

## Applescripting Adobe Indesign Cs5 And Cs5 5

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Illustrator CS5 choose Adobe Illustrator CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 15 project-based lessons in this book show readers step-by-step the key techniques for working in Illustrator CS5. Readers learn how to create vector artwork for virtually any project and across multiple media: print, websites, interactive projects, and video. In addition to learning the key elements of the Illustrator interface, they'll learn how to integrate their artwork with Adobe Flash movies, Adobe InDesign layouts, and Adobe Flash Catalyst software to add interaction to their designs. This completely revised CS5 edition covers new perspective drawing tools, variable-width watercolor strokes, multiple artboards with video-specific presets, the new realistic Bristle brush and Shape Builder tool, and the ability to maintain consistent raster effects across media. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training. Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Make your Web pages stand out above the noise with JavaScript and the expert instruction in this much-anticipated update to the bestselling JavaScript Bible. With renowned JavaScript expert Danny Goodman at your side, you'll get a thorough grounding in JavaScript basics, see how it fits with current Web browsers, and find all the soup-to-nuts detail you'll need. Whether you're a veteran programmer or just starting out, this is the JavaScript book Web developers turn to again and again. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Master Photoshop CS5 project-by-project! Using a celebrated combination of real world examples, step-by-step projects and professional advice, two internationally recognized authors and Adobe Photoshop Ambassadors guide you through this powerful software package so you can start creating your own works of art in no time. Broken into three parts to form a structured, self-study guide, Photoshop CS5: Essential Skills covers all the foundation skills to get you going, and then more advanced techniques to truly hone your image editing skills. A complete section of step-by-step imaging projects helps you practice your skills and learn how to create professional quality images. . Over 12 hours of high-definition movie tutorials . Full resolution project images in Raw, TIFF and JPEG file formats . Multilayered Image Files . More than 100 royalty-free stock images . Presets and Actions to fast-track your workflow

With the Adobe Creative Suite 6 release, Adobe has transformed InDesign into a layout program not only just for print, but also for the web and for tablet devices like the iPad. ADOBE INDESIGN CS6 INTERACTIVE: DIGITAL PUBLISHING FOR THE INTERNET AND THE IPAD is a brand new text that goes the full distance to teach readers how to use InDesign's newest interactive features. Filled with in-depth lessons that teach readers how to create real web sites with video, sound, hyperlinks, animation and complex interactivity, this text gives a hands-on lessons approach to demonstrate the process of registering a URL, purchasing hosting, and uploading files to create a web site. In addition to the web, this revolutionary book teaches readers how to create layouts for the iPad, upload to the iPad, and create unique downloadable apps. Using ADOBE INDESIGN CS6 INTERACTIVE, any designer who is proficient with InDesign can create publications for the entire interactive world to see! The Data Files used to complete the projects found in the book are now available online. For access information please refer to the directions available in the preface of the book. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn InDesign CS6 choose Adobe InDesign CS6 Classroom in a Book from the Adobe Creative Team. The 16 project-based lessons show readers step-by-step the key techniques for working with InDesign CS6. Readers learn what they need to know to create engaging page layouts using InDesign CS6. This completely revised CS6 edition covers the new tools for adding PDF form fields, linking content, and creating alternative layouts for digital publishing. The companion CD includes all the lesson files that readers need to work along with the book. This thorough, self-paced guide to Adobe InDesign CS6 is ideal for beginning users who want to master the key features of this program. Readers who already have some experience with InDesign can improve their skills and learn InDesign's newest features. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the

lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

A guide to the desktop publishing and page layout program covers such topics as working with text, placing graphics, applying and managing color, working with tables, creating an interactive document, and working with other Adobe programs.

What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, *Head First JavaScript Programming* uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces *Head First JavaScript*, which is now out of print.

Sharpen your InDesign skills with this definitive resource created specifically for design professionals who need to lay out, proof, export, and print/publish pages in InDesign CS5. Best-selling authors Olav Martin Kvern, David Blatner, and Bob Bringhurst share their hands-on techniques to help you master InDesign's advanced layout tools. This book is brimming with insightful advice, illustrations, and shortcuts that will have you producing high-quality work in no time. This is the book that experts open to find real answers to their questions about InDesign. In *Real World Adobe InDesign CS5* you'll learn how to: Use the new Layers panel to simplify working in complex documents Optimize your workflow with multiple page sizes and track text changes Learn the best practices for consistent color management Increase efficiency with scripts and other automation features Make your layouts come to life with the new Animation and Media panels for interactive documents Note from the publisher: FREE Adobe InDesign CS5.5 updates are available for this title. Simply register your product at [www.peachpit.com/register](http://www.peachpit.com/register) and you will receive the updates when they become available.

A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original.

Learn how to automate tasks in Adobe InDesign using JavaScript (and ExtendScript) with this guide that covers the fundamentals and beyond. Explore the InDesign Object Model and how to build page objects, style text, manipulate tables and frames. This is the essential guide for anyone who wants to get started with scripting InDesign.

Typography is the foundation of graphic design, and the most effective way to be a better designer is to understand type and use it confidently and creatively. This fully updated third edition is a comprehensive guide to creating professional type with Adobe InDesign. It covers micro and macro typography concepts, from understanding the nuance of a single spacing width to efficiently creating long and complex documents. Packed with visual examples, InDesign expert and acclaimed design instructor Nigel French shows not just how to use InDesign's extensive type features, but why certain approaches are preferable to others, and how to avoid common mistakes. Whether you're creating a single-page flyer or a thousand-page catalog, whether your documents will be printed or viewed on screen, *InDesign Type* is an invaluable resource for getting the most out of InDesign's typographic toolset.

Adobe InDesign CS4, Adobe's page-design component of Creative Suite 4, offers exciting new enhancements to its already powerful tools. Among the exciting features users will find are new Live Preflighting capabilities and seamless integration with Adobe Flash, including direct translation of InDesign pages into SWF files. *Adobe InDesign CS4 for Macintosh and Windows: Visual QuickStart Guide* will highlight the important new features, as well as covering the ones readers have relied on in previous versions of InDesign. Using the task-based, visual approach that readers count on in the *Visual QuickStart Guides*, this volume introduces readers to all aspects of InDesign CS4. Users will learn how to create and automate documents, import and style text and objects, manage long documents, export files for a wide variety of purposes, and much more.

Annotation The definitive InDesign resource allows you to produce great content for print or digital publishing. **InDesign Creative Cloud** is an impressive update. This guide provides our most complete coverage of the new features for intermediate and advanced users, whether they're publishing to an iPad, mobile phone, or traditional print publication. **The book that the Adobe InDesign product team uses for their reference.** **Authors Kvern/Blatner/Bringhurst are 'the InDesign experts.'** All are visible and extremely active in the InDesign community. Sharpen your InDesign skills with this definitive resource created specifically for design professionals who need to layout out, proof, export, and publish pages with Adobe InDesign Creative Cloud. Complete coverage of InDesign CC's new features and enhancements includes: improved epub exporting, new font menus, ability to generate and edit high quality QR code graphics, new document dialog box with preview option, and much more. *Real World Adobe InDesign* is brimming with insightful advice, illustrations, and shortcuts that will have you quickly and professionally producing your work in no time. This is the book that experts open to find real answers to their questions about InDesign. It's written in a friendly, visual style that offers accurate information and creative inspiration for intermediate to expert users.

It's widely predicted that mobile phones and tablets will overtake desktop PCs as the most common Web access devices within the next two or three years. Adobe is responding to this dramatic shift by focusing on new tools to develop websites for multiple platforms with HTML, CSS, and JavaScript in Dreamweaver CS5.5. In particular, Dreamweaver engineers have been working closely with the developers of jQuery, the de-facto standard JavaScript framework, to develop jQuery Mobile. This is a new JavaScript/CSS framework designed to create websites and applications that work consistently in all major mobile platforms, including iPhone, Android, BlackBerry, and Symbian (Nokia). This book explores in depth the integration of jQuery Mobile in Dreamweaver, together with other new features aimed at building websites that work across multiple devices. Using a series of practical examples, the book will show how to optimize an existing website for display in desktops, tablets, and mobile phones, using CSS media queries. Readers will also learn how to create a dedicated mobile site using jQuery Mobile. Although Dreamweaver will generate much of the necessary code automatically, the book will explain the structure of jQuery Mobile websites and web applications, so that developers can go beyond the basics to add custom functionality and design features. The book will also utilize the core jQuery framework, demonstrating how the new jQuery code hinting in Dreamweaver CS5.5 speeds up the development process for experienced developers and acts as a learning aid for those new to jQuery. Readers will learn how to convert a jQuery Mobile web application into a native app (that can be loaded on an iPhone or Android device) using PhoneGap, another open source framework.

This is the eBook version of the printed book. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop CS5 choose Adobe Photoshop CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 14 project-based lessons in this book show readers step-by-step the key techniques for working in Photoshop CS5. In addition to learning the key elements of the Photoshop interface, this completely revised CS5 edition shows readers how to edit images with precise selection control, correct a wide range of lens-based errors, interactively transform their images with the new Puppet Warp tool, and easily remove or replace image elements with the new Content-Aware Fill mode. The book also covers new powerful painting effects to artistically enhance images and shows how to combine multiple exposures into a single HDR image. For the first time, the companion DVD will feature, in addition to the lesson files, 2 hours of free video tutorials from Learn Adobe Photoshop CS5 by Video by Adobe Press and video2brain, a great added value! "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." –Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training. Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Apple's definitive guide to the powerful AppleScript scripting language, this book provides essential information for Macintosh power users and programmers who want to use AppleScript to write new scripts, modify existing scripts, or write scriptable applications.

Adobe Scripting Your Visual Blueprint for Scripting in Photoshop and Illustrator Visual

Book Design Made Simple gives DIY authors, small presses, and graphic designers—novices and experts alike—the power to design their own books. It's the first comprehensive book of its kind, explaining every step from installing Adobe InDesign right through to sending the files to press. For those who want to design their own books but have little idea how to proceed, Book Design Made Simple is a semester of book design instruction plus a publishing class rolled into one. Let two experts guide you through the process with easy step-by-step instructions, resulting in a professional-looking top-quality book.

Start building ePub books NOW with this guide from bestselling HTML author Elizabeth Castro. Author Elizabeth Castro has sold more than three quarters of a million books on HTML.

Fly higher in your Creative Cloud Adobe Creative Cloud makes the most popular tools used by designers, photographers, and other creative professionals accessible in a single place. Adobe Creative Cloud All-in-One For Dummies is the ultimate one-stop reference guide for how to use them all. Whatever gets your creative juices flowing, you'll find the in-depth guidance required to deliver the results you want, from polishing-up photos and images to creating illustrations and designs. And once your assets are just how you want them, you can pick up best practices for managing and publishing via the amazing Adobe Bridge. Written by pro designers for those getting started with this powerful set of tools, this book gives you an overview of Creative Cloud and step-by-step coverage of the major applications—InDesign, Illustrator, Photoshop, Acrobat Pro, and Adobe XD, and Adobe Bridge—in seven mini-books that take you from the basics to more advanced topics. You'll also discover how to get your work noticed by building personal galleries and displaying your creative wares. Find the essentials on the top tools in Adobe Creative Cloud Build and enhance your design skills Protect your documents with Acrobat Pro Get the most out of each program with insider tips Whatever your skill level and project needs, you'll find the essentials you need to demystify these complex programs and the knowledge to make your work shine even more brightly through the Cloud!

You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS5.5: The Missing Manual, you'll move from the basics to power-user tools

with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

Need answers quickly? OS X Mavericks on Demand provides those answers in a visual step-by-step format. We will show you exactly what to do through lots of full color illustrations and easy-to-follow instructions. Inside the Book Find and preview everything you need with Spotlight Master the OS X Mavericks user interface and file management Use the App Store and full-screen apps for maximum efficiency Explore the Internet with Safari and send e-mail with Mail Manage and play digital music with iTunes and iPhone, iPad, or iPod Chat online instantly with Messages and FaceTime Manage and share your schedule with Calendar Send files wirelessly to anyone around you with AirDrop Keep your files synced to iCloud and backed up with Time Machine Automatically save document changes as you work with Auto Save Use multi-touch gestures and keyboard shortcuts to save time Post content straight to Facebook, Twitter, Flickr, or Vimeo Use Microsoft Windows along with Mavericks Numbered Steps guide you through each task See Also points you to related information in the book Did You Know? alerts you to tips and techniques Illustrations with matching steps Tasks are presented on one or two pages Bonus Online Content Register your book at [queondemand.com](http://queondemand.com) to gain access to: Workshops and related files Keyboard shortcuts Visit the author site: [perspection.com](http://perspection.com) Designers or other creative professionals who create digital documents are always looking for ways to make their products more appealing to the user. One way of doing that is to increase reader engagement by building interactive animated effects into their designs. Creating Animations in Adobe InDesign One Step at a Time teaches the reader not only how to add animation to their InDesign documents (via step-by-step exercises) but also helps the reader to choose among the various digital format options for export— ePub (concentrating on the new Fixed-Layout variety), DPS , and PDF. Clear explanations and plenty of full-color graphics will guide the reader through the potentially confusing digital publishing landscape. Adding animated effects in InDesign documents is a field set to grow. The practice was given a big push in the 2014 release of the Adobe Creative Cloud, when InDesign introduced the new Fixed-Layout EPUB export format. EPUBS exported in this format preserve the layout of the InDesign document, and can include animated effects as well as media, such as audio and video. Fixed-Layout EPUB has gathered a large following in a short time for a number of reasons. They allow ePubs such as children's books to display fun animations to enhance the child's reading experience. They provide businesses a way to create all the interactivity of PDF documents PLUS animations not supported by PDFs. They are a viable replacement for Single Edition DPS folios which Adobe longer supports. The book will cover over two hundred different effects you can create using the animation features of InDesign. These include animations that don't appear in the regular animation controls. Each chapter will have four or more exercises that the reader can follow along. The chapter exercises will start very basic and then work up. So the last exercise in each chapter will take more time than the first. This means someone can go through the book doing only the easy exercises in each chapter and come back later to get more involved. Some of the exercises will use basic shapes. Other exercises will use more advanced artwork. All the artwork, including the basic shapes, will be available for download by the reader so they can follow along with the exercises. In addition, the finished artwork for each exercise will also be provided to allow the readers to see how the animation is supposed to work. Written a longtime publishing expert, the book thoroughly covers the theory and best practices for creating animations in InDesign CC.

Discover the power of XML publishing with InDesign, and create content for multiple applications—including digital-first publishing workflows. With this book, XML evangelist Dorothy Hoskins teaches you several techniques for working with the built-in XML capabilities of InDesign CS6, using real examples from a college course-catalog project. Learn how to import database content into InDesign, and tag existing InDesign content as XML for export to other applications. InDesign also lets you apply attractive styling to XML content that can't be done with XSL-FO. Through step-by-step instructions, code examples, and lots of screen shots, you'll discover how using XML with InDesign increases the value of your content. Get an overview of structured (XML) content Learn InDesign's XML import options, including XML image information Mingle XML and non-XML content in a text flow Use InDesign as an XML "skin" by making templates with new style definitions Put content in "XML order" for export to EPUB, with InDesign CS5.5 and CS6 Dive into advanced topics, such as how to transform XML with XSL Understand InDesign's potential and limitations with complex content models such as DocBook and DITA

The latest, greatest update to the bestseller, providing the quick and easy way to get up to speed with the latest release of Adobe Photoshop. This is the book that hundreds of thousands of Photoshop users have turned to again and again for easy-to-understand, practical advice. In best-selling author and premier Photoshop guru Deke McClelland reveals his own techniques for quick and creative image editing, along with specific tips that Photoshop veterans can use to take advantage of the software's new features. In this book, Photoshop pros can discover tricks they can try out right away, while Photoshop novices can find ready-to-use instructions so that they can become productive quickly.

800x600 Step-by-step instructions with callouts to iMac images that show you exactly what to do. Help when you run into hardware or operating system problems or limitations. Tips and Notes to help you get the most from your iMac. Full-color, step-by-step tasks walk you through getting and keeping your iMac working just the way you want. The tasks include: Managing, arranging, and tagging your files Staying informed and productive with Notification Center Creating and navigating virtual workspaces in Mission Control Opening and organizing apps with Launchpad Accessing network devices and resources Activating and using iCloud services Communicating online with email, instant messaging, and video Keeping appointments with Calendar and Reminders Planning trips and checking traffic with Maps Keeping up-to-date with friends and family via Twitter and Facebook Downloading and enjoying music, movies, books, and more Sharing purchases with your family Challenging your friends to games with Game Center Working seamlessly with iOS Devices with Handoff and AirDrop Protecting and securing your system and data Expanding your system with peripheral devices Troubleshooting common system problems

Author note: In Adobe InDesign CS6, the changes to InDesign's scripting DOM are absolutely minimal. Therefore, the information in this title is valid and up to date for CS6. Updated: August 2010. Author Peter Kahrel updated this Short Cut to cover InDesign CS5. InDesign provides a powerful set of tools for producing beautiful documents. While you can certainly do all your work by hand through InDesign's graphical interface, there are many times when it's much easier to write a script. Once you've automated a task,

you can run it over the whole document, ensuring consistency, or just when you need it, simplifying and speeding your layout process. All it takes is a bit of JavaScript knowledge and a willingness to explore InDesign's programming features.

Photoshop CC is truly amazing, but it can also be overwhelming if you're just getting started. This book makes learning Photoshop as easy as possible by explaining things in a friendly, conversational style—without technical jargon. After a thorough introduction to the program, you'll delve deep into Photoshop's secrets with expert tips and practical editing advice you can use every day. The important stuff you need to know: Learn your way around. Take a tour of Photoshop's workspace and learn how to customize it. Unlock the magic. Use layers, masks, and Smart Objects to safely edit your images. Perfect your photos. Learn techniques for cropping, color-correcting, retouching, and combining photos. Master color. Drain, change, and add color; create gorgeous black-and-whites, partial-color effects, and duotones. Be artistic. Create illustrations, paintings, and pro-level text; use filters effectively, edit video, and create 3D art. Share your work. Produce great-looking images for print, presentations, and the Web. Work smarter and faster. Automate common chores and install plug-ins for complex tasks.

This official training guide from Adobe will teach readers all they need to know to create rich interactive experiences with Flash Catalyst CS5, Adobe's exciting new interaction design tool. Flash Catalyst CS5 lets designers create real Adobe Flash and Adobe AIR applications without having to learn ActionScript. Using step-by-step instructions in projects that progressively build skills, readers of this Classroom in a Book will learn how to prepare and import artwork from applications such as Adobe Photoshop and Fireworks into Catalyst, and then add interactive functionality in a familiar interface and with tools that are intuitive to use. Readers will learn how libraries let them organize and reuse assets, how to use layers to view and control objects, how to work with pages and states to create interactive components, how to add transitions and action sequences, and how to work with video and sound. Readers will also learn to incorporate Flash files from other applications and use Flash Builder to extend their projects' functionality. The companion CD provides users with all the sample files they need to complete all the projects. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Note from the publisher: FREE Adobe Flash Catalyst CS5.5 updates are available for this title. Simply register your product at [www.peachpit.com/register](http://www.peachpit.com/register) and you will receive the updates when they become available.

Adobe InDesign CS5 is designed for users who are keen to learn how to produce high quality and attractive publications when using this powerful page layout software.

\* Written by New York graphic design professional Chandler McWilliams, this is the first book about Adobe Photoshop and Illustrator design scripting on the market \* Discusses scripting procedures and techniques for Photoshop and Illustrator using JavaScript \* Explains how to automate tasks such as linking graphics to a database, transforming images, and performing batch processes \* Features more than 500 fully annotated screenshots, expanded introductions, and tips with real-life examples \* CD-ROM contains code examples, a fully searchable version of the book, and sample Combining clear, step-by-step screen shots with minimal text, our five Visual series are the ultimate resources for visual learners, who represent up to forty percent of your customers. Teach Yourself VISUALLY guides help computer users get up to speed on a wide range of office productivity, graphics, and Web design software. Offering significantly more coverage than our Simplified series, these books provide real-world tips and illustrate basic and intermediate level techniques using crisp full-color screen shots. Visual Blueprints apply the proven Visual formula to professional-level programming, Web development, and networking tips. Each two-color guide includes self-contained two-page lessons, covering more than 100 key topics, accompanied by practical tips and code samples as well as examples and bonus software on CD-ROM.

A guide to the desktop publishing and page layout program covers manipulation of text and graphics, working with palettes, integrating with Photoshop, and customizing with AppleScript and Visual Basic.

Updated: August 2010. Author Peter Kahrel updated this Short Cut to cover InDesign CS5. Updated: November 2009. Author Peter Kahrel updated this Short Cut to address typos and reader comments. GREP (short for "General Regular-Expression Print") is a powerful tool that lets you use wildcards ("jokers") to search and replace text. InDesign's GREP implementation can be used for text and also for formatting codes, finding patterns in text as well as literal text. GREP moves beyond the restrictions that hampered earlier InDesign search features, but unfortunately it does have the reputation of being d.

This is the first book of its kind that shows you everything you need to know to create or integrate 3D into your designs using Photoshop CS5 Extended. If you are completely new to 3D, you'll find the great tips and tricks in 3D in Photoshop invaluable as you get started. There is also a wealth of detailed technical insight for those who want more. Written by the true experts - Adobe's own 3D team - and with contributions from some of the best and brightest digital artists working today, this reference guide will help you to create a comprehensive workflow that suits your specific needs. Along the way, you'll pick up troubleshooting tips and advice from the industry experts and you'll be inspired by many examples of full color, original works of 3D art. If you're already using Photoshop for your digital art and want to learn how to incorporate your 3D components into one workflow, you'll discover new ways of working with Photoshop that you probably never knew existed. Find out how to quickly generate beautiful 3D extrusions from text layers, selections and more. Brush up on your painting, texture creation and editing skills, and learn how to composite 3D to 2D scenes. You'll also discover the secrets to creating Lenticular images. It's all here in this comprehensive guide - the next best thing to sitting side-by-side with an Adobe expert while you create 3D magic.

"InDesign for QuarkXPress Users" is the only book on the market that shows experienced graphic designers how to use InDesign from a QuarkXPress user's perspective. Using an easy-to-read and easy-to-digest style, this unique title focuses on common tasks, giving users quick solutions rather than bogging them down with lengthy theory.

Ready to take your ebooks to the next level with EPUB 3? This concise guide includes best practices and advice to help you navigate the format's wide range of technologies and functionality. EPUB 3 is set to turn electronic publishing on its head with rich multimedia reading experiences and scripted interactivity, but this specification can be daunting to learn. This book provides you with a solid foundation. Written by people involved in the development of this specification, EPUB 3 Best Practices includes chapters that cover unique aspects of the EPUB publishing process, such as technology, content creation, and distribution. Get a comprehensive survey of accessible production features Learn new global language-support features, including right-to-left page progressions Embed content with EPUB 3's new multimedia elements Make your content dynamic through scripting and interactive elements Work with publication and distribution metadata Create synchronized text and audio playback in reading systems Learn techniques for fixed and adaptive layouts

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You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With *Flash CS6: The Missing Manual*, you'll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

Master the latest version of Flash with this revised edition of a perennial bestseller *Flash* enables you to create animations and can also be used to build an interactive, multimedia Web site. Completely enhanced and revised, this must-have reference covers everything you need to know to learn and master the latest version of Flash. Top Flash trainer and author Todd Perkins provides you with unparalleled comprehensive coverage of tips, tricks, and techniques that you won't find in any other resource. The reader-friendly format will appeal to both the novice as well as the accomplished professional and everyone in between. Serves as a comprehensive reference on all the latest updates and enhancements to the newest version of Flash Professional Appeals to both novice and experienced Flash developers and functions as their guide to the capabilities and possibilities of the new Flash Written by an experienced Adobe Flash instructor who is adept at making difficult topics easy to understand Includes a CD-ROM that features trial software, add-ons, plug-ins, shareware, templates, and examples *Flash CS5 Professional Bible* is an ideal resource to go from learning to mastering the latest version of Flash in a flash!

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