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KEY=DESIGN - HODGES PAMELA

Photoshop Most Wanted 2 More Effects and Design Tips [Apress](#) * Written by two of the most respected members in the Photoshop community * Beautifully illustrated in full color throughout * Accompanying CD provides all the source files used in the book, plus extra goodies such as bonus tutorials, Actions, Layer Styles, and Colin's video tutorials **After Effects Most Wanted** [Apress](#) So you've got a copy of After Effects and an idea of what this professional motion graphics and effects tools can do...but what can you really do with After Effects? How far can you push it? What are the best effects that you can create? What are the essential skills and techniques that you need to really make your creations stand out? After Effects Most Wanted answers these questions in a refreshing and practical way. Looking at a wide variety of projects, the original artists tell you why, and exactly how they created their masterpieces. The authors, all professionals who use After Effects to make a living, share with you the secrets of their successes and extend beyond that to give you the reasons why they did things the way that they did. Moreover, the accompanying CD has their creations available at your fingertips and the simple, step-by-step instructions in the book show you how they created these pieces. The projects covered are diverse, from a thought-provoking work by renowned and controversial artist Simon Tsyko, a work featured by Adobe in their motion gallery, to a television commercial for McDonald's and Coca-Cola by Peter Reynolds. Other authors include: Joost Korngold (www.renascent.nl) and Chris James Hewitt, whose Relocation Ne is the featured work on the BD4D (By Designers For Designers) web site, Christian Darkin, a digital video journalist and author, and Mark Towse, who offers two pieces, one for TV and one for the cinema. Without long, redundant discussions of tools and application packages, After Effects Most Wanted is a book that delivers the techniques, skills, and effects that will let you bring your creations to life. From Photoshop to Dreamweaver 3 Steps to Great Visual Web Design [Apress](#) friends of ED Digit FOUND PHOTOS 6, [Apress](#) Adobe Photoshop has long been the world's most popular digital image editing solution. Version 6.0 has taken it a leap further, with a raft of new and sophisticated functionality, including vector support, layer styles, slice tools for web graphics, and enhanced text-formatting features. It's hard to comprehend just how powerful this package really is. Foundation Photoshop 6.0 has been written by professional working designers who will teach you Photoshop from the ground up—how to master its power and make it work for you. These guys work with Photoshop every day, so they know how to get the very best from it: How to achieve professional results with maximum efficiency and how to create and deliver the truly extraordinary. Here, they employ the Foundation approach to share their knowledge with you: Standalone technique-based chapters that also build up into a professional design project that runs throughout the book. In the final section, where the learning curve gets a bit steeper, the experts reveal the vistas up ahead, and how to make the most of your new skills. What you'll learn This book will give you the essential grounding that you need to become a Photoshop professional. Techniques are taught through step-by-step examples, and consolidated through a real-world model project that you create from idea to final delivery. The skills you will learn include: Navigating the Photoshop 6.0 interface Painting tools Selection, paths, layers, and masks Real-world filters Color theory and print output Web design techniques using ImageReady Who this book is for Designers or aspiring designers wishing to expand their skills with Photoshop 6 Existing users looking for a more in-depth, professional approach Existing users familiar with older versions who want to update their knowledge Motion web designers who want to improve the graphical sophistication of their sites How to Do Everything with Photoshop CS2 [McGraw Hill Professional](#) In this full-color, easy-to-use book, award-winning designer and best-selling author Colin Smith teaches the fundamentals of Photoshop then covers the more advanced features the software has to offer. Learn to use traditional drawing and painting tools ranging from pencils to airbrushes, then discover how to add and manipulate text, retouch photos, create special effects, and more. The techniques professional artists apply to their work are revealed in a special "Behind the Scenes" section. **Computer Arts Photoshop Elements 2 Special Effects** [Wiley](#) * Shows readers how to create high-end, professional effects using Photoshop Elements, which offers most of the features of Photoshop at a fraction of the cost * Features step-by-step instructions for creating amazing special effects like lightning, x-ray illusions, photorealistic objects, "carving" headlines in stone, morphing two faces, and more * Designed for home users and hobbyists, it's written in simple language that enables readers to maximize the program's capabilities quickly and easily * Features a thirty-two page color insert highlighting the most striking effects * CD-ROM includes valuable Elements "toolbox" of layer styles, effects, and gradients **The Hidden Power of Photoshop Elements 2** [Sybex](#) Unlock Photoshop Elements' Awesome Power with Sophisticated Techniques and Original Power Tools Until now, Adobe's Photoshop Elements hasn't been considered powerful or full-featured enough for serious image correction. This is the book that changes that forever, revealing advanced features locked inside Photoshop Elements, ready to be turned loose. All you need are the

techniques found in this book and the author's custom Hidden Power Tools included on the CD--powerful enhancements that unlock key Photoshop features, like curves, channel separations in RGB and CMYK, and masking. Soon you'll do more with Photoshop Elements than you ever thought possible, including: * Radically upgrade the quality of your color results using channels, custom separations, and image luminosity * Alter reality by creating new photo-realistic objects and adding them to existing images * Create dynamic images for the Web using animation and rollovers * Correct and enhance image tone and color with Curves, Color Balance, and custom layer-blending tools * Make complicated masks and advanced selections to easily target your corrections * Create original, scalable line art for logos by harnessing the power of customized vectors See the author's supporting web site at www.hiddenelements.com. 99 Phenomenal Digital Photo Tricks [Apress](#) The British National Bibliography From Photoshop to Dreamweaver 3 Steps to Great Visual Web Design Photoshop 7(R): Tips and Techniques [McGraw Hill Professional](#) 300+ Immediate Solutions from the Pros Improve your use of Photoshop in Web and print design. Prepare and plan for Web page development and print output, then skillfully apply the latest design and production techniques. Perform simple adjustments as well as complex tasks--optimize photographic imagery, build animation, add rollovers, adjust images to achieve perfect skin tones and transparent drop shadows, make appropriate color adjustments, create duotones, and more. Geared toward designers of all levels looking for exciting visual solutions, Photoshop 7 Tips & Techniques demystifies the complicated but enormously powerful features of Photoshop. Inside: Precise, proven techniques--professional-level advice from industry experts Chapter-by-chapter subject indexes--make critical information easier to access Focused information--straightforward explanations for experienced programmers "Use-It" icons--each tip includes instructions for immediate implementation Must-have information--quick and concise solutions that work New Masters of Photoshop Volume 2 [friendsofED](#) * Showcase of the current best graphic work using Photoshop. * A brand-leading flagship book, this is the epitome of "Designer to Designer". * Most advanced Photoshop content available. * Photoshop 8 will be released in early 2004, so users will be looking for up-to-date books. Illustrator CS2 Killer Tips [Peachpit Press](#) Over 300 productivity-enhancing secrets even a lot of pros don't know about Illustrator CS2.; Illustrated, stand-alone tips reveal the hidden features and productivity-enhancing tricks that allow users to accomplish more in less time with Illustrator CS2.; Easy-to-browse format lets users find and apply information instantly!; Includes many tips and techniques that focus on Illustrator CS2's new features: Live trace, Live paint, SVG-T, and much more. Short on theory and long on the pithy tidbits that are often relegated to sidebars and notes in more encyclopedic volumes, this short, sweet, full-color volume offers tips, more tips, and nothing but - in the process providing answers to all users' need-to-know questions about Illustrator CS2. Veteran users will be able to find the info they need about specific Illustrator CS2 issues and features, while first-time users will be able to ramp up fast in the areas that interest them most. Illustrator CS Most Wanted Techniques and Effects [Apress](#) * The author is closely tied to the community; the content and format is produced in direct response to real world experience and feedback from Illustrator users The skill level appeals to both industry professionals and hobbyists looking to hone their skills New Masters of Flash Volume 3 [Apress](#) * Showcase of the current best design and development work using Macromedia Flash MX 2004. * Inspiring visuals through stellar quality production values. * Brand-leading flagship book--this is the epitome of the "Designer to Designer" promise. * Most advanced Flash design content available. * Over 30,000 copies sold of Volume 1. Photoshop Photo Effects Cookbook 61 Easy-to-Follow Recipes for Digital Photographers, Designers, and Artists [Oreilly & Associates Incorporated](#) Presents instructions for a variety of Photoshop CS2 effects, covering such topics as creating graphic art effects, simulating natural phenomena, adding motion blurs, and assembling multi-layered images. Foundation Flash 8 Video [friendsofED](#) Provides instructions on creating interactive Web applications and videos using Flash 8. Books in Print Supplement Photoshop Elements 2 Most Wanted [Apress](#) All the most common and popular uses of Adobe Photoshop Elements 2 have been brought together in one volume. Each section provides a useful guide to techniques, a summary of the tools used and several step-by-step projects to clearly demonstrate each effect. There's also a wealth of tips and tricks to help you get the most out of this latest version of Elements. We've searched forums, looked in magazines, spoken to users and asked the experts at Adobe, to find out exactly what are the Most Wanted ways to use this versatile application. Everyone from enthusiastic amateurs, hobbyist photographers and business users will find invaluable advice about using this amazing image manipulation tool. Whether you are new to digital imaging or have been experimenting for several years, you'll find a wealth of information that you can immediately start putting into practice. Topics covered include: restoring and retouching photos, manipulating and merging images, creating your own artwork, sharing your pictures with others and even creating your own of web pages. On the CD that accompanies the book are all the source files to recreate the examples shown in the book, and a fully functional tryout of the latest version of the software. Photoshop Secrets of the Pros 20 Top Artists and Designers Face Off [John Wiley & Sons](#) "This has to be the most unusual book on Photoshop ever published. A very clever one, too, and a must-have for dedicated Shopoholics." —DingBat Magazine Photoshop Secrets of the Pros is not your typical Photoshop book, laboriously marching you through features, filters, and techniques. This book throws you right into the thick of things, dropping you ringside for a series of digital duels and artistic collaborations. In this groundbreaking guide top artists challenge each other in a series of Photoshop Tennis matches—and you get to peer over their shoulders. You'll watch them put Photoshop through its paces, creating incredible new work under grueling deadlines. You'll see which tools and techniques they use, and how and why they choose them when the clock is ticking and the world is watching. Open up this unique book and: Get caught up in the action: Watch 20 of the world's top digital artists, photographers, and web and print designers compete, mouse to mouse. Eavesdrop on the experts: Enter the artists' heads as they explain each decision they make. Find out how it's done in the real world: See 100 pieces of original art dissected, component by component and technique by technique. Discover pro secrets: Learn how Photoshop's basic tools are used to create fantastic effects in record time. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Art and Design in Photoshop [Taylor & Francis](#) Fancy

designing your own classic and contemporary movie posters, books and magazine covers? Feel like turning your photographs into works by Turner, Matisse and Magritte? Want to create illustrations in the styles of The Simpsons, steampunk and Victorian engravings? Then you need *Art and Design in Photoshop*. In this unique book, acclaimed master of photomontage and visual trickery Steve Caplin shows you how to stretch your creative boundaries. Taking the same tried-and-tested practical approach as his best selling *How to Cheat in Photoshop* titles, Steve's step-by-step instructions recreate a dazzling and diverse array of fabulous design effects. You'll learn how to design everything from wine labels to sushi cartons, from certificates to iPod advertising, from textbooks to pulp fiction. Written by a working pro, the clear guidelines pinpoint exactly what you need to know: how to get slick-looking results with minimum fuss, with a 16-page Photoshop Reference chapter that provides an at-a-glance guide to Photoshop tools and techniques for less experienced users. Steve explains both typography and the design process in a clear, informative and entertaining way. All the images, textures and fonts used in the book are supplied on the accompanying CD-ROM. Imaginative, inspirational and fun to use, this book is a must-have for every creative Photoshop user, both amateur and professional.

The Advertising Concept Book: Think Now, Design Later (Third) [Thames & Hudson](#) The classic guide to creative ideas, strategies, and campaigns in advertising, now in a revised and updated third edition In creative advertising, no amount of glossy presentation will improve a bad idea. That's why this book is dedicated to the first and most important lesson: concept. Structured to provide both a complete course on advertising and a quick reference on specific industry topics, it covers every aspect of the business, from how to write copy and learn the creative process to how agencies work and the different strategies used for all types of media. This edition has been updated to include expanded chapters on interactive advertising and integrative advertising, a new chapter on branded social media, and fifty specially drawn new roughs of key campaigns. Pete Barry outlines simple but fundamental rules about how to "push" an ad to turn it into something exceptional, while exercises throughout help readers assess their own work and that of others. Fifty years' worth of international, award-winning ad campaigns—in the form of over 450 "roughs" specially produced by the author, fifty of which are new to this edition—also reinforce the book's core lesson: that a great idea will last forever.

The Visual Effects Arsenal VFX Solutions for the Independent Filmmaker [Taylor & Francis](#) Build your VFX arsenal with quick-access, step-by-step instruction on how to create today's hottest digital VFX shots. This essential toolkit provides techniques for creating effects seen in movies such as *300*, *Spiderman 3*, *Predator* and others, with lessons on how-to: * splatter blood or digitally lop someone's arm off * create a scene with actors running from an explosion * create the "twin effect" (same actor, same location, 2 performances) * produce space-ship dog fights Organized in a "cookbook" style, this allows you to reference a certain effect in the index and immediately access concise instructions to create that effect. Techniques are demonstrated in each of the most popular software tools- After Effects, Final Cut Studio, Shake, Photoshop, and Combustion are all covered. Brilliant, 4-color presentation provides inspiration and stimulating visual guidance to the lessons presented, while the companion DVD contains project media files enabling you to put concepts learned into immediate practice.

Design Matters An Essential Primer-Brochures, Logos, Packaging, Portfolios [Rockport Publishers](#) The design bar is at an all-time high for those brave enough to participate in the industry. Today's designers must be clear on all the steps necessary to create work that stands out in an increasingly competitive marketplace. Unfortunately, most design books only focus on type, color, and layout issues. The Design Matters series takes a more in-depth approach, allowing designers to learn not only how to create work that is aesthetically appealing, but also strategy-driven and smart. This compilation features the best of the Design Matters series, indispensable guides to design, in one handy volume. Design Matters focuses on developing, creating and implementing brochure designs, logo designs, packaging, and portfolios. The compendium includes all the essential information needed to execute strong designs in concert with beautiful and well-crafted examples, so that designers can successfully hit the mark every time.

Design Matters: Brochures 01 An Essential Primer for Today's Competitive Market [Rockport Publishers](#) The nuts and bolts of effective brochure design. The design bar is at an all-time high for those brave enough to participate in the industry. Today's designers must be clear on all the steps necessary to create work that stands out in an increasingly competitive marketplace. Unfortunately, most design books only focus on type, color, and layout issues. The Design Matters series takes a more in-depth approach, allowing designers to learn not only how to create work that is aesthetically appealing, but also strategy-driven and smart. This book focuses on developing, creating and implementing brochure designs, while others in the series dissect packaging, logos, publications, and letterhead systems. Each book offers all the essential information needed to execute strong designs in concert with beautiful and well-crafted examples, so readers can successfully hit the mark every time.

Photoshop Down & Dirty Tricks for Designers [Pearson Education](#) Adobe Photoshop for Mac and Windows, featuring graphics and graphics design, photo editing, and digital techniques.

Photoshop Type Effects Gone Wild [John Wiley & Sons](#) Words have power. When you can create letters made of mercury, carve your words into stone, or duplicate the look of the one-of-a-kind type from a famous logo, the power is all yours. So let's jump right in and put your product name on that very familiar soup can . . . create a network news splash screen . . . personalize car tires . . . etch your message into a bar of soap. Wonderfully entertaining techniques, that will take your current Photoshop skills to the wild side! Launch your own cereal box with a logo, splashy image, and text Rock on — develop a band logo that can be stamped on a CD, or create a video game jewel case Design text and logos with popular sci-fi looks Create a tattoo that appears to be embedded under the skin Get the word out — advertise on a blimp or put your message into a movie-themed poster The bonus CD-ROM includes all the photos, starting images, and supplementary files needed for each tutorial

The Non-Designer's Photoshop Book [Peachpit Press](#) Many designers and photographers own the entire suite of Adobe creative products, but they manage to learn only one or two of the applications really well. This new addition to the popular Non-Designer's books from best-selling authors Robin Williams and John Tollett uses a series of individual exercises to teach image-editing tasks in Adobe Photoshop CS5.5 specifically to designers, who need to enhance their photos for use in brochures, advertising, Flickr, Facebook,

websites, and so on. In this fun, full-color, straight-forward guide to Photoshop CS5.5, you'll learn: Basic photo editing, such as how to smooth out wrinkles, remove blemishes, lose a little weight, clean up dust and scratches, brighten and sharpen the image, delete people, remove or add space in the middle of a photo, and more How to further manipulate and enhance images with filters and effects How to draw and paint with customized brushes, and how to colorize a black-and-white image All about layers and how to take advantage of them How and when to use paths, layer masks, and clipping masks to increase your editing capabilities How to merge several photos into one panorama, use the Puppet Warp feature, remove lens distortion, and much more Whether you need to improve or edit your photos for your graphic design work or to upload to your Flickr or Facebook account, this book is the easiest path to mastering basic tasks in Photoshop. **Photoshop Down & Dirty Tricks for Designers** [Peachpit Press](#) Corey Barker-Executive Producer of PlanetPhotoshop.com and one of the Photoshop Guys of Photoshop User TV-brings you this completely new set of techniques, tricks, and tutorials in this second volume of the Down & Dirty Tricks for Designers series. Ever wonder how that movie poster was created, or how they created that cool ad in the magazine, or maybe even how to take a seemingly mundane photo and give it the Hollywood treatment? This is the book for you. Whether you are a designer, artist, or even a photographer, there is something here for everyone. Corey starts out discussing the common techniques and resources you'll use over and over again, such as extracting elements from backgrounds, creating and using brushes, and incorporating textures into your work. He then dives deep into dedicated chapters on typography, design effects, special effects, photography and design, and 3D. As you work through these exercises, you will start to see the potential of some of Photoshop's most powerful features and how, with a little experimentation, you can open up a whole new world of dazzling effects. **Flash MX 2004 Games Most Wanted** [Apress](#) * Competitively priced, comprehensively illustrated in full color, with in-depth content featuring the very best techniques for online game design. In keeping with the tradition of the Most Wanted series, plenty of "finished products" are included. Each chapter in this book represents the detailed step-by-step tutorials describing the design and construction of a complete game, ready for the reader to customize or incorporate the principles within their own games. * First Flash MX 2004 title to focus on Flash game design. And, as Flash is relatively simple to learn, this book provides an ideal entry point for aspiring online games developers. * All authors are active web community members and renowned web designers/games developers. They will provide personal technical support for the book direct to the reader via the Friends of ED support forums (<http://friendsofed.infopop.net/2/OpenTopic?a=cfm&s=989094322>). * Covers both Flash MX 2004 and Flash MX Professional 2004. **Design for Motion Fundamentals and Techniques of Motion Design** [Routledge](#) Combining art and design principles with creative storytelling and professional savvy, this book covers everything a serious motion designer needs to make their artistic visions a reality and confidently produce compositions for clients. In this updated second edition of Design for Motion, author Austin Shaw explores the principles of motion design, teaching readers how to creatively harness the essential techniques of this diverse and innovative medium to create compelling style frames, design boards, and motion design products. Lessons are augmented by illustrious full-color imagery and practical exercises, allowing you to put the techniques covered into immediate practical context. Industry leaders, pioneers, and rising stars contribute their professional perspectives, share personal stories, and provide visual examples of their work. This second edition also includes updates on the following: Illustration techniques Typography Compositing Visual storytelling Incorporating 3D elements Social/mobile-first design Portfolio and concept development How to develop a distinct personal design style, and much more **Plumb the depths of core motion design fundamentals and harness the essential techniques of this diverse and innovative medium. An accompanying Companion Website (www.routledge.com/cw/shaw) features video tutorials, a student showcase, and more.** **Extreme Photoshop CS** [friendsofED](#) Presents demonstrations and tutorials on a wide variety of illustration styles using Photoshop CS. **After Effects Apprentice** [CRC Press](#) If you're new to After Effects and want to get up to speed quickly, After Effects Apprentice was created just for you. With 11 core lessons plus a fun final project, you'll quickly get into the program and learn how to tap its potential - whether you want to create motion graphics for a network program, your company's video, or your own independent production. In this book, you'll get a professional perspective on the most important features a motion graphics artist needs to learn to use this program effectively. You'll learn to creatively edit and combine layers, animate eye-catching titles, replace a screen on a computer monitor, place a studio shot in anew environment, manipulate 3D space, and use effects to generate excitement or enhance the realism of a scene. Easy to follow step-by-step instructions take you through each technique, including projects that encourage you to express it in your own way. You'll learn more than just the tools; you'll learn skills that you can immediately put to work in your own projects. Topics include how to: * Animate, layer, and composite images and text. * Manipulate keyframes to create more refined animations. * Use masks, mattes, stencils and modes to add depth. * Manage layers to make them easier to coordinate. * Add 3D to your animations. * Use tracking and keying to create special effects. * Includes new CS3 features; Shape layers, the Puppet tool, Brainstorm, and Per-Character 3D Text. DVD contains: All exercise source material and projects in AE7 and CS3, video guided tours, and movies of the finished projects. **VFX Artistry A Visual Tour of How the Studios Create Their Magic** [CRC Press](#) Be inspired by the masters! This visually stunning book showcases the work and creative process of several of today's leading VFX studios. Over 1000 vibrant four color images provide great visual insight as to how the studios start with a concept then arrive at their finished VFX shot. Also included are case studies that delve further into the techniques applied, insight into the production process, and listings of the tools used to create each effect. Among the studios featured are ILM, Pixar, Weta Digital, Sony Pictures and more **Learner-Centered Design of Computing Education Research on Computing for Everyone** [Morgan & Claypool Publishers](#) Computing education is in enormous demand. Many students (both children and adult) are realizing that they will need programming in the future. This book presents the argument that they are not all going to use programming in the same way and for the same purposes. What do we mean when we talk about teaching everyone to program? When we target a broad audience, should we have the same goals as computer science education for

professional software developers? How do we design computing education that works for everyone? This book proposes use of a learner-centered design approach to create computing education for a broad audience. It considers several reasons for teaching computing to everyone and how the different reasons lead to different choices about learning goals and teaching methods. The book reviews the history of the idea that programming isn't just for the professional software developer. It uses research studies on teaching computing in liberal arts programs, to graphic designers, to high school teachers, in order to explore the idea that computer science for everyone requires us to re-think how we teach and what we teach. The conclusion describes how we might create computing education for everyone.

Photoshop 7 Ways to Use Adobe Photoshop Like a Pro: the Beginners Guide to Mastering Photography Editing, Using the Same Techniques As Professional Editors and [CreateSpace](#) Did you ever want to learn how to make your photos stand out? ** Get this book by Amazon Best Selling Author Edward Bailey ** Do you think Photoshop is too complicated for you? If you answered "YES" to both questions, then this book is perfect for you. You can make your photos stand out and you can do it easily. This book will help you realize that the photo-editing processes in Photoshop aren't complicated and you can edit your images like a pro. Whenever we look through magazines or browse some websites, we see photos of high quality. These photos didn't always look perfect. They started as ordinary photos taken by a person who wanted to point something out or to capture some beauty or simply to take a picture of someone else or even themselves. Yes, these photographs were edited. The only reason they look perfect to you is because the photographer or graphic designer wanted to make the focus of the photo stand out or to express his or her creativity. If you ever wondered how amazing it would be to actually make your own images look like that, then this book is the ideal solution for you. The book teaches you how to edit images using the same techniques as professional editors and photographers. People usually get discouraged whenever they hear or read the word "professional." To them, the word immediately indicates a complicated and time-consuming process that they would never be able to understand or even perform. This is, exactly what makes this book different from all other books; the simplicity. Here is what this book will teach you:

- * Various Photoshop art effects - in this part of the book, you will learn how to turn your photo into a painting in 15 easy steps. Moreover, you can turn the photo you capture into a pencil drawing and it can be done in 10 steps. It really is that easy. If you ever wanted to make a comic book with you as the main character (or your friends), this book contains the step by step guide. In 17 simple steps, you can become a comic book character
- * Editing and repairing old photos - you probably have tons of old photos that are slightly damaged. The second part of this book teaches you how to repair damaged photos in 4 steps; (YES! It is that easy), and you can also ADD color to your old black and white photos. You can use these techniques and make a perfect birthday/holiday present for your parents or grandparents
- * Photoshop hacks for graphic designers - in this part, all graphic design enthusiasts can learn how to add a flaming effect to various objects or to add an exploding text effect

Benefits of buying this book:

- * Simple techniques
- * Step by step instructions
- * Versatile content
- * Practical use
- * Brings out your own creativity

Read this book for FREE on Kindle Unlimited - Download Now!" All photo-editing methods in this book are simple and able to be performed by absolutely everyone. Moreover, throughout the book, you will learn how to express your own creativity and you can adjust the values of all settings according to your preferences. Follow the instructions provided in this book and start editing your images like a pro. All that you need to be a pro is your own creativity (which you already have) and Photoshop. Get started. Ready to make the purchase? Simple Scroll to the top of the page and select the Buy Button"

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See a current gallery of the most innovative work done in Photoshop in "Fresh Ideas In Photoshop". This book contains more than 100 case studies--posters, self-promotions, packaging, brochures, fine art and other projects--complete with details from the creators on how they achieved these great effects. [Learning IOS Design A Hands-on Guide for Programmers and Designers Pearson Education](#) Offers information on the iOS design process to create applications for the iPad and iPhone.