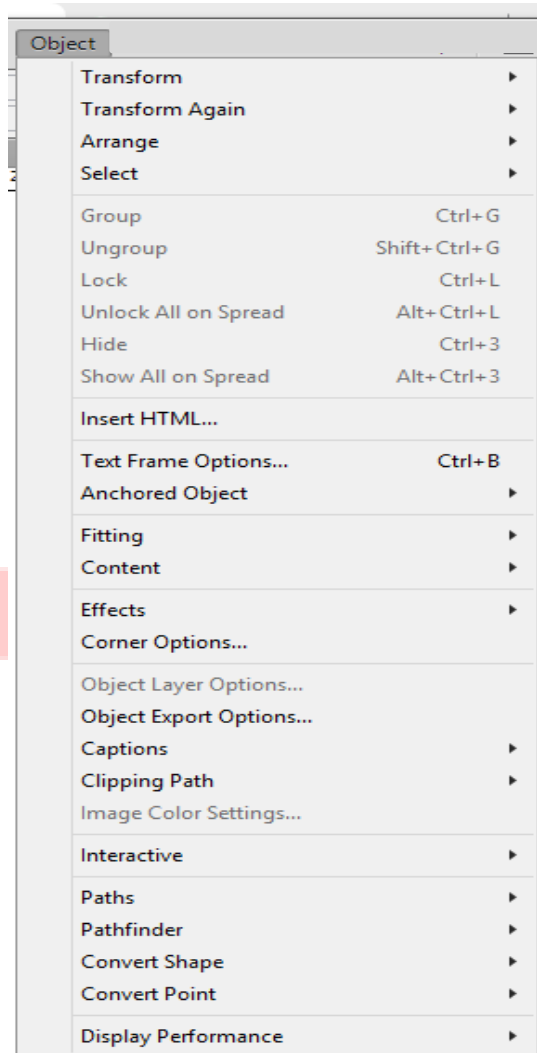


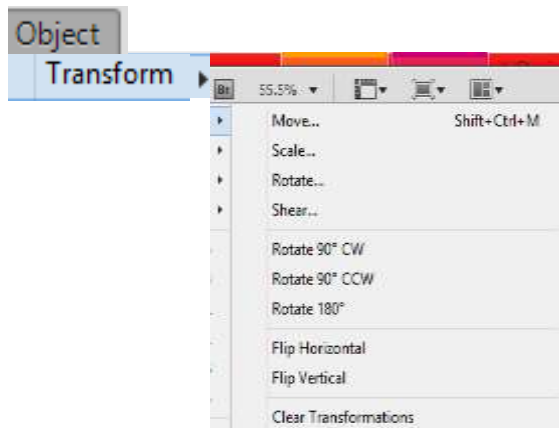
Lesson no. 16: InDesign Menu Bar

Object: You can modify the look and placement of objects on the page with this menu. Which options are available on this menu depends on which element you've selected in the workspace, such as a text field or an image.

Object Menu- Drop Down list:-




Transform :-

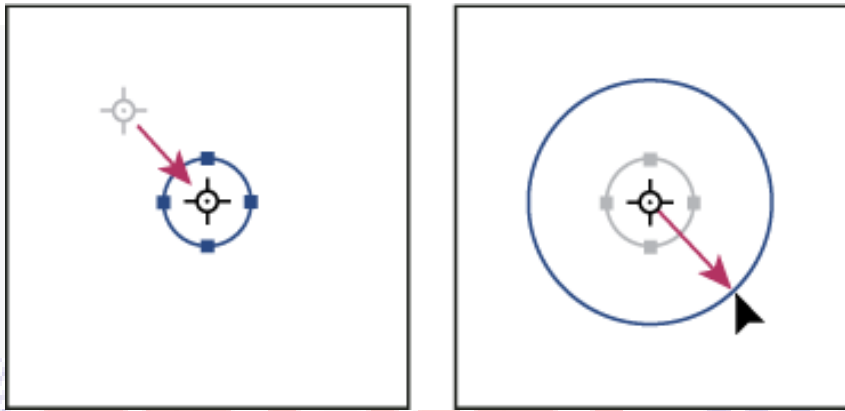


You can modify an object's size or shape, and change its orientation on the pasteboard, by using tools and commands. The toolbox includes four transformation tools—the Rotate, Scale, Shear, and Free Transform tools. In addition, you can use the Selection tool to transform objects. All transformations, with the addition of reflection, are available in the Transform and Control panels, where you can precisely specify transformations.

The multipurpose Free Transform tool in **Adobe InDesign** lets you transform **objects** in different ways. Using the Free **Transform tool**, you can move, rotate, shear, reflect, and scale objects.


Change the reference point for selected objects

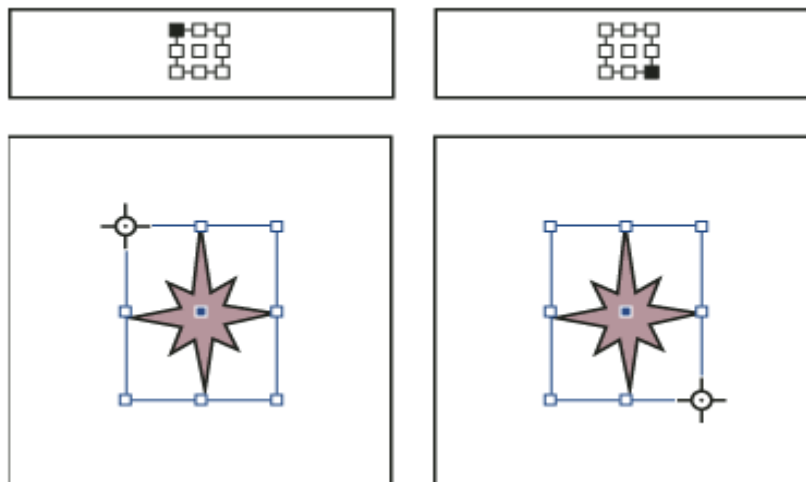
All transformations originate from a fixed point on or near the object, called the *reference point*. An icon  is displayed at the reference point when a transformation tool, such as the Scale tool, is active.






Reference point moved to center (left), and object scaled (right)

Do one of the following:

To specify a different reference point for the selected object, click any of the nine points on the reference point locator  the Transform or Control panel.



As you click different reference points on the Transform or Control panel (top left and right), the reference point for the selected object changes (bottom left and right).


To move the selected object's reference point to a specific location, select the Rotate tool , the Scale tool , or the Shear tool , position the tool over the reference point icon, and then drag it to a new location. Or, with one of these tools selected, click anywhere on the object or page. The reference point moves to that location.

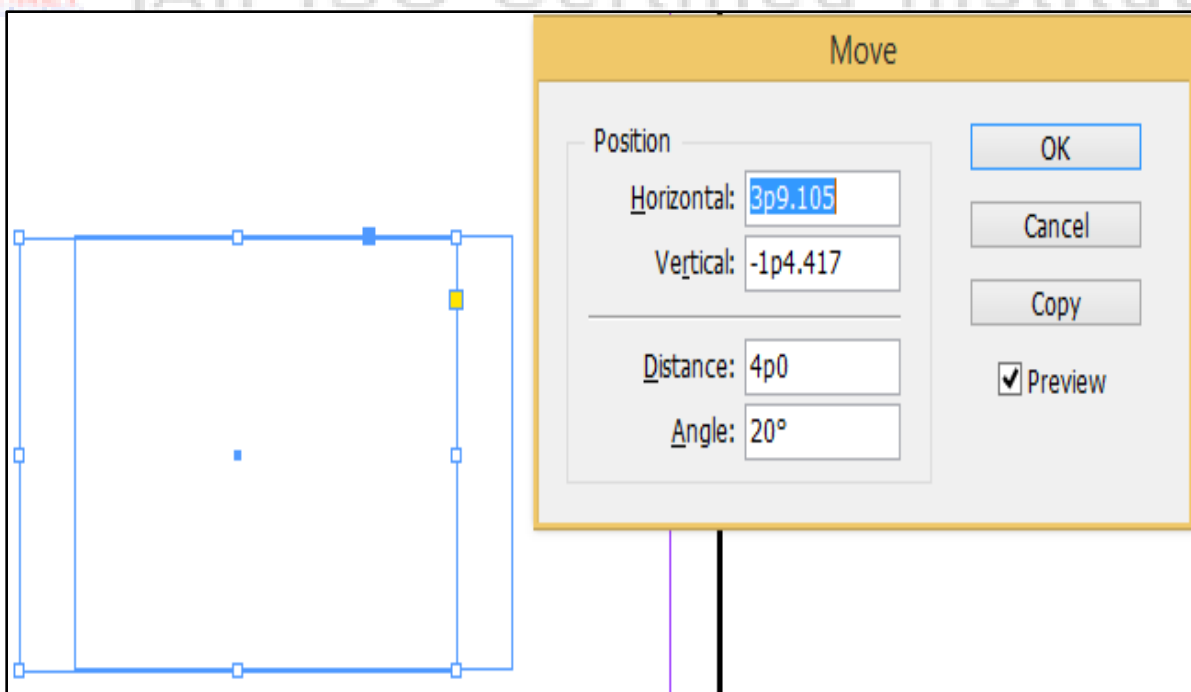
Move (Ctrl+Shift+M) You can move objects by cutting them from one spot and pasting them into another, by entering new horizontal and vertical coordinates, or by dragging them. Dragging also allows you to move a copy of an object or to copy objects between software applications.

The Smart Guides feature makes it easy to move objects to precise locations in your layout. As you drag an object, temporary guides appear, indicating that the object you're moving is aligned with an edge or center of the page or with another page item.

Move objects

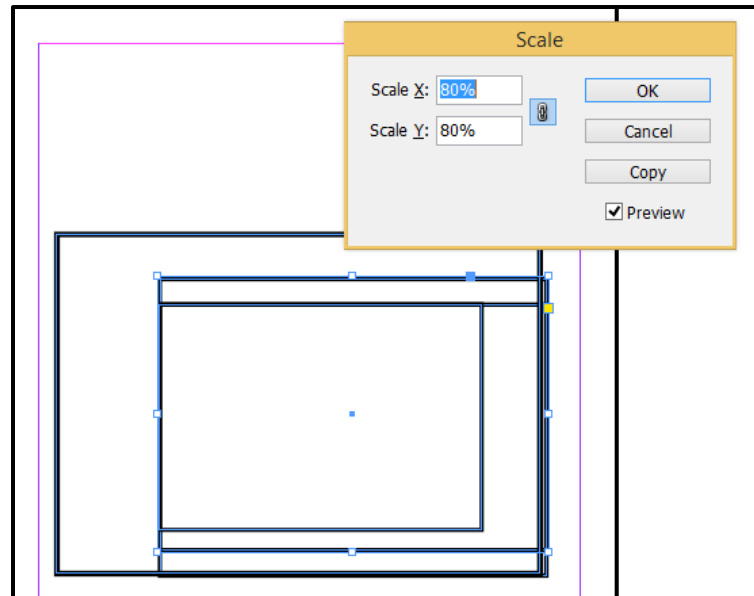
For best results, use the Selection tool to move multiple objects. If you use the Direct Selection tool to select multiple objects or paths, dragging moves only the selected graphic, path, or anchor points.

Select an object to move. To move both the frame and its content, use the Selection tool  to select the frame. To move the content without moving its frame, direct-select the object, or click the content grabber when you mouse over an image. To move a frame without moving the content, direct-select the frame, and select all the anchor points.




Scale:- Scaling an object enlarges or reduces it horizontally (along the x-axis), vertically (along the y-axis), or both horizontally and vertically, relative to the reference point you specify.

By default, InDesign scales strokes. For example, if you scale a selected object with a 4-point stroke by 200%, the Stroke panel indicates an 8-point stroke and the stroke visibly doubles in size. You can change the default stroke behavior by deselecting Adjust Stroke Weight When Scaling in the Transform or Control panel menu.




Scale an object using the Scale tool

1. Select an object to scale. To scale both the frame and its content, use the Selection tool to select the frame. To scale the content without scaling its frame, click the Content Grabber to direct-select the object. To scale a frame without scaling the content, direct-select the frame, and select the entire anchor points.
2. Select the Scale tool .
3. Position the Scale tool away from the reference point and drag. To scale the x or y axis only, start dragging the Scale tool along one axis only. To scale proportionally, hold down Shift as you drag the Scale tool. For finer control, start dragging farther from the object's reference point.

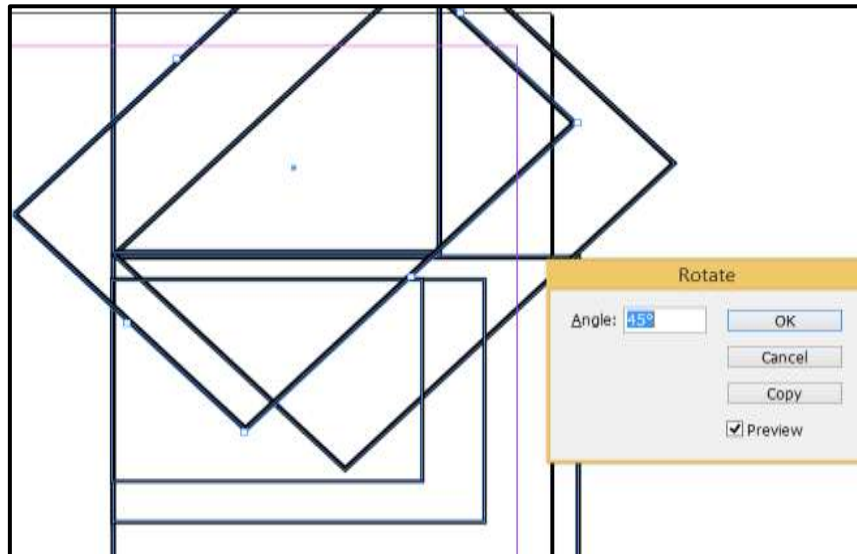
Rotate:- You can rotate objects using any of several methods.

Rotate an object using the Rotate tool

1. Select an object to rotate. To rotate both the frame and its content, use the Selection tool to select the frame. To rotate the content without rotating its frame, click the Content Grabber or use the Direct Selection tool to select the object. To rotate a frame without rotating the content, direct-select the frame and select all the anchor points.
2. Select the Rotate tool .
3. If you want to use a different reference point for the rotation, click where you want the reference point to appear.

- Position the tool away from the reference point, and drag around it. To constrain the tool to multiples of 45°, hold down Shift as you drag. For finer control, drag farther from the object's reference point.

You can also rotate by using the Free Transform tool.






Shear:- Shearing an object slants or skews it along its horizontal or vertical axis, and can also rotate both of the object's axes. Shearing is useful for:

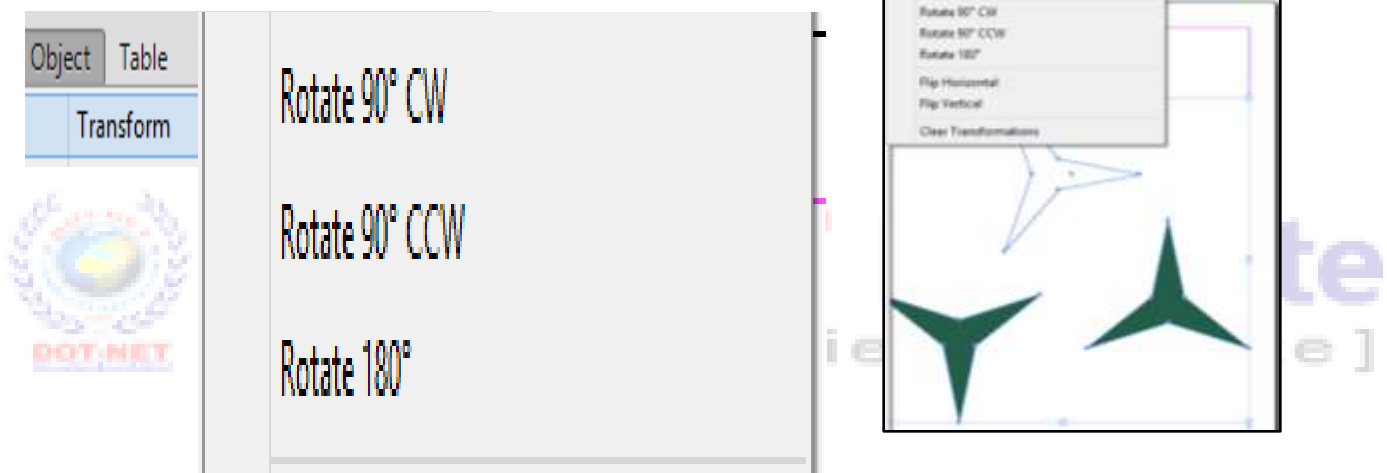
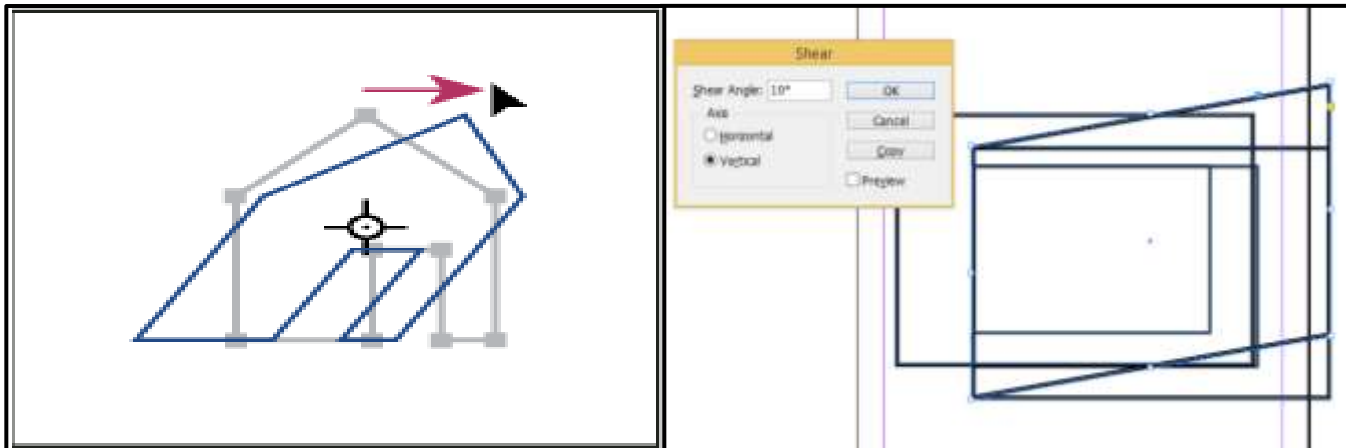
- Slanting a text frame.
- Creating cast shadows when you shear a copy of an object.

Shear an object

Select an object to shear. To shear both the frame and its content, use the Selection tool to select the frame. To shear the content without its frame, click the Content Grabber to direct-select the object. To shear a frame without scaling the content, direct-select the frame, and select all the anchor points.

Do one of the following:

- To shear selected objects by dragging, select the Shear tool . Then position the Shear tool away from the reference point, and drag. Shift-drag to constrain shearing to a perpendicular vertical or horizontal axis. If you start to drag at a non-perpendicular angle and then hold down the Shift key, shearing is constrained to that angle.
- To shear using a preset value, in the Transform or Control panel, choose an angle from the Shear pop-up  menu.
- To shear using a specific value, in the Transform or Control panel, type a positive or negative angle in the Shear  box, and press Enter or Return.



In InDesign, follow these steps to reflect or flip an object:

1. Select an **object** on the page and then press the **F9** key to open the Transform panel. ...
2. Click the panel menu in the Transform panel. ...
3. Select **Flip** Horizontal from the Transform panel menu options.

