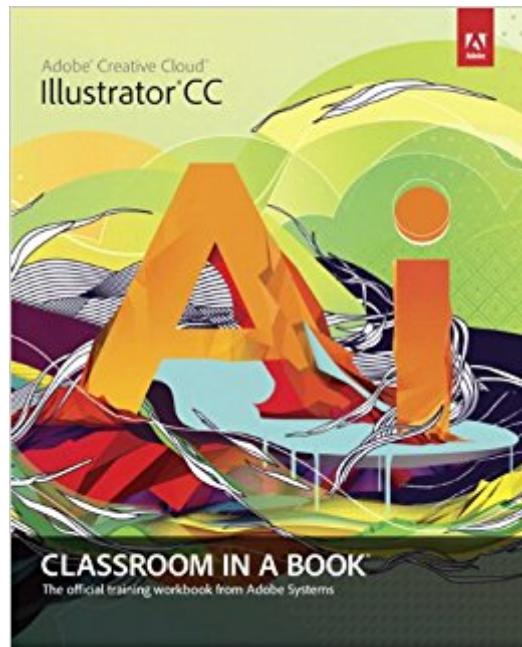


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Adobe Illustrator CC Classroom In A Book



Synopsis

The fastest, easiest, most comprehensive way to learn Adobe Illustrator CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Illustrator CC Classroom in a Book contains 15 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the unique code provided inside this book. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students."• Barbara Binder, Adobe Certified InstructorRocky Mountain Training

Book Information

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Customer Reviews

The Adobe Creative Team of designers, writers, and editors has extensive, real world knowledge of Adobe products. They work closely with the Adobe product development teams to come up with

creative, challenging, and visually appealing projects to help both new and experienced users get up to speed quickly on Adobe software products.

I'm currently on the 5th chapter of this book and what I can tell so far is it not only assumes you have no experience in Illustrator but it also assumes you have little to no computer experience. You should be able to blow through this book if you're somewhat computer literate. So far this book is fulfilling its purpose to familiarize me with the basics of the program through detailed step by step lessons focused on specific functions. A great buy if you're just jumping in.

When I started up with the 30 day trial of Adobe Illustrator CC, I felt overwhelmed with all the functions and sought out this book for some direction - and boy, was I glad I did. After just 3 or 4 lessons, I was able to create most of the design elements I was aiming to learn, and I have since purchased the software and continued into the book for more detailed work. It is extremely thorough and actually pretty difficult to mess up if you are going through the book lesson by lesson, step by step. Definitely a great book also for those who have already worked in the software + want to learn even more. And it is a heck of a lot cheaper than taking a class. The only "con" I can think of - if you can even call it that - is that I liked the software + lessons so much I found it impossible to not "play" with new functions I learned on my own in a new window during each lesson, which sometimes meant I would mess up the "default" settings for the workspace and I would have to manually figure out what I had put out of place. It is definitely a bonus that CC allows you to try the software out for 30 days for free, so I definitely recommend purchasing the book and trying out a few lessons (the whole book if you had the time) before subscribing. But I'll warn you, if you love designing, you'll be subscribing :)

This is a great book for anyone into graphic design and wishes to learn all the in's and out's of Illustrator. I learned on Illustrator CS3, and after going through the 00 tutorial, I realized that I had a less than average teacher, and that I can learn to draw after all.

The Kindle version is kind of hard to follow if you are not used to Kindle versions of technical books. The reason is that the images used to show what the instructions are doing are not always on the same page, and more times than not, they are found after they have explained other points. Once you get past this (or are used to it from reading other technical books on Kindle) then you can not ask for a better book. Unlike most technical books, this one does not start with a simple "hello world"

kind of project. They jump right in and show you how to make a poster for a fictitious Pizza shop. The first project introduces you to the interface including patterns, swatches, transparency, and most of the other tools in the tool bar. It is a great first project and I am looking forward to moving to other projects. The writing is second to none. It is easy to read and for the most part easy to follow. Even though I have only finished the first project I feel very confident that the knowledge gained from reading this book will provide me with the skills needed to tackle almost any project I run into in the future.

Having worked in Illustrator some years ago, this manual was very useful in updating my old skills. I recommend it for beginners as well as Rusty Retirees.

This book lacks clarity in many places especially in the chapter on advanced layer controls. Some chapters like the one above are very difficult to follow without videos and posting your questions on ambiguous parts of the book to Adobe Communities and receiving answers could take a long time. You might like to opt for training videos instead.

This book is outstanding. Lessons are always longer for me to complete than specified in the book but I still learn ok. That is just my learning style. I loved being able to download lesson files to follow along with the instructional chapters.

I have been using Illustrator for years to prepare geological field drawings for publication. I knew the bare minimum, and never took the time to explore on my own. The lessons in this book were fun, practical, and offered some very valuable information, that I immediately began to utilize on my job. One down side, though. They did not cover gradient meshes at all. This a technique I would love to play with, but find very intimidating.

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