

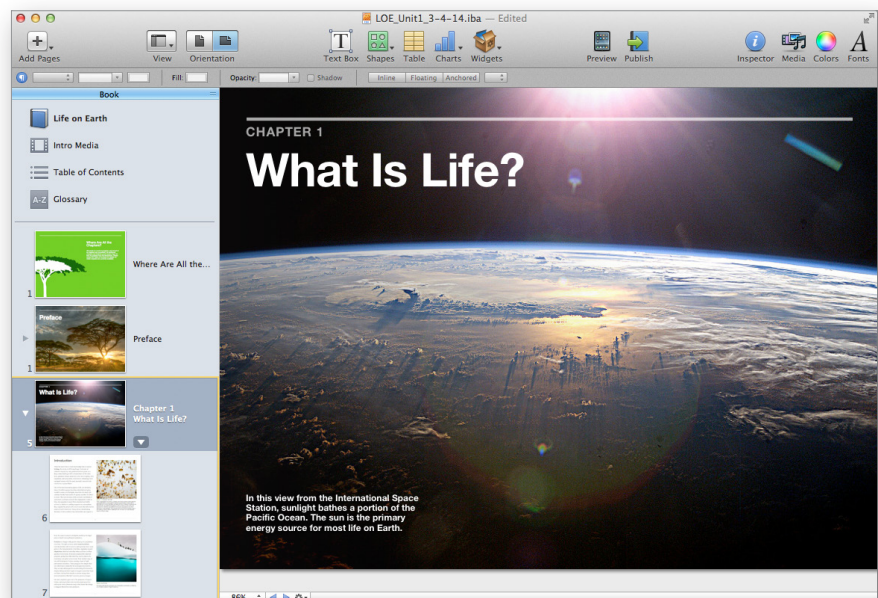


iBooks Author

Getting Started

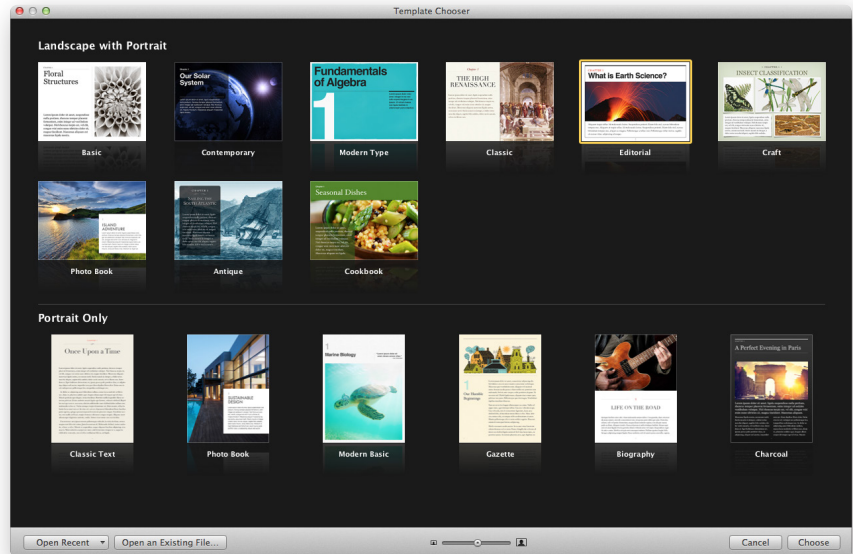
Welcome to iBooks Author, a great way to create gorgeous, interactive Multi-Touch books for iPad and Mac. Start with beautiful Apple-designed templates that include a choice of amazing page layouts, then customize them with your own text and images. Use Multi-Touch widgets to add interactivity with stunning photo galleries, movies, Keynote animations, 3D objects, and more. Preview your book on an iPad or Mac at any time, and easily publish it to the iBooks Store or just share it with others.

This document will help you get started creating your first book using iBooks Author.



Get started quickly with templates

To start creating your book, choose one of the beautiful Apple-designed templates. All templates include a set of coordinated fonts, colours, and textures that you can customize, as well as placeholder text and images you can easily replace with your own. Each template also contains predesigned page layouts you can add to your book, including new chapters, sections, text pages, dedications, and forewords.



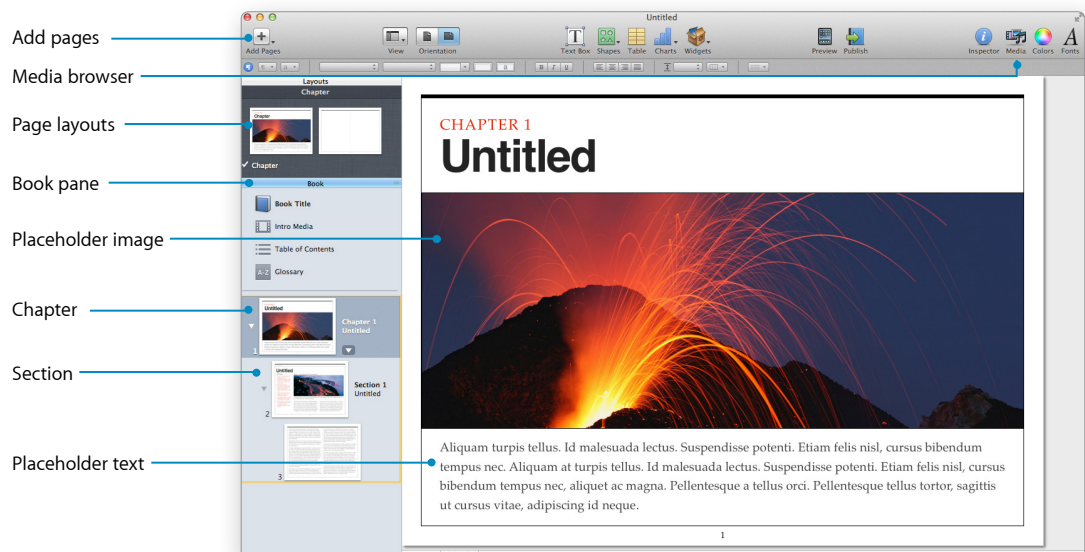
Selecting a template

The Template Chooser includes a number of templates to get you started. Select the one you want and click Choose.

To get back to the Template Chooser from within iBooks Author, choose File > New from Template Chooser.

Customizing your book

It's easy to add your own content. Just replace the placeholder text and images with your own, and use the Book pane to organize your book and layouts.



- Click the Add Pages button in the toolbar to add new chapters, sections, and page layouts to your book. You can also add Microsoft Word or Pages documents by dragging them to the Book pane.
- Easily navigate your book using the Book pane, and reorganize it by dragging chapters or sections. Collapse and expand chapter thumbnails to focus on any part you like. The table of contents updates automatically as you reorganize your book.
- Replace a template's placeholder content for perfectly formatted text and images. To replace the placeholder text with your own, simply click and type. iBooks Author maintains the template's text style, so it always looks great. You can also drag your own image onto a placeholder image to replace it, perfectly sized and masked. You can even access your audio files, photos, and movies using the Media Browser right within iBooks Author, keeping all your media just a single click away.

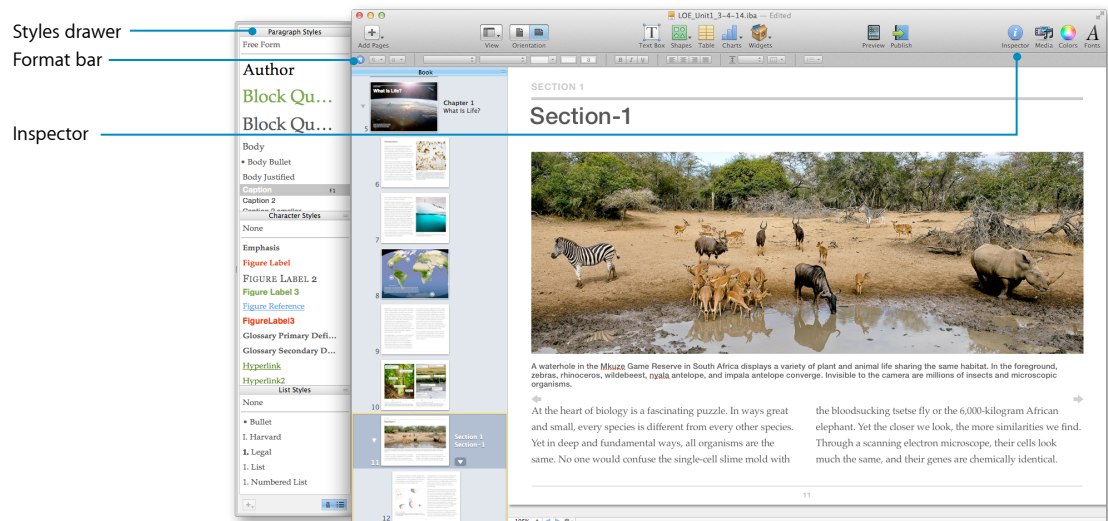
Make your book beautiful

iBooks Author includes easy, yet powerful tools that help you make every page look stunning.

Create great-looking text with styles

Styles are great for formatting text.

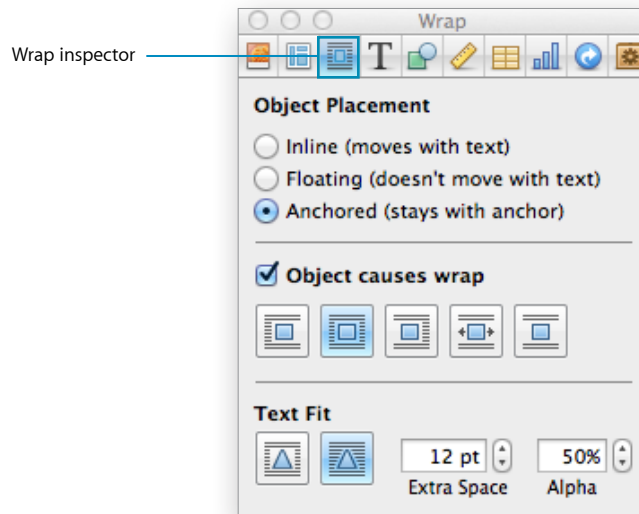
- Use the paragraph, character, and list styles included in each template to make the text consistent and beautiful throughout your book. Click the paragraph and character style buttons in the format bar to apply a style to your text, or open the Styles drawer to add or edit the default styles.
- The table of contents of your book will automatically reference any text that uses the Heading 1 and Heading 2 styles. You can also add other styles you'd like to automatically appear in the table of contents. To add a style to your table of contents, open the TOC tab of the Document inspector.
- Easily import text from a Pages or Microsoft Word document, and make it look great. Just drag a Pages or Word file to the Book pane, choose a page layout from the current template, and apply text styles so your imported chapter matches the rest of your book perfectly—no matter where it was written.



Add beautiful graphic objects

iBooks Author lets you place “objects” on any page in your book. Images, widgets, shapes, text boxes, tables, and charts are all objects. You can drag an object anywhere on the page, and place it perfectly using handy alignment guides. Text wraps beautifully around objects, so you can easily create compelling layouts for your readers to enjoy.

Drag in an image or insert an object by clicking its icon in the toolbar. Then use the format bar or Wrap inspector to determine how an object interacts with the text around it.



When the image or object is placed, it’s either anchored or floating by default. You can change it from one type to another:

Inline objects

Inline objects are embedded in the text flow and move along with the text. Inline objects always appear in both portrait and landscape orientations.

Floating objects

Floating objects don’t move with text. Floating objects are like stones in a river that stay in place as text flows around them. You can drag floating objects anywhere on a page, and layer them with other floating objects. A floating object doesn’t appear in portrait orientation unless you give it a title or a caption.

Anchored objects

Anchored objects stay in one place on a page, along with their markers; when text flow moves the marker to another page, the object keeps its relative position on the new page. Anchored objects will only appear in portrait orientation if you give them a title or caption.

You can also use these tools to determine how text wraps around an object, wrapping closely around the whole object, to one side, or only above and below.

Add interactivity with widgets

Widgets add Multi-Touch magic to your book with interactive galleries, Keynote animations, reviews, and more. Drag your media to add it to a widget, and it appears in your finished book, ready for your readers to explore by tapping, swiping, and pinching.

To add a widget to your book, click the Widgets item in the toolbar and choose a widget.



Gallery

Create an image gallery readers can flick through with just a fingertip. Include a caption for each image and optional image thumbnails for navigation.



Media

Add a movie or audio file to your book. Use the Inspector to trim your media and select the poster frame for a movie.



Review

Include a series of multiple-choice questions for self tests and chapter reviews. Just choose a question type in the Widget inspector, add your text and images, and click to indicate the correct answer.



Keynote

Use Keynote, Apple's cinema-quality presentation app, to create animations and slideshows. Just drag a Keynote presentation onto the widget, and it's ready to go.



Interactive image

Add an image with labels for key elements. Add new callouts using the Widget inspector. Customize the label text. Then zoom and position the image the way you'd like it to appear when your reader taps each label.



3D

Add a 3D object to your book, which users can rotate with their fingers.



Scrolling Sidebar

Add content into a scrolling region that's related to the surrounding text, but isn't part of the main text flow. Readers scroll through the region to view the content.



Pop-Over

Add a small overlay that opens when the reader taps a pop-over image that contains text, images, or shapes.

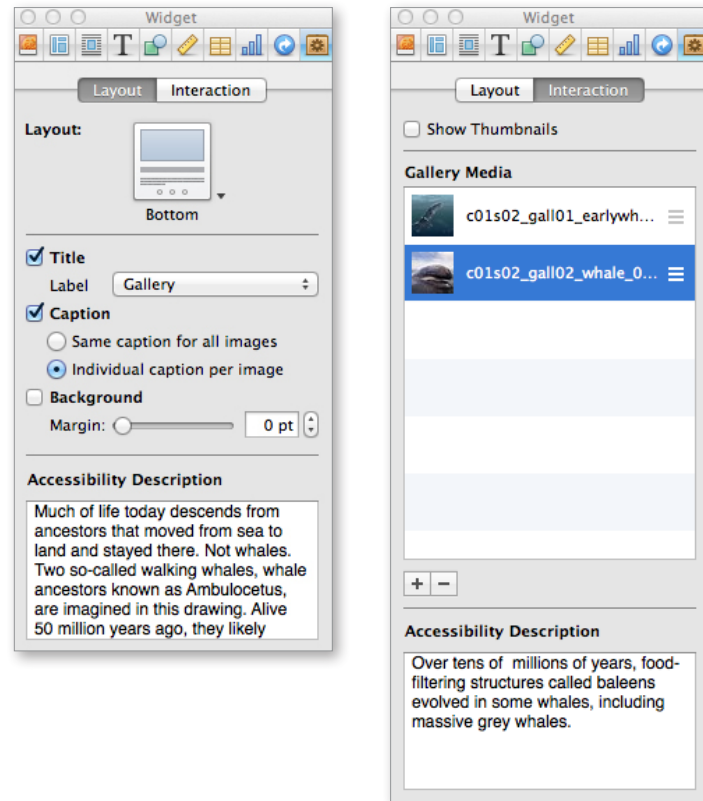


HTML

Create HTML widgets by hand or with a third-party application. Then easily add these widgets to your book alongside the text. Web-based, dynamically updated data keeps examples current.

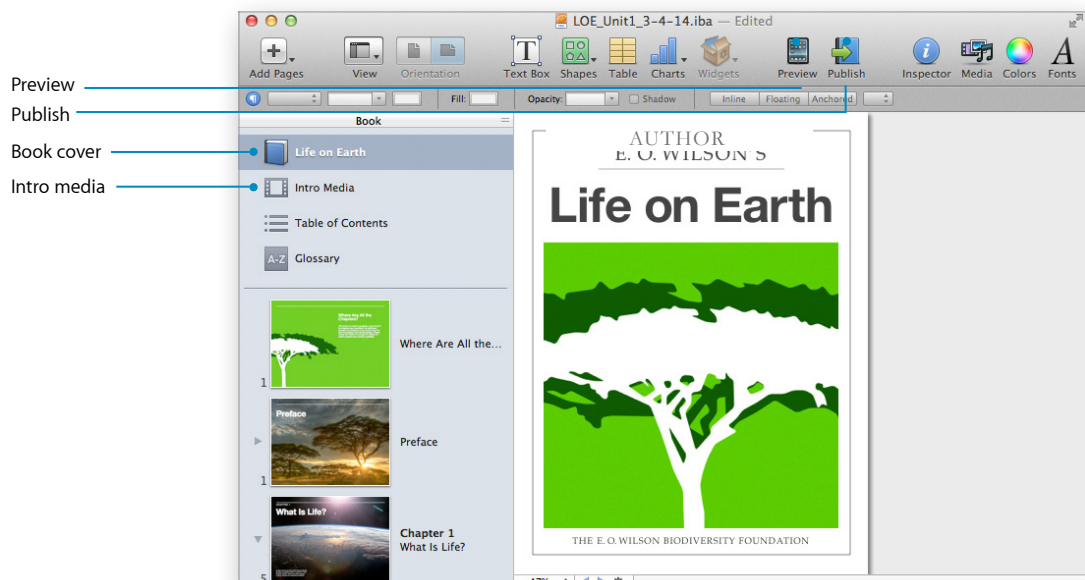
Widget inspector

The Widget inspector contains two tabs, Layout and Interaction, that help you configure your widget and add and reorder elements. This illustration shows the Widget inspector options for a Gallery widget.



Preview and publish your book

iBooks Author includes robust tools that let you see how your finished book will look and feel on an iPad and a Mac, as well as for publishing it for others to read.



Add your cover and intro media

Click the items at the top of the Book pane to add the cover art for your book and optional intro media, such as a movie that will play when the book is first opened.

Preview your book

You can preview your entire book or just a section of it. To preview your whole book, click the Preview button in the toolbar. You can preview your book on your Mac, or you can connect your iPad to your computer, select it from the device list, and click Preview.

Select the device to preview the section on (either your Mac or your connected iPad), and click Preview.

Publish

You can publish your book to sell via the iBooks Store, or easily export it to distribute yourself.

- If you want to sell your book or offer it for free to the public, you can request to make it available for download in the iBooks Store. To do this, simply click the Publish button in the toolbar. Click “Learn more about publishing to the iBooks Store” where you can find links and instructions about how to create an iBooks Store account. Once you are ready to publish, iBooks Author walks you through a step-by-step process to help you submit your book to the iBooks Store for purchase or free download.
- If you aren’t submitting your book to the iBooks Store, you can still create a book file, which you can distribute yourself. To do this, choose Share > Export, and click iBooks. Type a name for the book, choose a place to save it, then click Export. To view your exported book on an iPad, drag it to the iBooks app window, then sync your iPad. For more information, see iTunes Help.

Additional Resources

For more information, see the following resources:

www.apple.com/ca/support/ibooksauthor

<http://www.apple.com/ca/itunes/working-itunes/sell-content/books/>

www.apple.com/ca/support/ios/ibooks

Immersive, interactive, and engaging

Using iBooks Author and your imagination, it’s easy to create and publish beautiful Multi-Touch books for iPad and Mac.