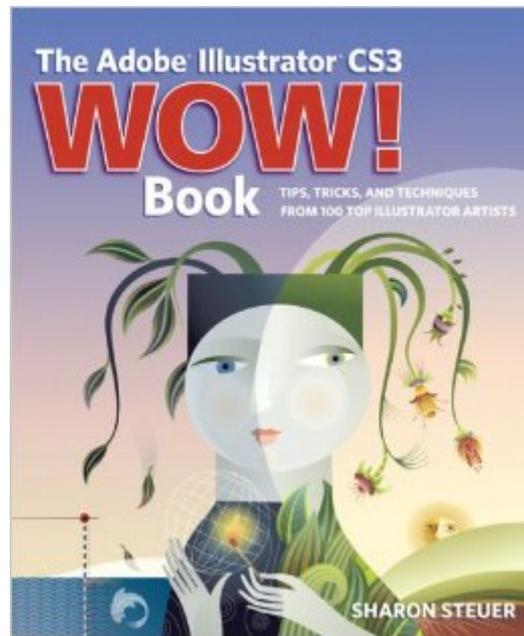


The book was found

The Adobe Illustrator CS3 Wow! Book



Synopsis

The definitive full-color book on mastering Adobe Illustrator â” now fully updated for Illustrator CS3. For years, Sharon Steuer and her international W ow! team have been reaching out to the world of professional illustrators to showcase the range and quality of work these artists are doing in Illustrator. In this revised edition of the best-selling and award-winning Illustrator WOW! Book, you'll find tips, tricks, and techniques derived from actual projects from more than 100 of these top Illustrator artists. Using Adobe Illustrator CS3, Sharon shows you how to perform magical color changes using Live Color, and prepare animations for Flash. You'll not only learn how to think in Illustrator with the Zen of Illustrator lessons, you'll also master the newest, hottest, and most challenging techniques. This edition is loaded with new lessons on these subjects, and many more: Using the new Live Color features Creating animations and integrating Illustrator with Flash Working with Live Trace and Live Paint The basics of using layers, templates, the Free Distort tool, and more "Opacity Mask 101" based on the cover image Applying blending modes and transparency to raster images Masking with live type Simulating ink and watercolor paintings Working with live fills, multiple strokes, and Live 3D Basic to advanced blends, gradients, and mesh Colorizing photos Demystifying photorealistic mesh NOTE:User Level: This book is for Intermediate through Professional-level Illustrator artists and designers.

Book Information

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Customer Reviews

The main reason I updated to Adobe Illustrator CS3 was for the new Color features. I've always had

a hard time with color and I love the new color wheel with all the coordinating color options. I've purchased every past edition of the WOW series, for both Photoshop and Illustrator and I am happy to report that this new CS3 edition features an extensive overview of Live Color, Live Paint etc., and for me that was worth the price of the book. The book is approximately 30% new material. There appears to be more samples on the DVD which I appreciate, because although authors suggest using your own work, it is always nice to have an actual file to work with. That's it in a nutshell. If you have the CS2 version and don't plan to upgrade to CS3 don't bother getting this book, keep your old version with the tiger on the cover. If you got CS3 this book will help you learn the new features. All those who have the WOW books, it continues to be a great learning tool. It is geared toward the more advanced Illustrator user. If you are just learning I suggest getting the beginner books and dip into this one as you get more skilled. The section on the Zen of the Pen hasn't changed and remains, to me, the best way to learn the pen tool. If you are willing to patiently go through the Pen exercises both in the book and on the DVD you will be a Master of the Pen and the rest of Illustrator is a piece of cake.

This is the ninth edition of the Illustrator WOW! book and the author, Sharon Stever, has rewritten and expanded on previous editions, concentrating on the new features in CS3. Some of the artwork has been replaced with new examples to reflect the many changes for Illustrator's latest upgrade. As in previous editions of the WOW! books, the book is sectioned into groups of several short lessons which cover the major features and techniques for this software. The thing that makes the WOW! books one of my favorites is the gallery of artwork which I find not only a teaching tool but also an inspiration. To be honest, if you have a previous edition of this book, you will find most of the book and the examples are the same, but updated for CS3. Digital artists that are already comfortable using Illustrator, may find that this edition does not have enough new content to justify purchasing a second edition. However, Illustrator is a robust software and if you are a novice who is looking for more of a challenge, the WOW! book is a great way to advanced your Illustrator skills. The book is packed with great examples, tips and step-by-step instructions. The CD contains more tips from Design Tools Monthly, video tutorials, plug-ins, styles, and files for the lessons in the book. The first few chapters cover the user interface and basic tools such as the pen tool and Bezier curves. Once you make it through that, you begin to draw and color. If you are making the transition from raster to vector digital art, you will soon realize that Illustrator has some really nice features. The author does a great job explaining and demonstrating these features such as the new Live Color and the dual-mode eyedropper tool. Beyond the basics, the book covers Illustrator techniques

including compound paths and the Pathfinder panel. The author also covers Live Trace and Live Paint, new for CS3. The features in Illustrator that I love the most are brushes and symbols. With these tools, you can create digital art that almost duplicates the traditional medium such as pen and ink. The author does a good job of explaining these tools and, more importantly, how to decide which one is best for the job at hand. Illustrator's type features have evolved to the point where you can design and layout a single-page document and the author dedicates a good section of the book to the many Illustrator type tools such as point, area and path type and converting type to outlines. Another section of the book that has become more important as Illustrator's tools have advanced is the section that covers the blend, gradient and mesh. The book demonstrates several great examples of shading, modeling and working with transparency for print projects. Live Color is one of Illustrator's most popular new tools and the author shows you how to use this feature to experiment with color schemes and recolor artwork. If you want to explore the world of 3D digital art but you are not ready for a full-blown 3D software, you will enjoy the chapter on Illustrator's live 3D effects including warps, envelopes and Live 3D. I especially liked the examples of 3D artwork which demonstrated mapping artwork onto your 3D objects, which is a good introduction to 3D techniques. With the release of CS3, there is a major increase in the integration between Illustrator and the other Adobe products including Flash, InDesign, Photoshop, Acrobat and After Effects. The author covers several aspects of moving art between programs such as working in RGB color mode in Illustrator, image slicing and animation. Sharon Stever is the originator of the Illustrator WOW! books and has been creating digital art for over two decades.

I liked how this book was in full color and was easy enough that anyone can pick it up and learn. I also liked that it appealed for the more advanced users at the end with tutorials on integrating Illustrator with Flash, After Effects, etc. It pretty much covers everything and the CD is loaded with goodies and plug-ins that are really awesome as well. I like the WOW! series and would definitely buy another again.

The Adobe Illustrator CS3 Wow! Book (WOW!) I have wanted to learn to use Illustrator for many years, so when I got the opportunity to write a book review on the new Adobe Illustrator CS3 WOW! Book, I believed I was embarking on my Illustrator training at last. I read through chapter one, "Illustrator Basics", thinking I was getting the information I would need to be able to try out the exercises in the following chapter, "The Zen of Illustrator". I must admit I was quite giddy by the time I was ready to insert the companion CD into my computer and launch Illustrator to follow along. As I

went through Exercise #1 everything was fine, until I got to step 3. I was not able to replicate what the book displayed. I tried again, with no luck. Then I tried some modifications on the steps the book had spelled out and was finally able to finish the exercise successfully. I grumbled and went on. Sadly, exercise after exercise proved to be extremely frustrating. The problem, as I saw it, was that the tutorials were incomplete at best and just incorrect at worst. I took a break and gave it some thought. Perhaps this book is not for a beginner like me. In that case, I could be more generous about the missing information. However, I could swear that I had read that this book was for beginners. I searched through the opening pages to find what had given me this idea. I found it in the second sentence of chapter one. "Whether you're a veteran user of Illustrator or a relative new comer, you'll find..." There it was. I decided to take the high road and learn some more of the basics and then come back to the book so I could finish my review. I watched a few video tutorials from a training site that University people here have access to. With a few quick tutorials under my belt, I was ready to take on another exercise from the WOW book. I tried Exercise #5, "Make a star". I didn't get past step #1 before I started mumbling. I did not know how to "reset the ruler origin on a vertical guide." Am I supposed to know how to do this? Wow, this is so not meant for beginners. Mumbling is not as serious as cussing. I usually don't start cussing until many hours have passed, unless of course if I'm on a deadline, as I am with this review. I was ready to toss the book in the trash and tell our readers not to bother, but that didn't seem very productive. I was determined to find something useful. So I went to look at other reviews of the book. This author is no stranger to the scene. The WOW series has been around for a long time. People loved it, and everyone agreed that it was not for beginners. Aha! After a bit more research and re-reading, I found this in the "Important: Read me first!" section, "I've also assumed that you understand the basic functionality of most of the tools". All right then, I guess I can't cry foul, but I might as well hang up my fantasies about using this book to learn Illustrator. And since I can't go through the exercises, I can't tell you if the book is any good. All I can tell you is there are 458 pages. The first few chapters cover the user interface and basic tools such as the pen tool and Bezier curves. It has pretty pictures and what look like very cool exercises. Good luck!

Posted by Linda Ffolliott on behalf of TAG member Catherine Zavala
Review by Catherine Zavala, Tucson Adobe Users Group

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