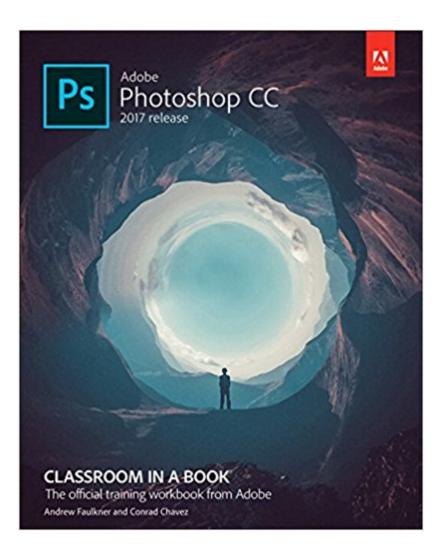


The book was found

Adobe Photoshop CC Classroom In A Book (2017 Release)





Synopsis

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop CC Classroom in a Book (2017 release) from Adobe Press. The 15 project-based lessons in this book show users step-by-step the key techniques for working in Photoshop and how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. Ã Â In addition to learning the key elements of the Photoshop interface, this completely revised CC (2017 release) edition covers features like new and improved search capabilities, Content-Aware Crop, Select and Mask, Face-Aware Liquify, designing with multiple artboards, and much more! Ã Â The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

Book Information

Series: Classroom in a Book Paperback: 400 pages Publisher: Adobe Press; 1 edition (January 1, 2017) Language: English ISBN-10: 0134663454 ISBN-13: 978-0134663456 Product Dimensions: 7.3 x 0.8 x 9 inches Shipping Weight: 1.8 pounds (View shipping rates and policies) Average Customer Review: 4.4 out of 5 stars 52 customer reviews Best Sellers Rank: #2,253 in Books (See Top 100 in Books) #1 inà Â Books > Arts & Photography > Photography & Video > Equipment, Techniques & Reference > Digital Editing #1 inà Â Books > Computers & Technology > Networking & Cloud Computing > Cloud Computing #1 inà Â Books > Textbooks > Humanities > Visual Arts > Photography

Customer Reviews

Andrew Faulkner is the founder and creative guru at Afstudio Design with 20+ years in providing design and photo-illustration services to a long list of corporate clients. His work with Adobe Systems started in 1994, when they invited him to help develop the first Adobe Classroom in a

Book. Andrew has co-authored numerous editions of the Classroom in a Book series on Photoshop, After Effects, and Flash. In addition to his graphic design work, he is a veteran Photoshop-jockey, and his digital collage illustration work has been featured in The Wall Street Journal, The New York Times, The LA Times, and The Washington Post. His recent digital painting work can be seen online at www.andrew-faulkner.com. When Andrew's not at the studio, you can probably find him hunting down rare vinyl at one of the Bay Areaââ ¬â,,¢s vintage record stores. à Conrad Chavez has provided education, training, and support for digital-media applications for over 20 years, originally contributing countless pages to the user guides for print, Web, and digital video products at Aldus Corporation and Adobe Systems Inc. Now a freelance writer and editor, Conrad creates books and videos that teach Adobe Photoshop and Adobe Creative Cloud workflows. His work includes the last three editions of Real World Adobe Photoshop for Photographers and the video Color Management for Photographers and Designers. He also writes articles for publications including CreativePro.com, InDesign Magazine, and Peachpit.com. To learn more about Conradââ ¬â,,¢s work and photography, please see www.conradchavez.com.

I found it demoralizing that every lesson in this books starts with the words, "This lesson will take about an hour to complete." Have they ever tested this claim on real people? For example, in one single lesson -- I'm looking at Chapter 5 -- you will learn: (1.) how to retouch peoples' faces, make their eyes look bigger, turn a frown into a smile, banish red-eye, and adjust other facial features, (2.) how to create bokeh or the appearance of motion in a photo by fine-tuning the various types of "blur" available in the filters menu, (3.) how to stitch together multiple photos to create a panorama, and then fill in the blank spaces with "content-aware" imagery generated by Photoshop, (4.) how to crop and straighten images, and again, fill in the blank areas with context-sensitive content, (5.) how to correct distortion caused by short-angle lenses and fix other lens-related issues, (6.) how to take two photos with different depths of field, then line them up and merge them into one photo so that everything is in focus from back to front, (7.) how to turn a small group of ducks into a flock of ducks, or a few flowers into a field of flowers, by learning to "seamlessly" move, copy, rotate, and resize individual parts of a photo, (8.) how to combine a photo of a train taken at one angle with a photo of a bridge taken at another angle, and use the perspective tools to make it look like the train is actually coming right over the bridge at you... It's all great stuff, and 100% worth your while to learn, but name one person on this earth who could learn all that in an hour, including completing all the steps with the lesson files. The Adobe Classroom books are expensive, but not compared to the cost of a CC subscription that you don't use. If you are the kind of person who can sit down and plow

through a book from beginning to end, there is nothing better. Except for the unrealistic time estimates, the books were obviously written by people with real experience in pedagogy, with one lesson building on the next, no missing steps, and lots of little forays into advanced topics so you know what you might want to explore further. DON'T buy this book if you aren't going to download the lesson files and do the lessons, because the book is about those files and those lessons. Believe me, reading about how to use vector-drawing tools to trace a photo and create a reusable logo from it is very different from actually creating the paths, subtracting one path from another, converting the paths into shapes, turning shapes into assets, saving color schemes along with your assets, and all the rest. Not for the faint of heart. Good luck.

great class

I use this book for the Photoshop class that I teach. Good and worthy update to a solid edition.

This book was in great condition. I'm getting ready to use this for a course I've enrolled in. I have used classroom in a Book before. I love them. Worth the money! Quick delivery, too!

Love!

Well written, good examples, and logical, easy to follow lessons help the reader to learn to use the software. I also find myself going back and looking at specific examples when I am faced with a challenge. I very much enjoy this series of books!

If any of you have tried to self learn Photoshop, good luck. I attended a class and was treated like moron. My way of learning a product is usually a hacker's approach. I try this button and that button. I try every option and then see the work a rounds but that does not work with Photoshop. Then I bought this book and it was create. You can go to any lesson as you need to. It is simple well written and easy to learn. I threw away the other book I bought. I bought because it was like the class I took it first wanted to explain what a pixel was. PLEASE!!!

Good book, Quick delivery.

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