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Adobe Illustrator 10 Classroom In A Book
Illustrator has long since grown from simple illustration tool to full-fledged graphics package. So don’t waste time groping your way through Illustrator 10’s deep tool kit. Pick up Adobe Illustrator 10 Classroom in a Book, a thorough, self-paced guide to the key features of the program, developed by the staff at Adobe and packed full of professional techniques and tips. Adobe Illustrator 10 Classroom in a Book delivers what no other book can promise: official training from Adobe, tested in the company’s own classrooms and labs. This comprehensive workbook is structured as a series of lessons, with a companion CD containing all the necessary files. Each chapter is a hands-on project, and each project builds on your growing knowledge of Illustrator. Review questions wrap up every lesson to reinforce the concepts you’ve just put into practice. With Adobe Illustrator 10 Classroom in a Book, you’ll learn how to manipulate type, blend colors, apply special effects, and prepare your work for printing and other output in record time.

**Book Information**

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**Customer Reviews**

After first determining why I needed Illustrator when I already had Photoshop, I picked up this book because of my positive experience with another book from this Classroom in a Book series (Photoshop 7.0). And this book does not disappoint in the least bit either. It follows a tutorial style approach to teaching how to use Illustrator (both Mac and Windows versions). The book is mostly black and white with all the relevant color pictures tucked between lesson 12 and 13. It hasn’t caused me any problems as I follow along on the computer as I read the book (I have a color...
In 15 lessons, this book does an excellent job of teaching you how to use Illustrator 10 without having to be in a classroom. All lesson files are on the CD-ROM that comes with the book. The book starts off with explaining how to use the Work Area and builds from the basic to the more complex topics. The basic topics of creating shapes, painting, drawing, working with brushes are followed by the more difficult topics of transforming objects, working with type, blending shapes and colors, etc. Even though the two programs Photoshop and Illustrator are coming closer with each new version, the main differences between them are to do with whether you want to start with an existing photo and modify it for print & web or you want to start from scratch and create illustrations and artwork for print & web. I am oversimplifying here but this explanation helps me keep the differences between these two programs straight in my head. The technological differences are that Photoshop uses bitmaps to represent images and Illustrator uses vectors (and complex mathematical equations) to represent the images.