The Graphic Designer's Digital Toolkit: A Project-Based Introduction To Adobe Photoshop CS6, Illustrator CS6 & InDesign CS6 (Adobe CS6)
Synopsis

THE GRAPHIC DESIGNER’S DIGITAL TOOLKIT, 6th Edition not only introduces readers to the essential features of industry-standard software applications, but also gives them an understanding of how to integrate these programs into a seamless whole. Using a highly visual and project-based approach, this fully revised new edition examines Macintosh OS X Lion and Windows 7 operating systems, as well the "Big 3" digital design programs used in the graphics industry today: Adobe Illustrator CS6, Adobe Photoshop CS6, and Adobe InDesign CS6. After thoroughly examining the features of each application from the designer’s perspective, the author then reveals in practical detail the traditional skills and technology necessary for effective design for print and Web media. Using online project files, readers are encouraged to practice what they have learned by tackling design projects throughout the text from concept to completion. Effectively merging theory with practice, THE GRAPHIC DESIGNER’S DIGITAL TOOLKIT, 6th Edition stresses the critical importance of integration in design while meeting design parameters and client expectations. For access to the online project files please refer to the directions in the preface of the book.

Book Information

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Customer Reviews

This book is an absolute waste of time and money. The projects it makes you go through end up looking like something made in MS-Paint and many of the techniques it wants you to use are old or
completely inefficient. There were many times throughout working with this book that I knew they were doing it the wrong way and had I done it the way they asked it would have taken me much longer to complete. There is one example in the Illustrator section that can be done with 3 clicks of the mouse but they want you to do it manually which was at least 5 pages worth of instruction. This kind of defeats the purpose of using software to save time to design.

I looked at the TOC and it had the sort of information I was looking for, thought it might be a book to teach a class from. But, it's very dry and really didn't contain anything I didn't already know. It's a big book, but only scratched the surface, no new information for me.

I hardly used this book because my instructor was really good.. only used it to get my assignments out of it and went from there.. Im hoping to resell this book for a little cheaper then what I got it at..

This book has not been proof read. There are hundreds of errors in this book. If in fact thee book has been proof read, the proof readers do not know anything about the subject matter. All in all, a very poor book. Not worth the investment.

I had purchased this book for an introductory college class. It isn't a bad book for learning photoshop basics, but the projects are all very dull. It really isn't worth the money I paid for it. I recommend, if you have to buy this book, just get it used.

Waaaayyy too expensive for what it is. I mean, half of what is in this book can be found with a bit of research on Youtube and such. I don't think it is worth it. Returned the book.

Very descriptive and gives good information on using photoshop, illustrator, and indesign!

It's what I needed for class, got here on time.

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