

## ***Frehand Illustrator Guide***

Explores the photo-management software and explains how to use it for tasks including creating online galleries and electronic greeting cards, adding photographs to e-mail, and putting together slideshows.

"This project built, the Manners Matrix Guide, a Web based interactive guide to a tool that Manners Matrix (MM) uses to assess bullying and school climate issues present in schools and school districts. The guide gives potential customers insight into how MM services can benefit schools and school districts and improve the morale of teachers, staff, students, parents, and bus drivers. The guide uses Macromedia Flash to build web pages to display media components. These media components include video built with Camtasia Studio, a program that captures screen images and saves them as video files, and graphic images built with Macromedia Freehand; a drawing program similar to CorelDraw and Adobe Illustrator. The guide will be used as an interactive tutorial to MM's assessment tool, allowing customers to learn about the MM assessment tool, its features, and the data that can be attained from it, without disclosing any confidential proprietary information. Users can read about the information and then see some aspects of the assessment tool and results."--Author's abstract.

Sketching Tips and Tricks Drawn from Art

The Easy, All-in-One Guide to Those Inside Secrets for Better Image-Making

Urban Sketching and Concept Drawing for Designers

Everybody's Complete and Practical Guide

You held off on moving to Mac OS X until your bread-and-butter applications made the jump, and now you're thinking of moving up to Tiger. This book is especially geared toward designers who've become comfortable working under Mac OS X and are ready now to make the Tiger transition. Designer and prepress pro Jeff Gamet focuses on the Mac OS X Tiger features that matter most to illustrators, designers, and other graphic professionals. He explains not only how things work in Mac OS X Tiger, but how Tiger enables users to work efficiently and effectively. In chapters devoted to fonts, printing, PDF, color management, networking, the Mac's built-in design tools, and much more, readers will learn how to: \* Solve the nitty-gritty issues designers confront daily \* Improve production workflow and avoid common problems \* Optimize, maintain, and secure your network, whether you work in a complex office environment or a small graphics studio

Drawing on the MacintoshA Non-artist's Guide to MacDraw, Illustrator, FreeHand, and Many OthersMcGraw-Hill Professional Publishing

Illustrator CC

The Complete Guide to Digital Type

### **An Interactive Web Guide to Manners Matrix**

500 Digital Illustration Hints, Tips, and Techniques is the ideal introduction to this popular subject.

The book guides the reader from the basics of digital illustration through to more advanced techniques, with detailed sections on the most commonly-used software programs, including Photoshop, Painter, Illustrator, Flash, Cinema 4D, and 3D Studio. This accessible, yet comprehensive handbook covers all the essential technical considerations of digital illustration, such as file formatting and setting up a document, as well as the creative aspects of working with colors, textures, special effects, and more.

The book is packed with inspiring images covering a wide range of different illustration styles, and with its colorful blend of step-by-step tutorials, quick fixes, and bullet-point tips it is the perfect antidote to boring technical manuals.

Public art commissions--how to find them, how to get them. \* First-hand advice from experienced public artists \* Written by an artist for artists \* Includes expert information on public art law Learn how to find, apply for, compete for, and win a public art commission. First-hand interviews with experienced public artists and arts administrators provide in-the-trenches advice and insight, and a chapter on public art law, written by Barbara Hoffman, the country's leading public art law attorney, answers questions about this complex area. Packed with details on working with contracts, conflict, controversy, communities, committees, and more, The Artist's Guide to Public Art shows artists the way to cut through the red tape and win commissions that are rewarding both financially and artistically.

Xtravaganza!

Adobe Photoshop Album for Windows

500 Digital Illustration Hints, Tips, and Techniques

Illustrator CS5 for Windows and Macintosh

Chapters of the book are organized by the Xtra function (such as Transition, Graphic Effects, Video and Sound, etc.). Each chapter begins with its own quick-reference table of contents that graphically shows the Xtras covered in the chapter, the Macromedia products to which they apply, the type of Xtra, and the platforms supported. Each chapter continues with an explanation of the nature and essential vocabulary for the data types and functions covered in the chapter, and then describes what Xtras are available, what they do, how to use them, and how to evaluate and buy them. It also offers in-depth case studies of Xtras in use. This is one resource multimedia developers and authors cant be without

This step-by-step guide to digital typographic design covers font history, terminology, manipulation, and getting the most out of industry-standard software, as well as looking at the relationship between the art and science of typographic design.

Freehand Drawing and Discovery

Creative Use of Typography in the Digital Arts

Illustrations

Straight To The Point - Dreamweaver CS4

*Creating stylish sketches by hand is easy and fun with this inspiring guide. Freehand breaks down basic drawing techniques into bite-sized chunks, and reveals their practical application in dazzling examples by today's coolest artists. Over 200 innovative works of art demonstrate all the fundamentals—line, tone, composition, texture, and more—and are presented alongside friendly text explaining the simple techniques used to achieve each stylish effect. The final section of the book offers aspiring artists essential reference materials to hone their drafting skills and practice what they've learned. Petite in size but comprehensive in scope, this hip handbook will teach artists of all skill levels how to find their personal drawing style and start making amazing sketches.*

*InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.*

*A Practical Guide to Graphics Reporting*

*MacUser*

*For new users and professionals*

*How to Find and Win Commissions*

Describes the process of creating computer art, offers advice on working with graphics programs, shows how to use clip art, and looks at six graphics programs

person to prepare illustration copy at a pre-professional level-copy that is, however, often usable for routine purposes-and/or to communicate better with graphics specialists who will prepare the final illustrations. The skills necessary to take the final step of producing finished camera-ready illustrations are, unfortunately, based very much on actual hands-on experience and are thus beyond the ability of this or any other book to instill satisfactory competence in. Illustrations should also prove to be a highly useful reference work for professional illustrators. The wide variety of training and work experiences by which they have acquired their skills may not have provided full acquaintance with all of the exceptionally diverse kinds of information to be found here. There are, moreover, few disciplines whose practitioners cannot profit from an invigorating refresher course. After nearly seven years of work, then, I am pleased to put forward a book with many answers pertaining to the proper selection and preparation of informational illustrations. All such questions and their actual solutions, however, must remain up to you, the inquiring and attentive reader.

*The Artist's Guide to Public Art*

*Visual QuickStart Guide*

*Drawing on the Macintosh*

*Designer's Guide to Mac OS X Tiger*

Features access to video tutorials! Designed to help architects, planners, and landscape architects use freehand sketching to quickly and creatively generate design concepts, *Freehand Drawing and Discovery* uses an array of cross-

disciplinary examples to help readers develop their drawing skills. Taking a "both/and" approach, this book provides step-by-step guidance on drawing tools and techniques and offers practical suggestions on how to use these skills in conjunction with digital tools on real-world projects. Illustrated with nearly 300 full color drawings, the book includes a series of video demonstrations that reinforces the sketching techniques.

Confused by ActionScript? Want to get to grips with creating interactive graphics and animation in Flash quickly?

Whether you are a new user or a professional illustrator, designer or animator experienced in other animation and effects packages, this highly visual, color book will be all you need to get you up and running with the latest powerful upgrade - Flash MX 2004. Birgitta Hosea uses tried and tested material based on her teaching, breaking down the software into its main components and providing lots of screenshots and simple step-by-step instructions. This encourages you to get the most out of the programme and fully develop your skills, whilst allowing those with particular needs to 'jump ahead'. The structure and style, influenced by her commercial and creative expertise, allows you either as a student or professional to dip in and out according to the needs of your specific projects, but also allows the exploration of the programmes capability when you have more time. It is a generalist, accessible, visual and a truly introductory guide, written from the perspective of a designer with a thorough coverage of the basic features of Flash MX 2004, without going too in-depth into coding with ActionScript. Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design. Her experience ranges from designing idents and promotional materials to working as an Art Director on pop promos and short films.

Focal Easy Guide to Macromedia Flash 8

A Non-artist's Guide to MacDraw, Illustrator, FreeHand, and Many Others

The Corporate Software Guide

PC Mag

**There's no more comprehensive and invaluable guide to the use and control of color in digital photography, and print, Web, and multimedia design. This volume brings a fresh perspective to common color problems, explaining exactly how we see color, what the differences are between human and camera perception, and how to work with a color wheel. There's a full discussion of display issues, including monitor calibration and resolution, color palettes, and consistency across varying platforms, operating systems, and software. A skills "toolkit" provides a detailed look at both computer hardware and image-editing software, and a hands-on workshop provides lessons in adjusting skin tones,**

retouching and restoring archived photos, and dealing with landscapes, fashion, still lifes, and more.

If you need to get to grips fast with creating interactive graphics and animation in Flash - then look no further! Whether you are a new user or a professional, this highly visual book is all you need to get up and running with the latest powerful upgrade - Macromedia Flash 8. Birgitta Hosea breaks down the software into its main components and offers simple, visual step-by-step instructions to explain the fundamental practical techniques you need to create finished projects. The accessible style and structure lets you dip in and out when working on a project, or work straight through to explore more of the program's capabilities and develop your skills. Written by a designer for designers The Focal Easy Guide to Macromedia Flash 8 offers a thorough coverage of the basic features of Flash, without going into in-depth coding with ActionScript. Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design. Her experience ranges from designing moving branding to art directing pop promos and short films. A Volume in The Focal Easy Guide Series. The Focal Easy Guide series: . Starting working with new software immediately regardless of your level . Achieve professional results, learn practical skills from industry experts . Focused, user-friendly coverage of the key tools you need to know  
Freehand

**Focal Easy Guide to Flash MX 2004**

**Complete Guide to Digital Color Correction**

**Illustrator Draftsman 3 & 2**

*A Practical Guide to Graphics Reporting explains all of the most important skills and theoretical considerations for creating diagrams, charts, maps, and other forms of information graphics intended to provide readers with valuable visual and textual news and information. Research and writing skills as they relate to graphics reporting are explained, as well as illustration techniques for maps and diagrams, rules for creating basic charts and diagrams, and the various types of uses for maps in graphics reporting. While other texts related to these topics may address similar skill sets, A Practical*

*Guide to Graphics Reporting* uniquely teaches these skills in the context of journalistic storytelling and visual reporting. Newspapers, magazines, online publications, and various other media employ information graphics reporters. Studying this text in conjunction with instruction in journalistic visual storytelling prepares you to enter this field. This text offers a solid foundation for print and online graphics reporters and helps beginners and professionals alike become better, well-rounded visual communicators. While other texts related to these topics may address similar skill sets, *A Practical Guide to Graphics Reporting* uniquely teaches these skills in the context of journalistic storytelling and visual reporting. Newspapers, magazines, online publications, and various other media employ information graphics reporters. Studying this text in conjunction with instruction in journalistic visual storytelling prepares you to enter this field. This text offers a solid foundation for print and online graphics reporters and helps beginners and professionals alike become better, well-rounded visual communicators.

For almost two decades, the best-selling *Visual QuickStart Guides* by Elaine Weinmann and Peter Lourekas have been the textbooks of choice in classrooms and the go-to tutorial and reference for art and design professionals. This edition includes their trademark features: clear, concise, step-by-step instructions; hundreds of full-color illustrations; screen captures of program features; and supplemental tips and sidebars in every chapter. This fully updated edition for *Illustrator CC* covers the new enhancements and features, including significant upgrades to the interface, new unembed an image, multiple file placement, images in Brushes, and touch type and Free Transform tool. The new and updated *Illustrator CC* features are clearly marked with bright red stars in both the table of contents and main text. Readers can follow the steps in a tutorial fashion, or use the book as a reference guide to individual program features. Many of the key illustrations used in the book are available via Web download for practice by readers.

InfoWorld

*Information Graphics for Print, Web & Broadcast*

*The Essential Sourcebook for Macromedia Xtras*

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.