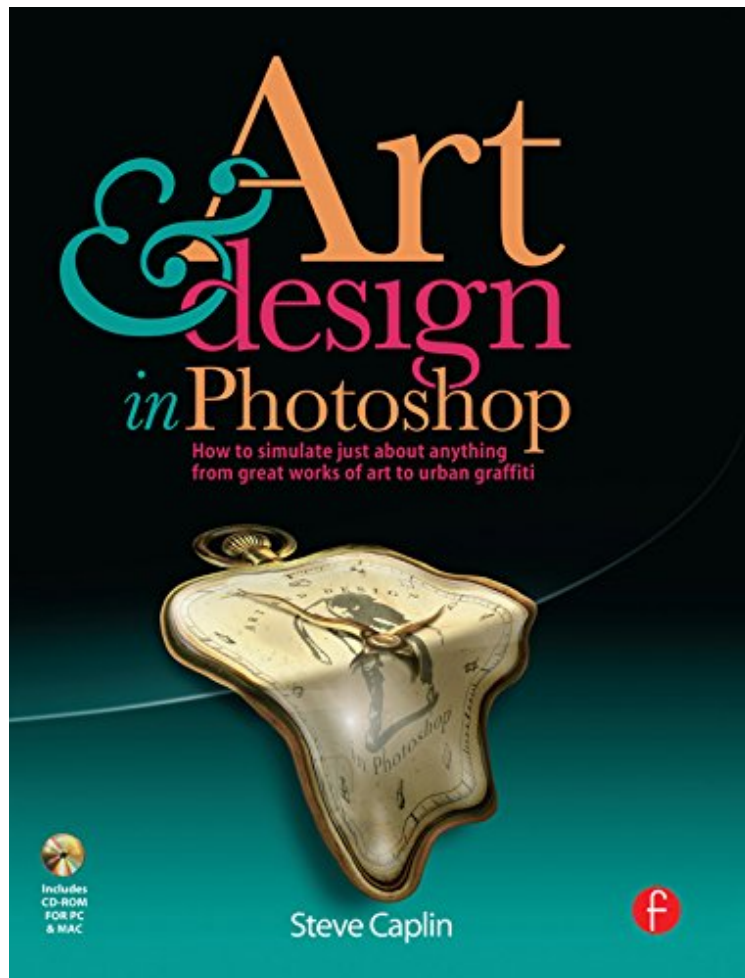




Art and Design in Photoshop

Steve Caplin

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Steve Caplin : Art and Design in Photoshop before purchasing it in order to gauge whether or not it would be worth my time, and all praised Art and Design in Photoshop:

1 of 1 people found the following review helpful. Excellent companion to "How to Cheat in Photoshop" By Treehugger "Inspiration" would be a good single word title for this review, also. This book compliments "How to cheat in Photoshop" in its various editions by the same author. Like "How to Cheat," it is written in short 2-page project episodes with excellent technical instructions, step by step color illustrations, and the author's characteristic artistry, puns, and visual humor. It also contains good advice on composition and layout for various projects: although you and I have seen the popular artwork he presents, I never appreciated the fine points of composition until I read Mr. Caplin. The disc supplies useful resources, including some unusual fonts. Recently re-reading Mr. Caplin's books, I realize how much he has influenced my own Photoshop work. I wish I could send my work in a fan letter Mr. Caplin, and also attach some to this review to show you! I also recommend "Adobe Creative Suite" in Software (includes Photoshop). In 2013 bought [used] CS Version 1 for \$20.00, I loaded and run it under MAC Snow Leopard OS 10.6.8 with no

problems at all (see my review). I also bought [used] Version 4 for \$167.00, and that also runs fine under the Snow Leopard OS. Adobe company still supports Version 4 (you can still upgrade from it to CS5 or CS6), but it no longer supports Version 1 (To my knowledge you can't upgrade CS4 from CS1; I am not certain.) If you are on a budget and interested in Adobe CS, I suggest starting with a used copy of an older version and some used handbooks for it, such as those by Mr. Caplin. Photoshop is an extremely powerful program- I have used a 1998 version until this year, and I can do almost (but not quite) everything the modern versions can do. I am just beginning to learn Illustrator. The "Photoshop CS_ Bible" for your edition is also worthwhile, though most of the pictures are in black and white. 10 of 10 people found the following review helpful. wonderful book! By design student This is a wonderful book. I would suggest, however, that you should do "cs4 classroom in a book" first, because some of these techniques are complicated and if you are not familiar with the way photoshop works you might get a bit frustrated. I sat down to do one of the tutorials which was to create a "credit card" (for my 1 year old grandson!). He shows how to create it. I didn't realize that he supplied the pictures, so I created all of it by myself (till my shoulders ached) It was so much work, and I loved it!!! You need to be patient and do the projects slowly and if you get lost there is a short manual of many of the commands in the back. Good luck and have fun! 0 of 0 people found the following review helpful. My book purchase By sea runner I purchased this book and have been using it for several weeks now, Because I wanted to learn more about how to do tricky things in photoshop and Steve Caplin came through again. You will need to be familiar with using photoshop as a lot of the basic steps are not mentioned as I determined you should know them when working at this level of learning photoshop. Using the dvd that comes with the book has a lot of fun things and projects on it. I was able able to accomplish them with little to no problems and found it interesting to change them around and do my own creations. I recommend this book to all users that have a fair knowledge of photoshop and want to learn some new tricks.

Fancy designing your own classic and contemporary movie posters, books and magazine covers? Feel like turning your photographs into works by Turner, Matisse and Magritte? Want to create illustrations in the styles of The Simpsons, steampunk and Victorian engravings? Then you need Art and Design in Photoshop. In this unique book, acclaimed master of photomontage and visual trickery Steve Caplin shows you how to stretch your creative boundaries. Taking the same tried-and-tested practical approach as his best selling How to Cheat in Photoshop titles, Steve's step-by-step instructions recreate a dazzling and diverse array of fabulous design effects. You'll learn how to design everything from wine labels to sushi cartons, from certificates to iPod advertising, from textbooks to pulp fiction. Written by a working pro, the clear guidelines pinpoint exactly what you need to know: how to get slick-looking results with minimum fuss, with a 16-page Photoshop Reference chapter that provides an at-a-glance guide to Photoshop tools and techniques for less experienced users. Steve explains both typography and the design process in a clear, informative and entertaining way. All the images, textures and fonts used in the book are supplied on the accompanying CD-ROM. Imaginative, inspirational and fun to use, this book is a must-have for every creative Photoshop user, both amateur and professional.

"A worthy title to have at easy reach, Caplin reaffirms his legendary status and skills in the art of Photoshop and book-making." Photoshop Creative Magazine About the Author Steve Caplin is a freelance artist and author working in London, England. His satirical photomontage work is commissioned by newspapers and magazines around the world, including The Guardian, The Independent, The Sunday Telegraph, The Sunday Times Magazine, Radio Times, Readers Digest and L'Internazionale. Steve has worked for advertising agencies including Saatchi Saatchi, Bartle Bogle Hegarty and Lowe Howard Spink, and his work has won two Campaign Poster Awards and a DAD Pencil award. He has lectured widely in England, Norway, France and Holland, and has taught digital design at the University of Westminster and the University of the Arts London. Steve is the author of ten books: How to Cheat in Photoshop (five editions), How to Cheat in Photoshop Elements (co-authored, three editions), Icon Design, Max Pixel's Adventures in Adobe Photoshop Elements, The Complete Guide to Digital Illustration (co-authored) and Art Design in Photoshop. He has also co-authored three mainstream books: Dad Stuff, More Dad Stuff, Stuff the Turkey and Complete and Utter Zebu. When he's not at his computer Steve plays the piano well, the accordion moderately and the guitar badly. He spends his spare time making improbable constructions out of wood and other materials. His first commissioned sculpture was for the Bethlem hospital - the original 'bedlam' - in 2010.