

QuarkXPress 8

Xperience Design

Using Your Design Tools
to Their Full Potential:
QuarkXPress 8 Integration
with Adobe® Creative Suite®



Quark

QuarkXPress® 8

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to Their Full Potential:**

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Introduction

Throughout the history of desktop publishing, Quark and Adobe have enabled the production of millions of brilliant designs and powered creative businesses to new heights through QuarkXPress® and Adobe® Photoshop® and Illustrator®.

Today, QuarkXPress 8 has tighter integration with Photoshop and Illustrator tools than ever before, and through standards like HTML and CSS, QuarkXPress users can publish across media both independently and alongside Adobe® Creative Suite® applications like Adobe Flash® (SWF) and Adobe Dreamweaver®.

In these pages you'll find out how Creative Suite users can get the best possible interaction with QuarkXPress. You'll be surprised how easy Quark has made it to unlock the full potential of all your design software.

QuarkXPress and Adobe Photoshop

QuarkXPress and Photoshop are two of the most widely used professional design applications, and QuarkXPress 8 is considered by many to have the best integration with Photoshop's PSD file format of any layout tool available today. In this section we'll explain when you should use the PSD format for your images and how to get the most out of them.

PSD OR NOT PSD?

The most commonly used raster graphics format for print output continues to be TIFF, which is generated by scanners, some cameras and by Photoshop.

However, a lot of work in Photoshop is done in the PSD format. The main benefit of PSD is that it easily retains layers when you save, whereas TIFF used to have to be flattened.

TIFFs now support layers, but no layout application can really do anything creative with them. So when you are deciding whether to use TIFFs (which are usually smaller in file size) or PSDs, the main question is, "Do I need to do anything with these layers in my layout application?"

For example, you may have multiple layers in your PSD with different product shots, which will vary from publication to publication. If you use PSD, you can switch those layers on or off in QuarkXPress without having to save a separate TIFF for each publication.

Another question that might tip you in favour of PSD is, “Do I need to use a spot colour with this image?” Using spot colours in most image formats is often complicated. However, because of the way QuarkXPress supports PSD channels, it’s simpler and more flexible.

USING PSD FILES

Bringing the PSD files into QuarkXPress is the same as any other image. Create a Picture Box and then use **File > Import Picture**.

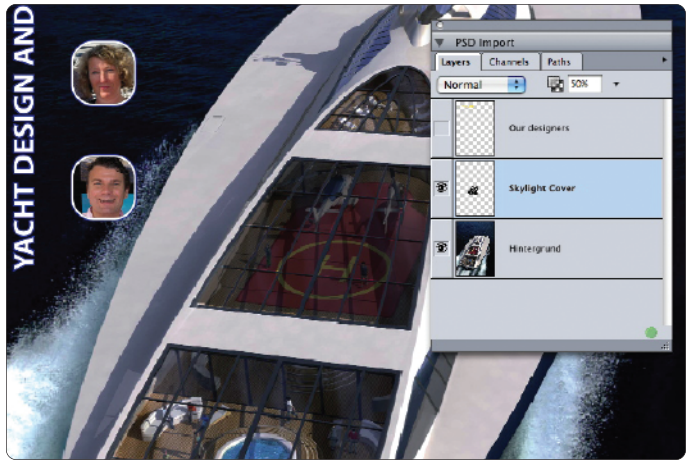
To access the special features of PSD, open the **PSD Import** palette. (**Window > PSD Import**.)

You’ll instantly see thumbnails of the layers along with their names.

LAYER OPACITY AND BLEND MODES

You can toggle the visibility of each layer by clicking on the eyeball icon. But, unique to QuarkXPress, you can do more: you can set the opacity and blending mode of each layer.

For example, you’ve created a layer in Photoshop to give your image an ‘old photo’ look. But when you put it in your layout it seems swamped by the surrounding colours. One option might be to reduce the opacity of that layer by clicking on it and entering a new opacity level. Another approach might be to try out a more subtle blending mode like “Soft Light.” The beauty is that you see all of these changes right in the context of your page, and you’re not changing the original file. After all, who knows how the effect would look in a totally different layout.



Using the PSD Import palette



In the world of graphics “Non-Destructive” means that your original image data remains intact even as you apply effects. PSD Import in QuarkXPress is always non-destructive in that QuarkXPress never changes your source PSD file. So if you change the blending modes, spot colours and visible layers on a page in a layout, your original master PSD is left intact.

This gives you the flexibility to use the same image with different looks in different picture boxes.

CHANNEL CONTROL

Most PSDs have either 3 (RGB) or 4 (CMYK) Channels. But of course you can add many more. There are two main uses of channels in publishing environments: alpha channels and spot channels.

ALPHA CHANNELS

Alpha channels are a way of masking off areas of an image, but unlike a clipping path they can be soft edged and partially transparent. Because images like TIFFs and PNGs can have alpha channels too, you'll find these controls in the regular **Measurements** palette rather than in the **PSD Import** palette.

QuarkXPress has some very cool alpha channel features. You can pick any channel in an image as your alpha channel, even if you originally intended to use it for some other purpose. Also, you can use QuarkXPress Picture Effects to blur the edges of your channel non-destructively if you find that it looks too hard-edged on a particular page or at a particular scale. You can also switch between alpha channels without having to reimport the image.

SPOT CHANNELS

If you want to add an extra ink or plate to your images, you can set up a channel to do that in Photoshop. For example, maybe you are going to varnish part of an image, or you want to use a spot colour within your image.

Naming the spot colour plate is probably the biggest challenge. For instance, if you have chosen PANTONE 123 in your image to match the PANTONE 123 in your catalogue, and then your client decides on a different colour, you have to go back to Photoshop and change that channel name. Or if you have to use the same graphic in multiple different projects, with different spot colours you'll need multiple different PSDs. However, QuarkXPress PSD Import solves these problems.

QuarkXPress can re-map any channel right in the **PSD Import** palette – non-destructively. So click on the **Channels** divider of the **PSD Import** Palette; double-click on the channel in question and you can pick any colour from your project's colour palette, ensuring consistency.

THE GREEN/RED BUTTON

In the bottom corner of the **PSD** palette is a button that will be green if your image status is “OK”. However, if the **PSD** palette has been modified or if it is missing, you’ll get the red light and won’t be able to make any changes. So, push on the red button and it’ll take you right to the **Image Update** dialogue box to find your PSD file.

OUTPUT

No special steps are required to output PSD files to print or PDF. Just take the usual steps you would take to make sure you have used the right colours, etc. QuarkXPress colour management and Job Jackets® both work with PSD files to give you reliable output.

PSD files can also be used in Interactive and Web Layouts for output to Flash and HTML.

EFFECTS LAYERS

As powerful as the PSD import XTensions® module is, it can’t manipulate certain kinds of layers, such as layer effects.

If you use one of these layers, the image will import and print just fine, but you won’t get access to the layer controls of the **PSD Import** palette. If you need that functionality, you can eliminate those kinds of layers from your PSD by converting the layer effects to standalone layers. Vector shapes should also be converted to Smart Objects for maximum compatibility.

QuarkXPress can support text layers, most adjustment layers, and even the new 3D layers of Photoshop CS Extended, including Opacity and Blending mode controls.

QUARKXPRESS PICTURE EFFECTS AS AN ALTERNATIVE FOR PHOTOSHOP

Photoshop is a power tool with many uses, but nowadays it's overkill to fire up Photoshop just to crop, rotate or even blur a picture. It's time to use the QuarkXPress Picture Effects feature.

Picture Effects uses a Photoshop-like image engine right inside QuarkXPress to apply adjustments and filters to images.

Picture Effects is:

- Directly in your layout, so you can access it fast
- Colour-managed on screen, so you can set it up to show colour as reliably as Photoshop
- Non-destructive, so you can change your mind at any time, even weeks later

Unlike PSD Import, which is designed to get the most out of your PSD images, Picture Effects works with all of the other major raster image formats like TIFF, JPEG, Raster EPS, and so on. (Picture Effects doesn't work on PSD files.)

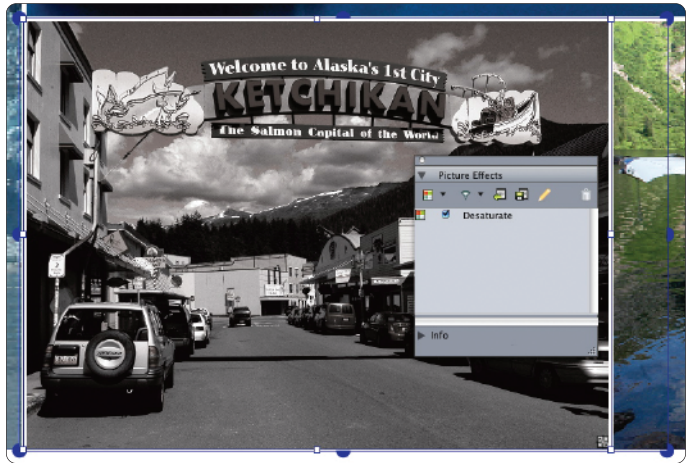
There are two main ways to use Picture Effects:

1. Adjusting a single image
2. Batch processing your images for basic transformations such as rotate, crop, scale, etc.

ADJUSTING A SINGLE IMAGE

Maybe a scan came in looking soft, or maybe you want to use an image in colour on the front page but in greyscale inside, or maybe you need to stylize a boring piece of stock art for some extra punch.

Photoshop will work fine, but you can use Picture Effects directly in your layout, saving a lot of guesswork and file saving. **Window > Picture Effects** opens up the **Picture Effects** window, allowing you to get the effect you want by applying multiple effects, turning effects on or off, re-arranging their stacking order, and more. At output time, QuarkXPress will process the image to make sure your print, PDF, Flash (SWF), or any other format looks as you intended.



A creative application of Picture Effects

PROCESSING A WHOLE JOB

One of the first things you learn in a layout design course is that if you do anything to your images, like crop, rotate, scale, etc., you have to be sure to run over to Photoshop, recreate all of those changes, then import your new optimised images.

Although that was good advice for keeping your print workflow running smoothly, it's hard to imagine how many hours have been spent doing that over the years.

QuarkXPress 8 users can now have the best of both worlds. Do all of your image transformations right in the layout, and when it is time to send your layout and images to your printer, use **File > Collect for Output** then switch over to the **Vista** tab and check **Render Picture Alterations**. This triggers a dialogue box that asks you which transformations you want to render, which resolution you will be printing at, and even colour-space and file type. The end result is that you and your printer get a folder full of images in the right format, at the resolution you requested and each perfectly sized. The only way your printer will know that you didn't do them one by one in Photoshop is that you'll get them all right!

TAKING IMAGES TO OTHER CREATIVE APPS

If you have used Picture Effects to make an image just the way you like it, then you can use **File > Save Picture** to create an image file you can use in any Creative Suite or other graphics applications.

QuarkXPress and Adobe Illustrator

Illustrator is a great tool for creating logos and vector illustrations. Traditionally, the route into QuarkXPress has been to export an EPS from Illustrator. Now, things are made much easier with the arrival of direct Illustrator .ai file import into QuarkXPress 8. Simply drag and drop or import your Illustrator native file into your layout just as you would any graphics file format.

HEADS UP: TRANSPARENCY

QuarkXPress has a powerful transparency engine, but it doesn't support partially transparent objects in PDF or .ai files yet. So if you are using something like a drop shadow in Illustrator and plan to place that over a non-white background or object, you might see undesirable results.

DROP SHADOWS

The good news is that the drop shadow feature of QuarkXPress works on imported Illustrator files, so you can apply a drop shadow to your imported art right in QuarkXPress.



One final tip on Preview Resolution: Illustrator Files can take advantage of the Full Resolution Preview in QuarkXPress 8. (See below.)

QUARKXPRESS VECTOR TOOLS

QuarkXPress is well equipped for drawing tasks and in our newest release we have standardized many of our graphics tools to work more like Illustrator, Freehand and similar tools.



One great advantage of doing your basic vector art in QuarkXPress is that you can choose to use **Shared Content (Item > Share)**. This adds the vector item to your **Shared Content** palette for easy drag and drop to any page of any layout of your project. If you edit the shape in one place it'll change everywhere else.

QUARK VECTOR TOOLS QUICKSTART

Quark offers some terrific ways to create vector art without having to master the pen tool, which many users have struggled with in tools like Illustrator.

- All of the Bézier pen tools are grouped together, and can be accessed either directly from the Tools Palette by clicking and holding or by hitting the 'P' key to cycle through the different tools
- An even more convenient way to access the tools is to select the basic Bézier Pen tool and use keyboard shortcuts to temporarily access other functions much as you do in Illustrator. For example the "add point" tool is automatically selected when you mouse over a segment, option/alt temporarily invokes the Convert Point tool and Command/CTRL invokes Select Point. You can also duplicate Bézier items by option/alt dragging them.

- A useful tool for beginners and experts alike is the QuarkXPress “Freehand Drawing Tool” that you’ll find in the QuarkXPress **Tools** palette. Simply sketch out the shape you want, and it will be converted into a close vector representation. If you have a graphics tablet, this tool can be very effective.
- Another useful option is **Item > Text to Box**. Select a range of text and convert it to a vector path. In QuarkXPress 8 this feature has been enhanced to allow you to convert up to a whole spread of text at a time, and it will also allow you to keep the exact positioning, color and transparency.
- If you have an existing square or oval box, you can convert it to a Beziér shape with **Item > Shape >** (choose the one that looks like a lasso). You can then add or remove anchor points by **Option+clicking**.
- Also, you’ll find that the **Item > Merge** allows you to take basic shapes like circles, squares and stars and combine them to make more complex shapes.

QuarkXPress and Flash

Page-layout professional can create rich flash projects — without compromising design — using the built-in Flash authoring capabilities included in every edition of QuarkXPress 8. Working in the same familiar print environment of QuarkXPress 8, you can take existing print jobs to Flash, or create new Flash projects, in minutes — no additional purchase or coding required!

WORKING WITH FLASH THE FORMAT

In most cases, your goal is not to create content for the Adobe Flash application, but to create compelling content for your audience. Now QuarkXPress includes a full-fledged, designer-friendly Flash creation environment in the form of Interactive Layouts.

Quark Interactive Designer is fully documented in your Help menu and PDF manuals and you'll find more info plus video tutorials at euro.quark.com, but here is a quick guide to what it can do, and what you can achieve with it.

GETTING STARTED

The starting point for designing for SWF in QuarkXPress is to create an interactive layout. There are three ways to do this:

With a new project: **File > New Project** then choose **Layout Type = Interactive**.

Add an interactive layout to an ongoing project: **Layout > New**.

Duplicate another layout such as a print layout: **Layout > Duplicate**.

When you use the third option, you can convert an entire print layout to an interactive layout. You can basically take an entire brochure to SWF with just a click or two. If you want to keep certain things synchronized between the two layouts (such as the same text, or the same box shapes, etc.), “Share” the key items before you duplicate, and the synchronization will automatically be set up when you duplicate. For more on Shared content, see your Help file or PDF Manual.



If you’re using XPert Page Sets, the **Layout Type** option is initially hidden in the **New Project** window. Just click on the QuarkXPress icon button in the bottom left corner of the window to reveal it.

You have to pick your pixel dimensions at the start, but you can always save them later via **Layout > Layout Properties**, and of course it will be fully scalable vectors anyway (except the images).

Now get to work doing your design work: everything you are used to doing. Make it look fantastic.

At this point, you want your design to move, and you want to let users interact with it. You’ll use the **Interactive** palette to do this. You don’t have to deal with a timeline or ActionScript scripting. If you are a long time Flash user, you might initially miss these tools, but the goal of the Interactive Layout feature is to build SWF projects that use design, page layout and very simple scripting to achieve attractive

high-impact Flash projects rapidly and without having to programme.

The basics of making something interactive is a three step process:

1. Name the QuarkXPress Item, which then becomes an Interactive 'Object.'
2. Define what action the user is going to do, such as a click. We call this the 'Event.'
3. Define what the object is going to do in response. This is the 'Action.'

Here's a simple example:

Draw a circular text box with the word "beep" in it and a fill of Web Red.

In the **Interactive** palette, give it the name "Beeper" in the **Object** Tab.

Then, in the Event tab of the Interactive palette, set the Event for Beeper to Click Up and then choose **Sounds > Beep** in the Action pop-up menu.

Now go to **Layout > Preview SWF** and then click on the button in the flash movie that appears. It's going to beep.

We told you it was simple!

But of course there's a lot more to it than that. Here are just some of the things you can achieve.

- Animate items on screen.
- Create draggable items.
- Receive text input.
- Create multi-state buttons that pop up and down, throb, etc.
- Transition between pages like a slide show.
- Build navigation menus.
- Play QuickTime®, Flash, etc. movies.

And you can do a lot more, including the ability to write simple “do this, then do this” type scripts that build up to surprisingly rich interactivity. See the PDF manuals and the training videos at euro.quark.com to master QuarkXPress Interactive Layouts.

The final output, which you create via the **File > Export** menu, is SWF: ready for the web. This can't be opened by other applications but it can be placed in applications like Adobe Flash or Adobe Dreamweaver.

PLACING SWF

You can place finished Flash SWF movies in QuarkXPress Web and Interactive Layouts, either those created by QuarkXPress itself or by other applications such as Adobe Flash. The process is quite simple. In a Web layout you simply draw a picture box then use **File > Import Picture** to bring in the SWF file.

For interactive layouts, create a picture box, make that an SWF object (by naming it in the **Object** tab of the **Interactive** palette and giving it the **Object Type: SWF**). Now in the **SWF** pop up, choose the SWF via “Choose”. Afterwards, right click on the picture box and then “Fit box to picture”.

There's an even cooler way of sharing an interactive layout with another QuarkXPress Web or Interactive Layout. Set it up as a shared layout in **Layout > Advanced Layer Properties**. It will appear in the **Shared Content** palette of this project or of any other QuarkXPress layout that connects to your layout via the **File > Collaboration Setup** menu.

This means that you, or even colleagues elsewhere, can place your Flash project inside their layout while you are still working on it.

Working with Adobe Dreamweaver

Adobe Dreamweaver is a very widely used visual HTML editing tool. It has some great layout tools, but perhaps not everything you are used to in a tool like QuarkXPress. So many workflows are built on prototyping in Photoshop or Illustrator and then recreating in Dreamweaver. In addition, many workflows contain content that began as a print project, and recreating it from scratch can be quite time consuming.

QuarkXPress has some excellent HTML and Web design features that can help with both of these workflows.

HTML TO DREAMWEAVER

QuarkXPress includes Web layouts that can create menus and hyperlinks, convert print graphics or fancy text treatments to Web graphics, and then write a standards-based HTML file with CSS that can be opened directly in Dreamweaver. For many design-intensive jobs this is faster than working from scratch, especially since the CSS can be written as an external file, allowing for easy overrides of styling attributes that may not work well in your Web job.

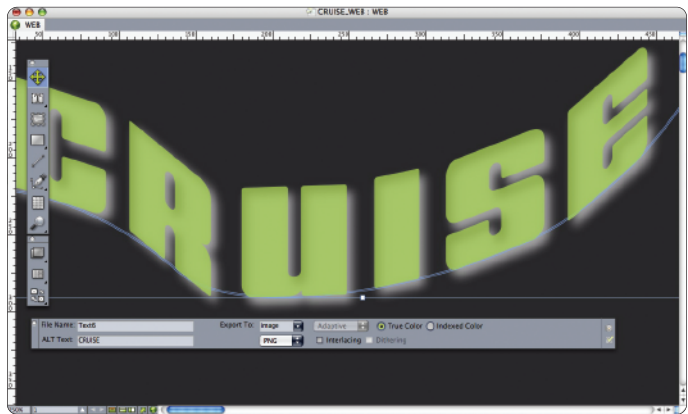
Full details on how to design in QuarkXPress for Web can be found in the training section at euro.quark.com.

Start with the basics: create or duplicate a Web layout and start designing. (The Interactive Layout instructions above are similar.) Once your design is done go to **File > Export > HTML**. You'll see a number of choices. HTML is a safe bet, but XHTML may be your preference

due to its cleaner structure. XSLT is also available if you plan on using your output as a template to feed in other XML content using XSL technology.

At this point you can also choose to have an External CSS file. If you don't click this, QuarkXPress will make a CSS file anyway that describes all key formatting attributes for boxes and text, but it will just embed it within your HTML files. If you plan on editing the formatting attributes, it is smarter to do it in external CSS.

Each QuarkXPress page is a different HTML or XHTML file, along with an "Image" folder, which contains Web versions of any graphics and text boxes that have the **Convert to Graphic on Export** checkbox checked in the **Measurements** palette.



"Convert to Graphic On Export" takes effect text to the web

You can now open those files up in Dreamweaver using the Files palette.



If you just need to turn a Print layout into HTML without doing any additional design enrichment in a Web layout, hold down Ctrl+Shift when you go to the **File > Export** menu and HTML will be enabled.

Working With PDF

QuarkXPress includes robust built-in PDF features, including PDF/X. With the release of QuarkXPress 8, the features are even easier to use than ever before, due to the addition of default PDF Output Styles that assist with modern workflows such as Ghent Workgroup PDF.

Also, QuarkXPress can import PDF files like any other graphics format. For advanced users, QuarkXPress is also unique in being able to write its own JDF ticket. This topic is covered in the Job Jackets section of your Help file and PDF manuals.

PDF OUTPUT STYLES

QuarkXPress 8 also provides some new default PDF Output Styles, allowing you to output PDFs without having to set anything up. These include Press – High Quality/High Resolution; Print – Medium Quality/Medium Resolution; Screen – Medium Quality/Low Resolution; Screen – Low Quality/Low Resolution; PDF/X1a: 2001; and PDF/X-3:2002.

You'll also find these settings and more at our resource site. (See Links section below.)

To make your own settings, go to **Edit > Output Styles**. You can also duplicate and modify existing Output Styles using this same method.

QuarkXPress can't input Acrobat® PDF Presets files directly, but you'll find most of the same settings available to reproduce them.



Our PDF engine uses terminology that can be a bit confusing for diehard Acrobat users. We use the term **Compression** where Adobe uses the opposite term **Quality**. So our **High Compression** is their **low quality**. This is the setting to use when you value small file size over everything else. Studying the settings that ship with QuarkXPress 8 is a good way to get familiar with the best way to use PDF settings.

Using the settings is easy. When you go to **File > Export > Layout as PDF** you'll see a PDF Styles drop-down menu. Simply pick your style there.

If this job has special considerations, or if you want to edit some Metadata, click on the **Options** button.

IMPORTING PDF

QuarkXPress 8 can import PDF files up to version 1.7 (the default PDF version from the Creative Suite applications when using the Press Quality PDF setting is PDF 1.4.)

To import a PDF, just use **Import Picture**, as with any other graphics format.

QuarkXPress for Adobe InDesign Users

Perhaps you cut your teeth on the Creative Suite's bundled page layout application, InDesign, and now you'd like to bring your design skills over to QuarkXPress 8. There's a lot of common ground between the two, although both have their unique features.

They also have slightly different terminology, shortcuts and approaches to solving problems. By reading the above sections, you should have a good grasp on things like graphics import and cross-media design. Below is a quick guide to the nuts and bolts of QuarkXPress for those who are more familiar with InDesign.

THE BASICS

You'll find a lot of the basics are the same between the two applications. The key differences are probably that QuarkXPress uses fewer tools than InDesign for basic tasks, and that it allows direct manipulation of image scaling, rotation etc. without typing numbers.

The following is a quick rundown of how to create a basic page, with notes on the differences between the two applications as we go along.

■ **Create a New Project using File > New.**

Note that we call our files Projects. That's because QuarkXPress files can contain multiple 'Layouts' representing each piece in a campaign for example. So a single project could have a layout for a letterhead, one for a business card, one for a Flash ad all with unified styles, colours, 'pre-flight' rules, etc.

■ **Choose the New Project Settings**

If you are going to work on a Web or interactive layout, you'll access a different dialogue box. See the sections on Flash and Dreamweaver in this booklet for more details.



To add other layouts to your project later, like in the scenario described above, you'll use the **Layout** menu.

Now let's take a second to look at your key Palettes. (If you can't see a particular palette, you'll activate it in the **Window** menu.)

The first palette to note is the **Tools** palette (F8 is its keyboard shortcut.) It's very similar to the one in InDesign. Many of the single key shortcuts are similar too, such as "V" to access the Item Tool, "T" for the text content tool and "P" for the Bézier Pen tool.

As with InDesign you can drag content directly to your page to start work or you can create a box first, using either the box tool, picture content tool or text content tool.

Any kind of box can accept any kind of content, as can any vector line you draw.

Once you have an item on the page, you interact with it using the **Item** tool or a **Content** tool. When using a tool that is not the item tool, you can temporarily switch to the Item tool by holding down the Command/CTRL key.

Another useful shortcut to know is that if you need to delete a whole object, Command+K/CTRL+K will always get rid of the whole box, no matter which tool is active.

Of course empty items will only get you so far usually. To put content in, use the **File > Import Picture / Text** command (Command+E/CTRL+E).

QuarkXPress can import the same kinds of text and image files that InDesign can, including Photoshop PSD, PDF, Illustrator files saved as PDF, Excel® files and for Web work, SWF, AVI, MOV, PNG, etc. For more details, see the chapters on Photoshop, Flash and the section below on Tables.

Once you select a picture box, you'll see that the **Picture Content** tool becomes active allowing you to see the uncropped portion of your image. You can then grab that image and rotate and scale it at will. To hide the uncropped portion of the image hold down the Command/CTRL key or switch to another tool.

The **Measurements** palette is the most useful palette for making your content look the way you want it to. It is tabbed to allow you to easily navigate the many options. It's very easy to understand, and includes useful features such as generating a new colour. If you click on the colour boxes in the **Measurement** palette, you'll see the top option is **New**. This allows you to apply a colour to an object and save it to your Colour palette at the same time; meaning you don't end up with dozens of hard-to-manage, unnamed colours in your job.

Other useful palettes are the **Page Layout** palette for managing pages and the **XPert Pilot** palette for previewing high-quality thumbnails of your job.

The **Colour** palette is used for some transparency effects. (See below.)

Shared Content is used to create synchronized items, a little like symbols in Flash or Illustrator. (See the QuarkXPress help or PDF manual for more on **Shared Content**.)

Most palettes can be grouped together in a palette group. To add a palette to a group (or to split one off), right-click or CTRL+click on the title bar of an existing palette then choose from the drop-down menu. If you want to quickly hide an entire palette group you can double-click the bar at the top of the palette group.

GRAPHICS AND FULL-RES PREVIEWS

Once you have imported a graphic into a picture box, you can manipulate it as you see fit. See the above chapter on Photoshop for more advanced picture manipulation features.

To resize the contents of an image at the same time as you resize the box itself, hold down the Command/CTRL key as you drag.

To see in real time the effects of resizing the box and or the picture inside, click the control handle and hold down your mouse button until the cursor changes shape. This will give you Live Refresh.

By default, QuarkXPress displays images at low resolution, but you can switch to full resolution using **Item > Preview Resolution** (also available in a context menu Ctrl+click or right-click).

You can select all items on a page (Command+A/CTRL+A) and apply Full Resolution previews to all selected images. If you want to speed up your QuarkXPress, you can temporarily hide all full Res previews using **View > Full Res Previews**.

TRANSPARENCY

InDesign and QuarkXPress take different approaches to transparency.

In InDesign CS 2, users applied a single transparency setting to an entire InDesign Object. In InDesign CS 3, users learned to use the transparency palette that allows separate transparency settings for an Object's Stroke, Fill and all of its text (although for some selections, such as a table, you only have access to a single opacity setting since it is treated as the "Text" component of a Text Frame).

However, you'll search in vain for a Transparency palette in QuarkXPress 8. Instead, transparency, or rather Opacity, can be applied wherever a colour can be applied and also to

any image. This is a very flexible approach that allows you to do things like fade from 30% opaque blue to 80% opaque green, apply transparency to a single character, use semi-transparent fills on a dashed line, and more. You'll find transparency controls at your fingertips in a number of places, including in style sheets and other features.

The most common way to access transparency is via the **Measurements** palette or **Colour** palette. You'll see an opacity slider next to your box colour, text colour, stroke colour, etc. in the various tabs of the **Measurements** palette.

If you want to make an image transparent, then select that image and use the **Colour** palette to reduce its opacity. The picture box itself can have separate background opacity, and in the case of greyscale images, the image can have separate opacities set for Picture Colour and Picture Background for some really eye-catching effects.

QuarkXPress lacks the emboss, silk and other new Transparency FX features of InDesign CS, but the popular Glow effect from Photoshop is very easily created via QuarkXPress Drop Shadows. (See below.) And of course those effects can be set up in Photoshop and imported into QuarkXPress.

DROP SHADOWS

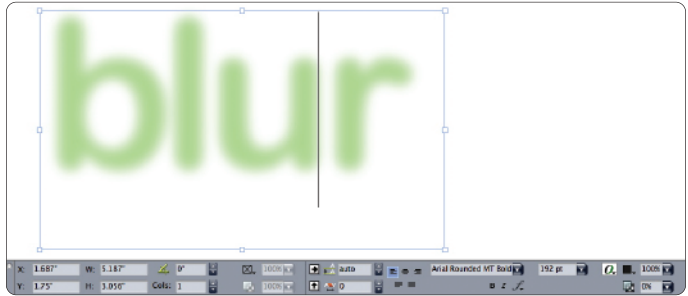
Drop shadows can be applied from the **Measurements** palette or the **Modify** dialogue box. Drop Shadows in QuarkXPress work very much like those in InDesign, with a few extra features.

You can skew a drop shadow in QuarkXPress, for a pseudo 3D look.

You can uncheck the Inherit Opacity button, allowing the Item and its shadow to have different transparencies. This allows any number of different creative effects, including

■ DROP SHADOWS

turning the opacity of text to 0%, but keeping the drop shadow at 75%, and having editable blurred text.



Editable blurred text

Drop shadows in QuarkXPress can also have **Runaround Drop Shadow** turned on. This means you don't have to manually edit the runaround of the image itself to make sure that your drop shadows don't obscure your text, which can be a big time saver.

If you would like to make your objects appear to glow, use a light colour for the drop shadow, and alter the blur/scale and offset settings to get the look you want. Make sure you also turn off the **Multiply Drop Shadow** option when you are making a glow effect rather than a real drop shadow.

ALPHA CHANNELS (MASKS)

Alpha channels allow users to create soft or partially opaque masks for their images. QuarkXPress supports alpha channels much like InDesign with a couple of additional features.

QuarkXPress can switch between alpha channels on the fly, without having to reimport the image as InDesign does. You'll see a Mask control on the **Measurements** palette.

QuarkXPress can use any channel in a TIFF or PSD as an alpha channel, even if it was originally set up for some other purpose.

QuarkXPress can soften an alpha channel non-destructively, meaning that if the image looks nicely masked at full size, but too sharp at 25% reduction, you can simply soften the smaller alpha channel in QuarkXPress using **Picture Effects > Gaussian Blur** and by unchecking **Blur Picture**. (See above for more on Picture Effects.) There's no need to make two separate channels, and you can see your results live in your layout where it matters.

TABLES

Tables are quite different in QuarkXPress. In InDesign, you must first create a text box and then insert the table much like an anchored item. Images in cells in InDesign tables also act much like anchored objects, which means that they sometimes cannot be directly manipulated in the same way as they can in QuarkXPress. However, QuarkXPress doesn't offer the same freedom to control individual cell borders, and the process of creating running headers is quite different.

QuarkXPress has a dedicated Table tool. Draw the table on the page and you will then be asked for the cell content.

Content can be linked from cell to cell like from text box to text box. Cells can be converted between Text and Picture modes. The context menu (Ctrl+Click/Right-click) is perhaps the easiest way to do that.

To link to an external Excel file, check the Link to External Data box when creating your table. If you plan to connect to the data only and don't want your QuarkXPress formatting to disappear when the data updates, uncheck the **Include Formats** and (usually) the **Include Geometry** checkboxes. Table data can be updated like pictures using the **Utilities > Usage** window. Unlike high resolution images, if a table is missing, your file can be printed without any problems.



You can also import pie charts from Excel. Simply draw a picture box and then import your .xsl Excel file into it using the **File > Import Picture** (Command+E) command.

To create running headers and footers, first split your Table using the Tables menu, then select the row you want to use as your Header or Footer row, then use **Table > Repeat** as the Header.

QuarkXPress tables can have separate transparency settings for the grid, each cell, each character, etc. Use the regular colour and transparency controls and the **Measurement palette/Modify** dialogue box.

LINKING

Unlike InDesign, QuarkXPress uses a dedicated tool to link together text boxes. You can access this tool as part of the Text Content Tool group [press “T” repeatedly to cycle through this group]

You can link and unlink text boxes using the **Link** and **Unlink** Tools in your **Tools** palette. Linking is quite simple: simply click the boxes you want to link. However there must be a place to link to, so create your text boxes in advance.

If you plan on linking multiple boxes, a useful trick that works with many tools is sticky tools.



QuarkXPress will usually return to either the **Item** or **Content** tool after you use one of the other tools, but if you plan to create or link multiple boxes, you'll want your chosen tool to remain active. Simply hold down the Option key when you select your tool. For example, to link together several boxes in one chain, hold down the Option key when you initially select the linking tool. When you are done, simply click on the next tool that you want to use to cancel the 'sticky tool'.

You can unlink boxes by choosing the Unlink tool and clicking on the arrowhead of the box that you want to break off.

PRINTING

Printing from QuarkXPress is quite similar to InDesign. You can access all other kinds of output, such as PDF, using the **File > Export** menu. For more on PDF and output sets, see the PDF chapter of this booklet.

QUARKXPRESS EXCLUSIVES

QuarkXPress has some features that InDesign doesn't offer. You can learn more about them from your training videos, PDF manuals and the resource centre. (See the Links section.) Following are short descriptions of some of the key capabilities.

HANGING CHARACTERS

Similar to InDesign's Optical Margin alignment, this feature allows you to precisely specify how characters align at the edges of text runs. It's considerably more precise because it allows paragraph by paragraph control and the ability to define your own settings, including those for handling drop caps.

COMPOSITION ZONES™

Share an entire layout with someone else, or divide a page that you are working on with live updates or email updates. Invaluable for sharing ads or collaborating on multi-page documents.

QUARK JOB JACKETS

A simple text file that lets you synchronize style sheets, colours, house design rules, PDF settings and more between multiple designers, printers and even clients. Keep your campaigns, publications and team members on the same page.

FLASH (SWF) OUTPUT

QuarkXPress can design for multiple media simultaneously using multiple layouts in the same project. You can even take an existing print layout and convert it for electronic publishing. For more details, see the Flash chapter in this booklet and the Help and PDF manuals for the Quark Interactive Designer XTensions software.

QuarkXPress 8 InDesign CS 3

Adobe Photoshop

Import Native Photoshop Files	■	■
Control Photoshop Layers	■	■
Control Photoshop Transparency controls	■	-
Control Photoshop Channels / Spot Colours	■	-
Photoshop-like Palette Controls	■	-

Adobe Illustrator

Support for Native Illustrator Files	■	■
Support for Native Illustrator Files (via PDF Export)	■	■
Support for Illustrator Layers	-	■
Drag and Drop from Illustrator	-	■

Adobe Flash

Design/Export SWF Files	■	■
Import Flash SWF Files for PDF	-	■
Import Flash SWF Files for Web Page Design	■	-

Adobe Dreamweaver

Convert Print to HTML for Use in Dreamweaver	■	-
Convert Print to XHTML + CSS for Use in Dreamweaver	■	■
Design Web Pages Compatible with Dreamweaver	■	-

PDF

Export PDF	■	■
Export PDF/X	■	■
Export JDF	■	-
Import PDF	■	■
Export PDF via Acrobat	■	■
Import PDF 1.6 + 1.7	■	■

Useful links

FREE, 60-day Test Drive: Download a free, 60-day fully functional test drive of QuarkXPress 8 at 8.quark.com/evaluation.html.

ilovedesign.com: Create a portfolio to share your work with the world and learn the secrets of top graphic designers.

MORE INFORMATION

QuarkEd: A complete free guide to learning QuarkXPress
<http://8.quark.com/quarked.html>

Resource Centre: PDF settings, training videos and more (English only).
<http://www.quark.com/products/xpress/resourcecenter/>

Quark Forums: Discuss your QuarkXPress life with other users and the Quark team (English only).
<http://forums.quark.com>