converts the object to an ellipse **E**.

 • **Triangle** converts to a triangle **E**.

 • **Polygon** converts to a polygon using the current settings for the Polygon tool **E**.

 • **Line** converts the object to a line. The length is the diagonal of the bounding box of the object **E**.

 • **Orthogonal Lin**e converts the object to a line. The length is the width or height of the bounding box, whichever is greater **E**.

TIP The size of the corner options comes from the current corner radius setting in the Corner options.

The Pathfinder panel also contains the path modification commands.

To modify paths:

1. Select the object that you want to modify.

2. Click one of the Path icons in the Pathfinder panel **A**.

   or

   Choose one of the following from the **Object** > **Paths** submenu:

   - **Join Path** joins the selected endpoints of two open paths or the selected endpoints of a single path **B**.

   - **Open Path** opens a closed path at a point **B**.

   - **Close Path** creates a segment between the end points of a path **B**.

   - **Reverse Path Direction** changes the direction of a path **B**.

TIP Apply the Close Path command to expand the electronic corner options into actual points on the path. This is similar to applying Illustrator's Object > Expand command.
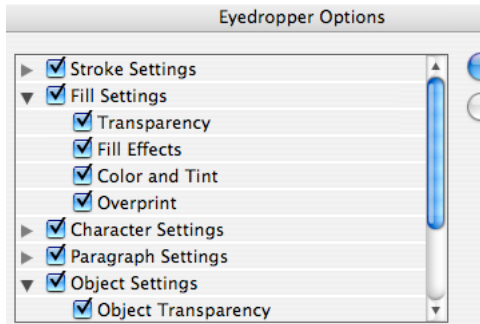
A The **Paths icons** in the Pathfinder panel allow you to modify individual paths.

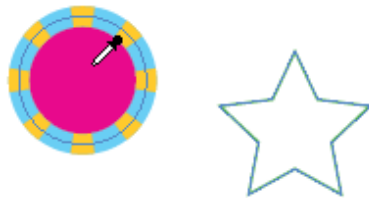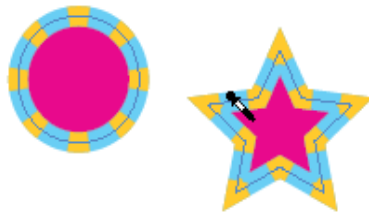| Icon	Function
	Join Path
	Open Path
	Close Path
	Reverse Path Direction

B The **Paths icons** and their functions.

The **Eyedropper tool** in the Tools panel lets you sample object attributes.

D Use the **Eyedropper Options dialog box** to set which attributes the Eyedropper will sample and apply.

E The **white eyedropper** lets you sample the object attributes.

F The **black eyedropper** applies object attributes from one object to another.

Using the Eyedropper

Imagine you've finished styling an object with exactly the right combination of fill, stroke, and effects. And now you'd like to apply those same settings to a different object. That's where the Eyedropper tool comes to the rescue.

To set the eyedropper options:

1. Double-click the Eyedropper tool in the Tools panel C. This opens the Eyedropper Options dialog box D.

2. Click the triangles to open each of the attribute categories.

TIP **The object settings categories are Fill, Stroke, and Transparency.**

3. Use the checkboxes to choose which attributes you want the Eyedropper tool to sample.

4. Click OK to set the options.

Once you set the eyedropper options, you can sample and apply object attributes.

To sample and apply object attributes:

1. Choose the Eyedropper tool.

2. Click with the white eyedropper cursor inside the object that you want to sample E. The cursor changes from white to black.

TIP **If an object has a stroke, but no fill, click the object's outline to sample its stroke.**

3. Click the black eyedropper cursor inside the object that you want to change F. This applies the first object's attributes to the second.

4. Click the eyedropper inside any other objects that you want to change.

As you work with the Eyedropper tool, you may change your mind and want to unload one set of attributes to sample new ones.

To sample new attributes:

1. Hold the Opt/Alt key. The eyedropper cursor changes to the white sample mode.

2. Click the cursor inside a new object that you want to sample.

3. Release the Opt/Alt key to apply the new attributes to objects.

You may not want to sample all the attributes in an object — just the fill or stroke. That's when you can use the Eyedropper tool in its precision mode. The precision mode allows you to sample and apply just the color to either a fill or a stroke.

To use the precision eyedropper:

1. Choose the Eyedropper tool. Hold the Shift key. A plus sign appears next to the white eyedropper cursor . This indicates that the Eyedropper tool is in the precision mode.

2. Click the precision white eyedropper cursor on the fill or stroke color you wish to sample. The cursor turns into the precision black eyedropper .

3. Click the precision eyedropper on either a fill or a stroke of the object that you want to change. Only the fill or stroke is changed.

TIP **Only the color of the fill or stroke is changed. Point size, stroke styles, or effects are not applied or changed.**
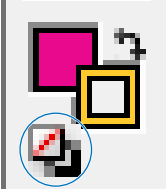
TIP **As handy as the Eyedropper tool is, it doesn't come close to the power of object styles *(covered in Chapter 15, "Styles").***
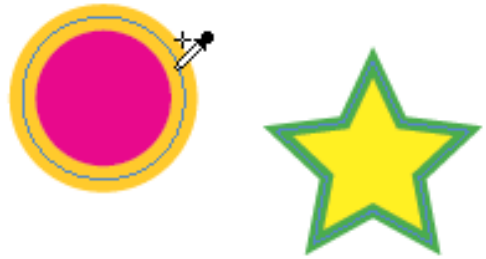
A The **white precision eyedropper** allows you to sample a specific color.

B The **black precision eyedropper** lets you apply a specific color to either the fill or a stroke.

Click the **Default Fill and Stroke icon** in the Tools panel to set the fill to none and stroke to black.

Setting Object Defaults

You can make any of the object settings the default for any new objects you create. You can set the object defaults for the current document or globally for all new documents.

To set current document defaults:

1. With a document open, deselect any objects.

2. Make whatever changes you want in the Stroke panel or other panels. This sets the defaults for the open document.

3. Set whatever amounts you want for the Effects or Corner options dialog boxes.

To set global defaults:

With no document open, make whatever changes you want in the Stroke or other panels. This sets the global defaults for all new documents.

InDesign also has its own default fill and stroke setting of a black stroke and no fill. These are separate from the defaults you set yourself. This can be easily applied to objects.

To apply the InDesign fill and stroke defaults:

Click the Default Fill and Stroke icon in the Tools panel c.