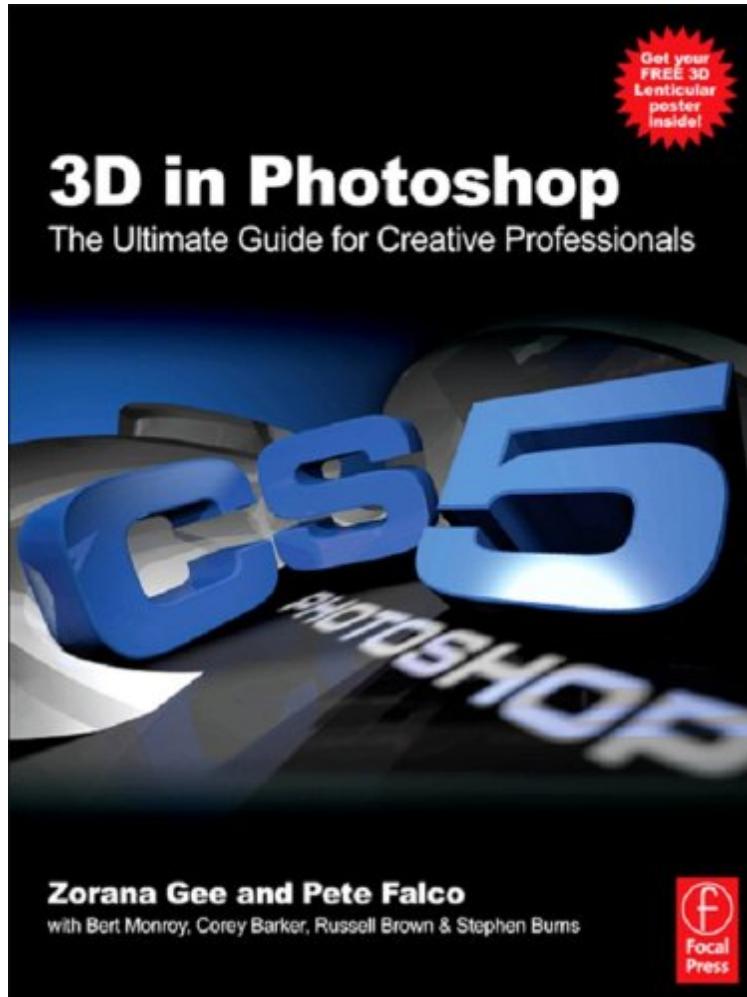


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## 3D in Photoshop: The Ultimate Guide for Creative Professionals

Zorana Gee, Pete Falco  
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**Zorana Gee, Pete Falco : 3D in Photoshop: The Ultimate Guide for Creative Professionals** before purchasing it in order to gage whether or not it would be worth my time, and all praised 3D in Photoshop: The Ultimate Guide for Creative Professionals:

0 of 0 people found the following review helpful. Wonderful book!By kstarsI rented this book for a month without having Photoshop just to see what is possible. I just may buy it. It is extremely helpful, and the tutorials seem fun. Now I am getting Photoshop 5.5. I downloaded it for a trial. Yes, it works with Lin on a high-end iMac. 3D doesn't work on lower-end computers. Keep that in mind when you purchase Photoshop extended. I am going to buy this book because I plan to keep 5 for a long time.0 of 0 people found the following review helpful. Shows alot of examples of 3d lettersBy Pete3d letters were all that CS5 was able to do at any reasonable amount of time, anything more complicated than simple letters made 3d with reposse, basicly brought photoshop CS5 and CS4 for that matter to a crawl, so it was almost pointless to even use this feature for any real work, unless you had the exact computer system and video card they wrote the acceleration for. This book is basicly a hodgepodge of marketing notes, 3d background

info, and a few sales presentations, it has very little learning value that you cannot work out after playing with the tools in photoshop for an hour. 0 of 0 people found the following review helpful. Four StarsBy misterdoeGreat help in learning to use the 3D

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.

"There isn't really any comprehensive documentation about using 3D that comes with Photoshop and what is possible to do with it. This book definitely fills that gap and hopefully inspire people to come up with new ways of utilizing the technology. For new users, they will probably have this book close to them as they try to make sense of 3D. When they are done, most artists can expect to have learned how to use 3D for a final 2D graphic layout. This material would come in handy for anyone making graphics to advertise their film work via posters or graphic designs for the web. As the technology progresses, I hope we can look forward to more offerings for experienced 3D artists both in future versions of Adobe Photoshop and books like 3D in Photoshop." --Microfilmmaker Magazine "Enthusiasts can get to grips with functionality and operations, such as OpenGL and Adobe Ray Tracer, as well as have fun mastering Material tools to get great-looking 3D characters and more. Intermediate users will also expand on their skill set, through practices such as advanced painting, texturing and lighting techniques, and mastering localized bump and reflective characteristics.. [F]or beginners and enthusiasts, it really holds much promise and is a more than worthy addition to your 3D literature library." --3D Artist magazine "A powerful guide to creating 3D and blending it into designs using Photoshop CS5 Extended. Photoshop users will find this packed with tips and tricks to getting started, while a wealth of technical insights offers keys for those who have the basics down and wish more." --CA Bookwatch "Authors Zorana Gee and Pete Falco, along with their team of experts, have put together a guide that not only takes readers on a step-by-step journey into creating 3D using Photoshop, but they begin the process with a very detailed introduction to 3D concepts. Anyone new to the world of 3D can understand and go forward with a solid framework to explore the different techniques and work-flow. The book is one of the first to explore 3D in Photoshop CS5 Extended and has been written by the Adobe Photoshop 3D team. You simply won't find a better book to guide your journey." --San Francisco Book Gee's 3D in Photoshop giveaway on AdvancedPhotoshop.com "Media technology publisher Focal Press has released 3D in Photoshop: The Ultimate Guide for Creative Professionals (\$49.95) by Zorana Gee and Pete Falco. The book explains how to create or integrate 3D into designs using Photoshop CS5 Extended. Readers can learn how to generate 3D extrusions, composite 3D to 2D scenes, and create lenticular images." --Catalyst.com About the Author Zorana Gee, M.B.A, is a Photoshop Product Manager and has been on the team for over 10 years. She has been involved with Photoshop Extended from the beginning and is instrumental in the 3D effort. She speaks worldwide on Photoshop and Extended and has a deep understanding of the whole product. Pete Falco is our Lead Photoshop 3D Engineer and a contributing author. He is also the coeditor of this book. Pete received his Masters in Engineering from Rensselaer Polytechnic Institute and has over 15 years of experience in the fields of 3D and image processing. He has been on the Photoshop team for 5 years and prior to that was an engineer on QuickTime VR, RealSpace, and Live Picture, and was a cofounder of Zoomify.