



# Creating EPUB books with Adobe InDesign

Two-Day Course

Windows and Macintosh

## Course Overview:

In this course, you will learn about EPUB documents including: structuring an Adobe InDesign file for EPUB export, modifying text and images, editing EPUB files, preparing an EPUB file for an eReader device and distributing an eBook.

NOTE: Working knowledge and experience with Adobe InDesign at the advanced level is a prerequisite for this course. Knowledge of HTML and CSS is an asset.

## Course Content:

### Overview of EPUB documents

- Understanding EPUB formats
- Overview of the EPUB work flow
- Features of EPUB versions 2 and 3
- Items which can (or cannot) be included in an Adobe InDesign file
- Proofing an EPUB file using ADE
- Overview of HTML and CSS
- Editing EPUB source files
- Adding Metadata to an Adobe InDesign file
- Adding Alt tags to images in Adobe InDesign
- Mapping Microsoft Word styles to Adobe InDesign

### Exporting and Validating EPUB files from InDesign

- Choosing EPUB export options for layout
- Previewing EPUBs
- Validating EPUB files

### Editing EPUB files

- Accessing component files of EPUBs
- Identifying areas of an EPUB
- Choosing an EPUB Editor
- Creating and editing a Table of Contents
- Adding page and chapter breaks
- Adding accessibility features for assistive technology devices
- Adding formatting requirements for eReaders such as Apple and Kindle

### Exporting and EPUB distribution

- Readers that support EPUBs
- Obtaining an International Standard Book Number (ISBN)

### Preparing and Modifying Adobe InDesign Content for EPUBs

- Overview of the key features of Adobe InDesign for EPUBs
- Document settings for EPUBs
- Alternate layout features in Adobe CS6
- EPUB upgrades in Adobe CS6
- Creating a navigational TOC and chapter breaks
- Using the Articles Panel to improve text flow
- Working with anchored objects
- Tweaking text and images for optimum export to EPUBs
- Applying and mapping paragraph and character styles to CSS tags
- Converting vector graphics for export