

Publisher 2000 : Microsoft

Guides users through all the essential tools, product features, and design techniques needed to quickly and effectively create a publication, from page design and working with text and type to publishing on paper. Original. (Intermediate).

This book is designed to offer strong advice and training for novice Graphic Arts Professionals delivering completed projects to vendors. Demonstration Software. Project-based instruction. Project data available on dual-platform CD-ROM. Two-color, spiral bound books with four-color illustrations of completed assignments. For all beginners in graphics arts, desktop publishing, and computer design and graphics.

See it Done, Do it Yourself

Microsoft Publisher 2000 : Desktop Publishing Functions

Microsoft Publisher 2000 Level 2

Microsoft Publisher 2000 Level 1

Microsoft Publisher 2000 For Dummies

Sams Teach Yourself Microsoft Publisher 2000 in 24 Hours steps the reader through everything he or she needs to know in order to quickly create a desired publication, while building skills that can be applied in the future to other types of projects. Since Microsoft Publisher comes with hundreds of built-in templates, the focus of this book is not on specific types of projects, but on basic product features and general desktop publishing and design techniques that help the reader use and customize templates for a variety of different types of publications.

Teach Yourself(r) Microsoft(r) Publisher 2000 When you need on-the-spot answers - Teach Yourself! Learn quickly with short, clear steps Find the answers you need easily Explore the Web for related topics * Use Publisher wizards to produce professional-quality business publications in a snap * Create consistent and polished designs with the Design Checker and Design Sets features *

Convert any publication into an effective Web page * Share information between Publisher 2000 and other Office programs * Use the new Pack and Go Wizard to print publications exactly the way you want them

NL-verse

New Perspectives on Microsoft Publisher 2000 -- Introductory

Illustrated Essentials Edition

Quick Course in Microsoft Publisher 2000

This QuickTorial provides a quick introduction for beginning users of Microsoft Publisher 2000. This self-paced, self-instructional guide provides students with all the instruction necessary to become a proficient user of this leading desktop publishing program.

Explains how to use the desktop publishing program to create newsletters, calendars, brochures, Web pages, and mailings

Sams Teach Yourself Microsoft Publisher 2000 in 24 Hours

The Easy Way

Microsoft Publisher 2000 NL quick course

Introductory

All About New CLAiT Using Microsoft Publisher 2000 - Unit 4

Paramedic

This title offers an introduction to creating and editing a publication including how to create Web pages through one project using Microsoft Publisher 2000.

Desktop Publishing Functions

Microsoft Publisher 2000 in 24 uur

Microsoft Publisher 2000 NL

Microsoft Publisher 2000 Step by Step

Microsoft Publisher 2000 Quicktorial

Provides step-by-step instructions for utilizing Microsoft Publisher 2000 to create and publish professional-looking publications in print and on the Web, in black and white or in color. Original. 25,000 first printing. (Intermediate).

Ideal for use as a self-paced training guide or for instructor-led training, this book offers to-the-point tutorials and learning exercises for quickly grasping desktop publishing basics and building proficiency.

Design High-impact Publications

How to Use Microsoft Publisher 2000

Open Learning Guide for Microsoft Publisher 2000

Learn Microsoft Publisher 2000 for the Advanced User

Creating Electronic Mechanicals

Part of the Illustrated Series, this concise text offers a quick, visual, step-by-step approach for learning how to create and enhance a publication using Microsoft Publisher 2000.

Microsoft Publisher is one of the most successful desktop publishing software products on the market and is widely used in both the business as well as home environments with over 5 million users. Stultz focuses on such advanced topics as working with frames; kerning; textures and gradients; using snaps; using special symbols; working with scanners and cameras; and including mathematical equations.

Module 1

Introduction to Microsoft Publisher 2000

Microsoft Publisher 2000 Companion

Learning Microsoft Publisher 2000

Microsoft Publisher 2000 by Design

Written by a desktop publishing professional, this book not only shows the key features of the software, but also shows how to apply good design principles through several hands-on projects.

Microsoft Publisher 2000 : Desktop Publishing FunctionsLearn Microsoft Publisher 2000 for the Advanced UserRepublic of Texas Press

Illustrated Introductory

Microsoft Publisher 2000 Bible

Microsoft Publisher 2000 at a Glance

All About CLAiT Plus Using Microsoft Publisher 2000 - Unit 4

Microsoft Publisher 2000 for Windows

Part of the New Perspectives Series, this text offers a case-based, problem-solving approach to learning Microsoft Publisher 2000 skills.

With quick, visual solutions to day-to-day software problems, this book givesreaders a fast, easy, visual way to solve problems and get work done with thelatest version of Microsoft's popular desktop and Web publishing program.

Microsoft Publisher 2000 Quick Source Reference Guide

Teach Yourself? Microsoft? Publisher 2000

Essential Concepts and Techniques

Microsoft Publisher 2000

Easy Microsoft Publisher 2000

Demonstrates Publisher's capabilities while exploring design basics and explaining how to add graphics and charts to documents, create customized mass mailings, publish on the Web, and take full advantage of the built-in wizards

Create Newsletters, Brochures, Web Pages, and More! Creating high-quality publications right on your own PC is easier than you think-with a little help from Microsoft Publisher 2000 For Dummies. Straightforward explanations, illustrations, and tips guide you through the ins and outs of desktop publishing. You'll discover how scanned images, clip-art graphics, and distinctive typefaces

can make your print documents and Web pages come alive in no time-without spending a lot of money. Inside, find helpful advice on how to: Choose the perfect fonts and design elements for any project Design custom layouts for newsletters, brochures, stationary, and much more Drop in images from Publisher's clip-art gallery-or use your own pictures Turn any document into a Web page in a

few simple steps Use hyperlinks, textures, and colors to build better Web sites Create and maintain a consistent image for your small business Unleash the time-saving capabilities of Publisher's powerful PageWizards Get money-saving tips on service bureaus, paper options, and printing Integrate Publisher with other Microsoft Office 2000 applications for even greater productivity

Getting Started With-- Microsoft Publisher 2000 for Windows