

Sam's Teach Yourself Adobe... Review

by **Judy Tetzlaff**

I was quite pleased to have a chance to pick "Sams Teach Yourself Adobe Creative Suite All in One" by author Mordy Golding.

Since we got the Adobe Premium Creative Suite package almost 1½ years ago, I had been afraid to try to figure out how to use any program other than Photoshop CS. I knew from our attendance at the Apple Driven by Design conference in November 2003 that the Creative Suite Programs worked seamlessly with each other, but hadn't tried to use them together.

This book is divided into 3 main sections, each part building to the next section.

Part I: The Creative Suite

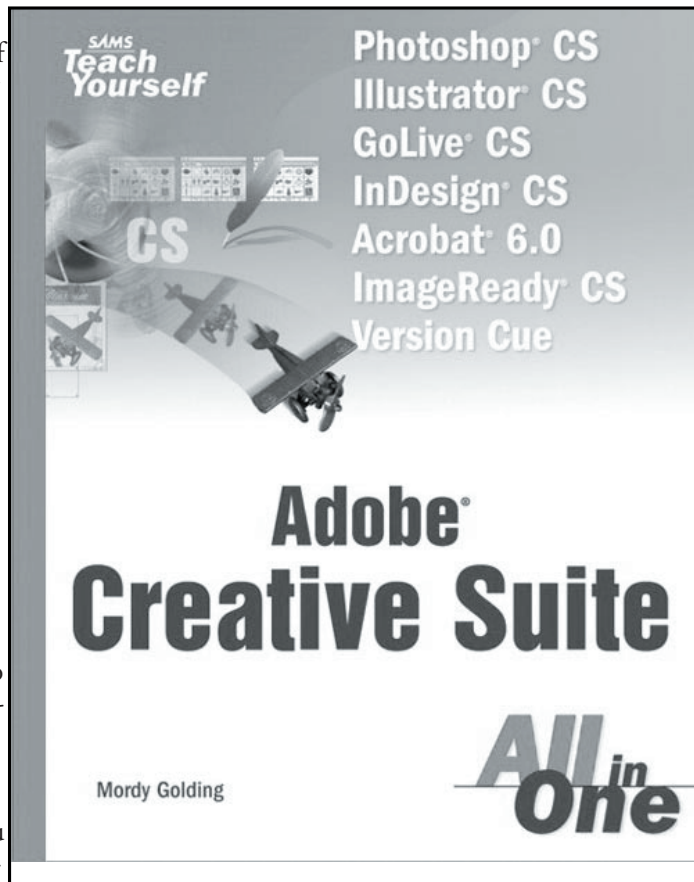
The Creative Suite gives an easy to understand overview of each individual application, and simple explanations of how they work with each other. The author uses good analogies to help you understand how you might use the CS individual applications to their greatest advantage.

There's a saying, "there's more than one way to skin a cat". Well Mordy Golding uses an analogy about a bag of golf clubs to explain how a person can use the different applications to complete a project using Creative Suite applications. Paraphrasing his text "...each golf club is made for a specific purpose. A good golfer knows exactly which club to use in each situation.....Likewise, when using the Adobe Creative Suite, a good designer knows exactly which program to use for a specific task."

He goes on to give examples of when and how to use one application over another, how to develop a workflow, and so on.

By the time that I finished this section, I felt comfortable enough to attempt to learn more about the individual applications.

I've found through experience that if I use an application every day, I tend to remember the commands and the quirks of



the application. The main reason that I hadn't attempted to use all of the other applications in Creative Suite is that I become very frustrated when I don't remember how the commands and tools work in an individual application.

Part II: The Applications

This section covers the individual applications, starting with my favorite Photoshop. Although I use Photoshop almost every single day, what I don't know about Photoshop could fill volumes.

I was quite pleased to read step-by-step instructions beginning with opening files all the way to saving files the correct way in Photoshop.

By now my imagination was whetted for learning about the other applications, so I read on.

Okay, Photoshop seems pretty straightforward, so on to Adobe Image Ready CS.

I knew that I could use the "save for web" feature in Photoshop, but Image Ready is dedicated for web graphics.

"I can do this," I thought. So on to reading chapters on Adobe Illustrator CS, Adobe Indesign CS, Adobe GoLive CS, Adobe Acrobat 6.0 Professional. I skipped Version Cue 'cause I had heard that it was a little buggy.

The coolest feature of this "Teach yourself" format is that there are these very helpful little tips and hints boxes interspersed the text titled "Did you know? - You can double - click on the thumbnail of a type layer to select the text quickly and easily" or "By the Way—If you don't have a selection made, using the gradient tool will result in a gradient that fills the entire layer." to make life easier in all of the application sections. I had several "I didn't know that" moments as I read through this section.

Part III: The Projects

This is the most useful part of this book. I don't know how many times I've read other books (written in doublespeak) that assume that you know how to achieve what they are writing about. But while "Sams Teach Yourself Adobe Creative Suite All in One" doesn't talk down to the user, it does give easy to understand instructions on how to accomplish the integration of Adobe Creative Suite CS applications through the step by step directions in this section.

For example, chapter 14 is titled "Creating an Ad Campaign". Using this chapter to move a project from a simple start with photos to the final PDF is very useful to get a taste of how to use the separate applications together.

You can use this book to get a basic working knowledge of how the applications

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work and then try to move directly to the projects and work through the process.

Some people like to just jump in and try to use the applications. Since I have more knowledge of Photoshop than the other Creative Suite applications, I found myself turning to the second part of the book to look at how individual applications work, but this probably isn't necessary for more experienced users.

It appears that this book is written for folks like me...people who have the Adobe Creative Suite CS software, don't have a lot of experience using it, and really want to learn how to use this very powerful piece of software. I appreciate the easily understood explanations, instructions and projects presented here.

If you don't have a selection made, using the Gradient tool will result in a gradient that fills the entire layer.

By the Way

You can drag your gradient outside of your selection, or even the document window, so that only a portion of the gradient will be applied.

Did you Know?

I was always taught to consider the line screen at which the image will be printing to best determine the radius setting for Unsharp Mask. For a 133-line screen, set your radius to 1.3 pixels. A 200-line screen would get a 2.0 radius setting, and so on. Of course, line screens apply only to images that will be used for print purposes.

Did you Know?

I would highly recommend this book to other TNWoU members who want to crack the surface of Adobe Creative Suite CS.

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*Author Mordy Golding
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