Adobe InDesign CS6 Digital Classroom

A Complete Training Package!

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Tutorials and lesson files on companion DVD

Christopher Smith and the AGI Creative Team

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Often overshadowed by the image-oriented components of Adobe's toolkit, InDesign is a feature-rich publication design tool that can overwhelm the new user. Publication layout is so different in its language and practice that producing even passible results requires an education,
and InDesign CS6 Digital Classroom (ICDC) offers that on every one of its 471 pages. While a number of publishers offer books in this genre, ICDC stands out for the quality of its project examples and the span of its coverage. Each of the 13 lessons plows different ground as the user is led through the creation and editing of different types of documents. The document complexity builds one upon another as the reader works through the skill builders on each page. By providing base documents (as well as finished results) to work from, the reader never gets bogged down assembling the components before getting to the new skills that they want to practice. The authors skillfully lead the reader through the complex steps of laying out each document, adding just enough explanation along the way to instill confidence enough that they too could produce a similar publication on their own. Some of the most valuable lessons are reserved for last as the book’s attention turns to digital publications. From PDFs to eBooks and documents for mobile devices, the book does a wonderful job of explaining the differences inherent in these types of flexible publications while demonstrating how the reader’s cache of print layout skills still apply. Even if none of these projects is on the horizon, the lessons give you enough background to recognize its potential for future publishing. If you are new to InDesign or an old hand wanting coverage of the latest CS6 features you won't go wrong with this book.

This book was really good. It’s hard to say I loved it because a book/product that is a teaching tool is pretty hard to love. Who loves to struggle through a class in which they really need to learn what it is they are studying? When you need something badly, then the process used to get it usually translates into WORK. And "work" by definition is not particularly fun or something that can be loved. The version of Adobe InDesign this book covers is the latest, i.e., CS6. And the software does not come with good manuals or help screens. So getting a book similar to the instant one being reviewed will be important to most people. But keep in mind that this book is NOT a user’s manual substitute. I suspect if you are a seasoned user of Adobe Photoshop and Adobe Illustrator and know the basics with regard to an earlier version of InDesign, or even PageMaker, then you can figure the software out on your own pretty easily. You probably won't need a manual or good help screens. So what does the instant book try to do for you? Good question. If you are looking for a manual for Adobe InDesign CS6, then you will not be happy. If you are looking for a narrative that explains the program so you know what it is supposed to do, how it does it, and what it is good at and not good at, then again you will not be happy. It is not a narrative kind of book. What this book does do is provide you with several different real world desktop publishing "projects" and takes you through them step by step so you can see how they are done using the software. Prior versions of
the software focused on print and Web desktop publishing. This version (CS6) still does wonders with those tasks, but now there is a new kid on the block so to speak - digital publishing (ebook publishing).

This video-book package is for serious graphic artists. The thirteen lessons appear in great detail in the handsome, beautifully printed book, and are meant to be further augmented by the thirteen lessons on the DVD. The book tells you that you need to transfer the video and "idlessons" folders to Program Files on your hard drive. The video files are called "assets" under my system (Widows 7 Ultimate) which flummoxed me for a bit. You can access the videos from the DVD like a movie, but the demonstrations will not be perfectly sharp and all the files need to be installed on your hard drive. Even then, I found the writing on the lessons to be rather hard to read so increased the size to 2:1. The video for each lesson is quite short but meaty, the cursor moving around the various tables to illustrate the narrator's remarks. There's a bit of playfulness in the videos, as some of the text is written in phony Latin, and the date is March 2080. At least I think it's phony with words like lamcommy and zzriuscellas snuck in among the legitimate words. The video is designed to teach you practical but essential matters, such as covering layouts and work flows and using various techniques to create eye-popping brochures, books, and other internet-created artwork. You are not exactly starting at square one, you need to be computer-savvy, but this package will provide the tools for you to get up and going as a full-fledged internet layout artist. The system will be of most value to knowledgeable graphic artists who are serious about learning technique and it is not for dilettantes. The advantage is that you are able to proceed at your own pace but don’t expect a quick fix for skills you may lack. The fix will be there but you have to find it and plug it in and work!

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