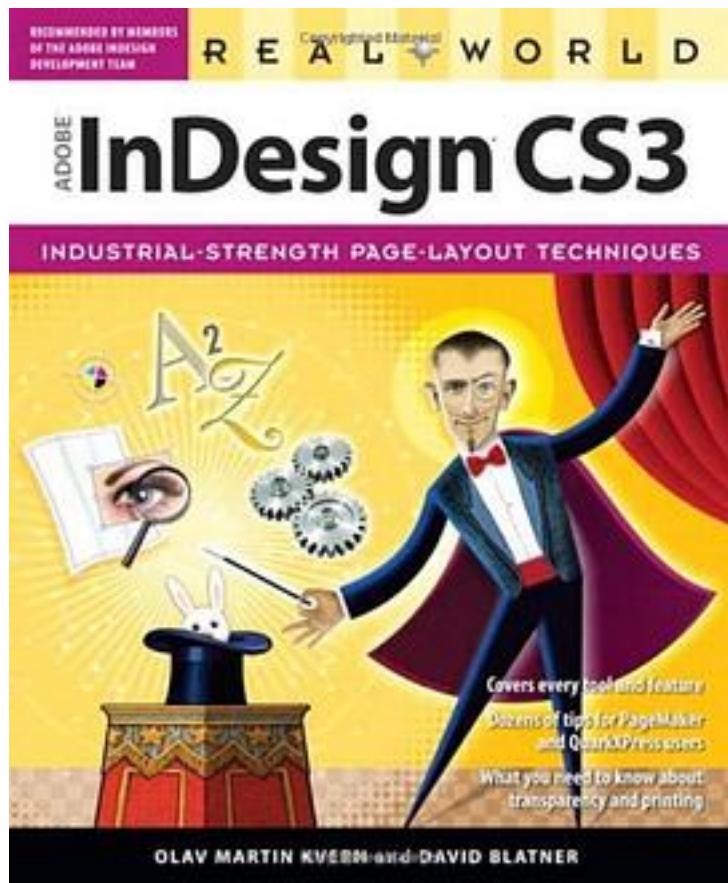


Real World Adobe InDesign CS3



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Book Description

Adobe InDesign is no longer the industry newcomer—it's a full-fledged, sophisticated program, tightly integrated with the other Adobe industry leading graphics and Web programs. It's the essential tool for anyone doing page layout and design. With the

release of InDesign CS3—part of Adobe’s perfectly synchronized, tightly integrated Creative Suite 3 (which now includes Photoshop CS3, Illustrator CS3, Dreamweaver CS3, and Flash CS3 Professional in the Design Premium and Web Premium packages)—it takes its place in the design firmament! Real World Adobe InDesign CS3 offers industrial-strength and time-saving techniques for design professionals who need to start laying out, proofing, and printing pages with InDesign CS3, without missing a beat (or a deadline!) in their fast-paced production cycles. Design pros will find everything they need here to successfully master InDesign’s advanced page layout tools, manage color, snippets, and use the program more efficiently. They’ll also find complete coverage of essential features in InDesign CS3, including new gradient feather, directional feather, and bevel and emboss effects; improved transparency controls; improved long document support; expanded Find/Change; and an even more flexible and customizable user interface.

作者介绍:

About the Author

Olav Martin Kvern is an award-winning graphic designer, illustrator, software designer, and writer. He coauthored the ground-breaking *Real World PageMaker*. He has written for *Macworld*, *Publish*, and *Adobe* magazines. In addition, he has designed many books for Peachpit Press and is currently on the *Adobe InDesign Developer Technologies* team. David Blatner is an internationally respected author or co-author of more than 15 books, including *Adobe InDesign Breakthroughs*, *Adobe Photoshop Breakthroughs*, and *Real World Adobe Photoshop*. He also wrote the world’s best-selling book on *QuarkXPress*, *Real World QuarkXPress*.

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