

- WEBINAR -

Photoshop + Illustrator + InDesign: Three Apps Working as One



Bart Van de Wiele







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Adobe Photoshop CC techniques

Using native file formats like .PSD files when working with InDesign and Illustrator can give you huge benefits, under the right circumstances. Let's take a look at a few examples.

Using Layer Comps

You can save multiple iterations of the same Photoshop document by saving something called a Layer Comp into the file. A Layer Comp represents a set of layers with specific properties, allowing you to save different versions of a design in the same file. For example, say you want to create a version of your design where some layers are hidden and others are revealed, or where a layer is positioned differently, or where a layer is using a different Layer Style. It's possible to save all these different versions as a named preset, which we call a Layer Comp.

Layer Comps are interesting because they can be referenced when placing the .PSD file into Adobe InDesign, Illustrator or other Photoshop documents. To build a Layer Comp, follow these steps:

- **1.** Choose Window > Layer Comps.
- 2. Click the "New Layer Comp" button at the lower right of the panel.

- **3.** Clearly name your Layer Comp and choose the appropriate options. E.g. choose whether you want to "record" the current layer visibility, location or layer styles.
- 4. Click "OK" to close.
- **5.** Now update the layers in your Photoshop document to represent a second version of your file. E.g. by hiding or revealing specific layers, changing the settings of a Drop Shadow effect, or moving a layer to a different position.
- 6. Now repeat the steps above to create additonal Layer Comps.



7. Save your document.

To reference a saved Layer Comp from InDesign, follow these steps:

- 1. Choose File> Place and navigate to your .PSD file.
- 2. Make sure "Show Import Options" is selected and place the file.
- **3.** From the import options dialog box, choose the appropriate Layer Comp.

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4. Optionally, you can always switch Layer Comps by selecting the placed graphic and choosing Object > Object Layer Options.

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Reusing paths from Adobe Photoshop

I'm sure every designer has used clipping paths before in Adobe Photoshop.

These are commonly used to isolate objects from an image. E.g. for product catalogs. There's a specific option in Photoshop called "clipping path" which will be applied by default to isolate the layer when placing in InDesign. However, InDesign users can access and use ANY saved path from a placed PSD, without having to save the path as a clipping path in Photoshop first. This is great since every Photoshop document can only hold a single clipping path at a time.

Here are the Adobe Photoshop steps:

- **1.** Create a path using the Pen tool.
- **2.** Choose Window > Paths to view your path.



3. Double click the path in Photoshop to save and name it.



To reference the Photoshop path from InDesign:

1. Place the Photoshop document into your layout.



- 2. Select the placed image using the Selection tool.
- 3. Choose Object > Clipping Path > Options.
- 4. From the options, choose the Photoshop path you'd like to use.



- 5. Optionally, you can also use the path when applying Text Wrap.
- 6. Optionally, you can also convert the clipping path into a graphics frame by choosing Object > Clipping Path > Convert Clipping Path to Frame.

Hiding layers in a placed document

Similar to using Layer Comps is the ability to show or hide individual layers from a placed Photoshop file in InDesign. This could be interesting when placing a multi-layered Photoshop document of which you'd like to hide or show specific layers, without altering the original Photoshop document. Keep in mind that this technique also works with placed Adobe Illustrator .AI files. To edit layers, follow these steps in Adobe InDesign:

- 1. Select the placed graphic.
- **2.** Choose Object > Object Layer Options.



3. Click the eye icon to hide or reveal Photoshop layers.

Creating animated GIFs for Publish Online

It is very easy to create an animated GIF in Adobe Photoshop to use and export using InDesign Publish Online. This can be a good way to e.g. create callout in your document, without having to mess around with InDesign's multi-state objects and animations.

Here's how it works in Adobe Photoshop:

1. Create a Photoshop document that has all the frames of your animated GIF as separate layers. In this example there is one layer where the billboard shows a text message, and another layer that shows the same billboard showing a different text message.



- 2. Choose Window > Timeline.
- 3. From the Timeline actions, choose "Create Frame Animation".



4. Click the Timeline panel menu and choose "Make Frames from Layers" to convert every individual layer into a keyframe.



5. Change the timing of individual frames as required by clicking on every individual frame and choosing timing options.



- **6.** Choose File > Export > Save for Web (Legacy).
- **7.** Make sure GIF is selected and set the looping options at the bottom of the screen.



8. Now place your animated GIF into Adobe InDesign and use the Publish Online feature (or Fixed Layout ePub) to view it.

Recolor grayscale images

A very old, but still fairly unknown, technique is the ability to recolor grayscale images in Adobe InDesign. This is a technique where we'll take a single-ink grayscale image and recolor it in Adobe InDesign by replacing the black ink with a different printing plate, e.g. a spot color. This technique is especially interesting when creating monotone or duotone designs using Trumatch or Pantone inks.

Start out in Adobe Photoshop:

 It's important your image only has one color channel. Choose Image > Mode > Grayscale to clear out all color channels (except gray).

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- 2. Save your document as a .PSD, .JPG or .TIF file.
- 3. Place your document in Adobe InDesign.
- **4.** In Adobe InDesign, click the content grabber to select the graphic frame contents. Notice the fill color becomes black.
- **5.** Change the fill color using the Swatches panel, here we choose a Pantone color. You can even use regular swatches that only use process colors if needed.



Pasting Illustrator files in Photoshop

Placing artwork from Adobe Illustrator into Adobe Photoshop is an action that most designers have already done a million times before. But we're often so used to a specific technique that we sometimes forget that this can be done in a variety of ways. Ways that can sometimes give us more flexibility when placing or updating artwork, or save us a bit of time.

The main methods of getting Illustrator artwork into Photoshop is by:

- **1.** Pasting artwork, or dragging and dropping it from Illustrator into Photoshop.
- **2.** Placing the artwork using the Place Linked or Place Embedded commands in Photoshop.
- **3.** Using a Creative Cloud Library.

When you paste artwork from Illustrator into Photoshop, you have a few options available. Let's take a look at the most important ones:



- Paste as a Smart Object to embed the artwork in Photoshop, but still having the option of editing the copied artwork in Illustrator. Note that this is a copy of the Illustrator artwork.
- Paste as Layers to convert Illustrator's native artwork into Photoshop

shape layers. Note that this does not support many of Illustrator's object types, including text layers, clipping groups, symbols and many others. Consult the help documentation for details.

• Paste as Pixels to rasterize all content as it is brought into Photoshop.

It's important to note that copying and pasting will only bring in the selected artwork from Illustrator and not the artboard itself (or art from other artboards).

Placing Illustrator files in Photoshop

Placing an Illustrator file (as opposed to pasting) will place the entire document into Photoshop. This means that all artwork in the placed Illustrator document will travel with the Photoshop file (assuming you keep your live links intact). While pasting will only bring in the artwork that was initially selected from Illustrator.

Placing and *embedding* an entire Illustrator document in Photoshop can be very easily achieved:

- **1.** In Photoshop, choose File > Place Embedded.
- 2. Navigate to your Illustrator document and double-click it.
- **3.** From the Place dialog box, choose the artboard you wish to place and confirm.



4. Position the artwork on the canvas and press Enter to confirm.

5. Notice the Smart Object icon of the placed layer.



Additionally, you can also choose to link to the original Illustrator file (exactly the same way InDesign manages placed images). The advantage of placing and linking is that the original Illustrator file can be linked to other documents as well, all linking to the same source.

Placing and *linking* an Illustrator document in Photoshop is just as easy.

- **1.** In Photoshop, choose File > Place Linked.
- 2. Navigate to your Illustrator document and double-click it.
- **3.** From the Place dialog box, choose the artboard you wish to place and confirm.
- 4. Position the artwork on the canvas and press Enter to confirm.
- 5. Notice the linked Smart Object icon of the placed layer.



Additionally, you can convert the linked Smart Object into an embedded one using the Properties panel. And it's even possible to package your work, just like in InDesign. To achieve this, choose File > Package.

Adobe Illustrator CC techniques

Here are a few examples on how to best combine Illustrator with InDesign.

Extracting multiple assets from a design

When you have an Adobe Illustrator file of which you'd like to place multiple, individual assets into Adobe InDesign it's always a good practice to extract them. And since it's not done to copy and paste over logos and other artwork to InDesign all the time, we need to have these assets as separate links for easy management. Here's what you do in Adobe Illustrator.

- **1.** Choose Window > Asset Export
- **2.** Now use any of the following techniques:
 - Select the object you want to export and drag it into the Asset Export panel
 - Select the asset and right-click, then choose Collect for Export > As Single Asset.
 - Select multiple assets (group multiple objects to add them as a single entry) and right-click, then choose Collect for Export > As Multiple Assets.
- 3. Optionally, double click the names of the assets and name them.



- **4.** Change Scale settings, and add extra Scales if needed to configure the output.
- **5.** When done, click the "Export for Screens" button.
- **6.** Set additional options and check all assets that you wish to export at once.

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- 7. Choose "Export Assets" to close and export.
- 8. Optionally, you can also export artwork per artboard instead of object. You can find these options in the "Export for Screens" window.

Working with multiple artboards

I can't stress enough how using multiple artboards can help you with your workflow. Not only does it offer you many advantages when working in Adobe Illustrator alone. You can also use and update these artboards when placing a native .AI document in Adobe Illustrator.

Never forget that an .AI document is basically a PDF file. So when you're using multiple artboards in Adobe Illustrator, you're basically placing a multi-page PDF document in Adobe InDesign. Thanks to multiple artboards, you can place illustrations on separate artboards and later choose which one to place in Adobe InDesign. This is easy because this way you can save a whole series of illustrations in just one file. This makes managing, sharing and updating assets easy. You can even save multiple color versions of a logo in one Illustrator document. For example save a CMYK and a Pantone version of the same logo, but on a separate artboard. Here is how you place a multi-artboard Illustrator document in Adobe InDesign:

- **1.** In Adobe InDesign, choose File > Place.
- **2.** Select the .Al file you wish to place and make sure import options are active before placing.
- **3.** From the Import Options dialog box, choose the appropriate page and set the cropping options (if needed).

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- 4. Place the graphic.
- **5.** Notice that it is not really possible to switch PDF pages after the file has been placed. So in order to replace the graphic with a different page from the same file, select the graphic first and go through the same steps to replace the graphic.

6. Notice that the links panel will show you which page was placed.

Changing to a different artboard after placing

- 1. Select the placed graphic.
- Choose File > Place and select the same Illustrator file, make sure "Show Import Options" is still activated.
- 3. Choose a different artboard and choose OK to place.

4. Alternatively, you can relink the file using the Links panel.

Advantages of placing as Artboards in InDesign

- It's very easy to view and choose the artboard you want during placing in InDesign.
- The "Crop to" option during placing allows you to either place the artwork or use the artboard as a bounding box (e.g. as padding around a logo or icon).
- The Links panel in InDesign will always show you the artboard# as well.
- Updating any of the artboards in Illustrator by directly editing the artwork, adding/removing/renaming artboards will not confuse InDesign when updating.
- Artboards are a great way to organize your artwork in Illustrator and even enables:
 - The ability to save every artboard as a separate AI file.
 - The ability to export to various files, using the artboard names as file names.
 - The ability to nest a specific artboard into another Illustrator file.
 - The ability to place a specific artboard into a Photoshop document.

Disadvantages of placing as Artboards in InDesign

- You can't see the artboard names when placing in InDesign or Photoshop.
- Changing to a different artboard in InDesign requires you to re-place the original file. Which is not the greatest experience.

Advantages of overriding AI layers in InDesign

- You can see the name of the Illustrator layers while placing.
- Changing to a different layer can be easily done from within InDesign.
- Since layers are often used during the design process of artwork in Illustrator anyway, there are often no extra steps required to make the file "InDesign-ready".

Disadvantages of overriding AI layers in InDesign

- You can only access the top-level layers from InDesign, no sub-layers.
- Altering the layer structure of an Illustrator document after placing in InDesign (with overwritten layers) will cause your file to reset in InDesign. This happens when you change layer order, add, rename or remove a layer in Illustrator.

This means that you sometimes unknowingly introduce problems in InDesign.

E.g.: you have an Illustrator file with a layer called "blue" and a layer called "green" and place that file in InDesign with only the blue layer visible. You then add a layer called "red" in Illustrator and save the file. Upon returning to InDesign you'll be greeted with a message that explains that the layer structure has changed since placing the file, and so InDesign will revert the file back to the original layers.

This is exactly why I used logos in this exercise for layers, since those don't tend to change once created.

Placing a cloud document

Creative Cloud allows you to save Photoshop and Illustrator documents as a cloud file, as opposed to a local file on your hard drive or server. This means your documnet will leave no traces on your hard drive and will be saved in

the Creative Cloud storage as either a PSDC or AIC document, respectfully.

Saving documents as cloud documents, as opposed to local documents, comes with a few advantages. It gives you the ability to share the design with others, allowing them to comment and annotate the file directly, or save multiple versions of the same document.

In addition to this, you can also place cloud documents into other apps. While this functionality is still being further developed by Adobe at the time of writin this handout, there are already a few possibilities available. To place a Photoshop cloud document in Illustrator, follow these steps:

- **1.** In Photoshop, open the file you wish to save as a cloud document.
- 2. Choose File > Save As, and when prompted, choose Save To Creative Cloud.

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- **3.** Name the file and confirm. Notice the cloud icon next to the file name, clearly showing this is a cloud document.
- 4. Return to Illustrator.

- **5.** Choose File > Place.
- 6. From the Place dialog box, click Open Cloud Document.
- **7.** Illustrator will display all of the Photoshop cloud documents curently saved in the cloud or shared with you via others.



- **8.** Select the file(s) you wish to place.
- **9.** At the bottom of the screen, choose whether you wish to embed or link the cloud documents.
- 10. Click Place to import the documents.
- 11. From the Place options, choose your desired settings.



12. Notice how the file is clearly listed as a cloud document from the Links panel.



Using Creative Cloud Libraries

Creative Cloud Libraries open up the Adobe eco-system by offering a way of passing different asset types from one app to another. And the system can be defined by the following three differentiators:

1. Interoperability: The libraries are not just limited to Photoshop, InDesign or Illustrator alone, they are available within every Creative Cloud application (even Microsoft Office 365!). They also give you the ability to link assets to multiple projects across multiple apps to a single source of truth.

E.g., you can link Illustrator artwork to a Photoshop document for a web banner, to an InDesign document for a magazine, to Adobe XD for a UX project and to Premiere Pro for a video project, all at the same time. And updating the asset will update all those projects.

- 2. Asset types: "Why should my company invest in yet another cloud solution? We already use Dropbox (SharePoint, Google Drive, or others)." This is a common question asked by Adobe customers. The answer is that any other cloud storage provider only offers the ability of storing regular files like JPG, PSD, AI, INDD and others. While a Creative Cloud Library is specifically designed to host design assets which do not have a dedicated file format. How do you save a paragraph style as a separate file? You can't ... How do you save a Photoshop layer style as a separate style? You can't ... This is the unique differentiator for Creative Cloud Libraries.
- **3. Collaboration:** Another differentiator when choosing between saving and placing local assets in PS, IL or ID versus a Creative Cloud Library is the fact that you can share the library with other users. This means you can create a "curated" library of design assets for your marketing

department, a freelancer, or a team member that only holds the content you have made available. Either as a read-only or full access file. This avoids your IT department giving server access to externals, or you having to send large quantities of data.

Linking live text via CC Libraries

Since Oct 2017 it is possible to save text from InDesign into a CC Library as a live text element instead of a formatted graphic. The main advantage to this is that the text is stored as live text and not as a graphic.

If you save a text frame as a graphic (instead of live text), it's not possible to maintain a live link between the text frame an your InDesign projects. It's an interesting technique that allows you to place multiple instances of the same text frame in one or multiple InDesign documents and then update the text in all of them at the same time. And because Adobe Illustrator and InDesign share the same text engine, you can even reuse the text in either programs. Do keep in mind that maintaining a live link to text is an InDesign feature which is not available when using Adobe Illustrator (though there are workarounds that work but aren't very user friendly).

How to use a text element using Adobe InDesign:

- 1. Create a text frame and add text to it.
- 2. Drag and drop the text frame into the CC Libraries panel to save it as a Text element. Alternatively, select it and click the plus icon, then choose Text



3. To reuse the element in Adobe InDesign, drag and drop the element onto your InDesign document. It's also possible to place the text element unlinked or without formatting. Right-click the element from the CC Libraries panel and choose the appropriate option for this.



4. To reuse the element in Adobe Illustrator, drag and drop the element onto your Illustrator document. Notice that a live link is not supported

for text elements in Adobe Illustrator. So linked edits aren't possible.

5. Double click the text element from the CC Libraries panel to edit the text using the original application (InDesign or Illustrator).

Keep in mind that while text can be linked to the CC Library when using Adobe InDesign, the text frame itself is not linked. This means that you can always update the linked text contents but the text frame itself will remain unchanged after the update (allowing custom formatting).

Also keep in mind that many text features in Adobe InDesign aren't supported in Adobe Illustrator e.g. tables or custom stroke styles. These will be "numbed down" to their Illustrator equivalents or will disappear altogether.

Saving grahics in a CC Library

The easiest way to add anythinig to a Creative Cloud Library is by selecting it and then dragging and dropping it into the Libraries panel.

You can find the Libraries panel in Photoshop and Illustrator by choosing Window > Libraries. And in InDesign by choosing Window > CC Libraries.

Dragging and dropping artwork from Illustrator or Photoshop will save and embed a copy of the artwork into the library. However, InDesign is a bit more specific as it saves all content in the library as an InDesign snippet. This is fine for native artwork like text and vector shapes. But since images are placed and linked into InDesign, it will only store the low-resolution preview in the library instead of the full-resolution graphic.

Saving images into a library will give you a different result depending on the application you're using.

• When you drag placed images from InDesign into the Libraries panel to save and re-use them in another InDesign document they'll be used as InDesign Snippets. And these will still reference the original location of the placed image (offline local link). If the original referenced image isn't available when reusing the asset, a missing link will occur.

• When you drag images from Photoshop or Illustrator into the Libraries panel and then use them in InDesign they'll be linked as online assets. So the actual image itself is stored in the library, not just the link to it on your HD.

Saving text styles

You can save your Character- and Paragraph styles in a library in Adobe InDesign. Saving your styles can be done in 2 ways:

• Put your text cursor in the text that is using the style and then click the "Paragraph style" button in the libraries panel.



• You can also add it directly to the library while creating the style.

Clicking the style in the libraries panel will apply it and copy it to the libraries panel. Do keep in mind that the style is copied over to the new document when applying it and there is no live link. This means that changes to the style will not be applied to the library nor to other documents where the same style was used.

Careful when saving Paragraph Styles from Adobe InDesign into a CC Library

Some applications, like Photoshop, only have the ability to use Character Styles via the libraries panel. And even though Photoshop does have a Paragraph Styles panel, it can only use Character Styles from the Libraries panel. This means that when you want to reuse your text styles in Photoshop, you need to create a Character style instead. The same counts for the video apps like Premiere Pro or After Effects.

Saving colors

Saving colors is just as easy as everything else. Note that libraries support both individual colors and color themes e.g., from Adobe InDesign or Adobe Capture CC - the mobile app.

Clicking a saved color will add this color as a swatch to an Adobe InDesign document, but won't in Photoshop or Illustrator where it will only apply the color instead. It's important to learn these differences when managing branded assets in multiple programs.

Careful when saving colors into a CC Library

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Libraries support RGB, hex and CMYK colors. But remember that colors are added the way they were built. Hover over a library color to see the name of the color, its hex value, and then the original color values (which sometimes can be a bit confusing.)

In this InDesign example, the gray color was originally CMYK but was

converted to RGB so it could be used in a Publish Online project. And though the original name of the swatch is still implying it's a CMYK swatch, it actually isn't. Notice the actual RGB color values at the bottom of the yellow pop-up.

Updating assets via Creative Cloud applications

When you drag an item from the library to your page or artboard remember to keep an eye out for that little library icon. This means the asset is linked and can be updated globally across multiple applications and documents.

This icon can appear in Adobe InDesign where you'd usually see the link icon when using images.



And it can also be seen in the Links panel itself. Make sure that you're online and you see this library icon when printing or exporting to hires PDF from Adobe InDesign.



Notice that you can also place unlinked copies of the same graphic in

most design applications. Hold down the Alt (Option) key while placing the image from the library, or alternatively you can right-click and choose "Place Copy" instead of "Place Linked".

Updating CC assets

- For colors, you can right-click the swatch in the CC Library and choose "Edit". Note that this will only update the CC Library item and not the document(s) in which it was used since there is no live link.
- You can double-click InDesign snippets to edit and update it in InDesign and save it back into the CC Library. Note that this will only update the CC Library item and not the document(s) in which it was used since there is no live link.
- Text styles need to be recreated and added to the library after which you then manually delete the old asset. You can do this by dragging the item to the panel trash icon.
- When you have saved images and vector shapes from Adobe Illustrator or Adobe Photoshop you can double-click the asset in the libraries panel to open the original. When you then edit and save the asset it will overwrite the original and update all linked instances in all applications and documents.

Replacing CC assets

Replacing assets is similar to updating assets but not entirely:

- For colors, text styles and InDesign snippets, see above.
- Using either the Links panel in Adobe InDesign or Illustrator, or rightclicking a layer in Adobe Photoshop – you have the option to replace the item with a library graphic. When doing so the program will give you the option to choose a different asset from the libraries panel as a replacement.



Transferring swatches from Photoshop and Illustrator to Adobe InDesign

There's another way for copying Photoshop and Illustrator swatches to Adobe InDesign, without even using CC Libraries. For this we can use an ASE file which stands for Adobe Swatch Exchange. These files can be used in multiple CC applications, and even Adobe Bridge can preview them.

However, there are limitations. You cannot share the following types of swatches between applications: patterns, gradients, mixed inks and tints, and the Registration swatch from Illustrator or InDesign; and book color references, HSB, XYZ, duotone, monitorRGB, opacity, total ink, and webRGB swatches from Photoshop. These types of swatches are automatically excluded when you save swatches as an ASE file..

- To save an ASE file from Illustrator, click the Swatches panel menu and choose "Save Swatch Library as ASE".
- To save an ASE file from Photoshop, click the Swatches panel menu and choose "Save Swatches for Exchange".
- To load an ASE file into InDesign, click the Swatches panel and choose Load Swatches. Then select the ASE file to use.



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