

InDesign CS3 For Macintosh And Windows:Visual QuickStart Guide

Visual QuickStart Guide—the quick and easy way to learn! Users of Adobe InDesign will be impressed with the power, use, and integration found in the new InDesign CS3, Adobe's page-design component of Creative Suite 3. Users will appreciate more robust file-placing capabilities, new Find features, and great new text and transparency effects, among other new features. Adobe InDesign CS3 for Macintosh and Windows: Visual QuickStart Guide will highlight the important new features, as well as covering the ones readers have relied on in previous versions of InDesign. Using the task-based, visual approach that readers count on in the Visual QuickStart Guides, this volume introduces readers to all aspects of InDesign CS3. Users will learn how to create and automate documents, import and style text and objects, manage long documents, export files for a wide variety of purposes, and Easy visual approach uses pictures to guide you through InDesign and tell you what to do. Concise steps and explanations let you get up and running in no time. Page for page, the best content value around.much more.

Adobe InDesign CS4, Adobe's page-design component of Creative Suite 4, offers exciting new enhancements to its already powerful tools. Among the exciting features users will find are new Live Preflighting capabilities and seamless integration with Adobe Flash, including direct translation of InDesign pages into SWF files. Adobe InDesignCS4 for Macintosh and Windows: Visual QuickStart Guide will highlight the important new features, as well as covering the ones readers have relied on in previous versions of InDesign. Using the task-based, visual approach that readers count on in the Visual QuickStart Guides, this volume introduces readers to all aspects of InDesign CS4. Users will learn how to create and automate documents, import and style text and objects, manage long documents, export files for a wide variety of purposes, and more.

InDesign was positioned as a high-end alternative and successor to Adobe's own PageMaker. InDesign's primary audience is designers of periodical publications, posters, and other print media; longer documents still are designed with FrameMaker (manuals and technical documents) or with QuarkXPress (books, catalogs). The combination of a relational database, InDesign and Adobe InCopy word processor, which uses the same formatting engine as InDesign, is the heart of dozens of publishing systems for newspapers, magazines, and other publishing environments. Adobe developed InDesign as a universal binary for native Intel and PowerPC Mac compatibility, shipping InDesign CS3 in April 2007. The CS2 Mac version had been tightly integrated with the PPC architecture, and not natively compatible with the Intel processors in Apple's new Mac OS X. Porting these products was therefore a huge endeavor. Adobe decided to devote all its resources to developing CS3, integrating Macromedia products acquired in 2005, rather than recompiling CS2 and simultaneously developing CS3. Updated: June 2015. Author Peter Kahrel updated this Short Cut to cover InDesign CC. Several examples have been added and most examples are now analysed in more detail. Updated: August 2010. Author Peter Kahrel updated this Short Cut to cover InDesign CS5. Updated: November 2009. Author Peter Kahrel updated this Short Cut to address typos and reader comments. GREP (short for "General Regular-Expression Print") is a powerful tool that lets you use wildcards ("joker" characters) to search and replace text. InDesign's GREP implementation can be used for text and also for formatting codes, finding text in text as well as literal text. GREP moves beyond the restrictions that hampered earlier InDesign search features, but unfortunately it does have the reputation of being difficult to master. As with many things, it can be challenging to master, but fortunately, a lot can be done with surprisingly simple expressions. The aim of this Short Cut is to show how to create simple but powerful regular expressions.

Adobe InDesign CS3 How-Tos

Mac Life

100 Essential Techniques

InDesign in easy steps - covers CS3-CS5

InDesign CS3 For Dummies

This guide shows you how to master this electronic publishing tool, customise the interface, work with objects and graphics, calibrate colour, create PDF files, and more. From pages, panels and pictures to text, tabs, and tables, you'll design and output like a pro every time!

A cross-platform guide to the page layout program explains how to navigate the interface, create documents, and work with text, color, graphics, and preflighting.

Written by an industry professional with over 20 years' experience of training in electronic publishing software, InDesign in easy steps breaks down this versatile, user-friendly page layout software into a straightforward, manageable and logical series of learning events. If your aim is to get started with the basics, become a competent and confident user, and then to master InDesign - this book is for you. The book builds from the basics, such as the Working Environment, Building Pages, Text, character and Paragraph settings. Then, it continues to cover more and more of the extensive range of functionality InDesign has to offer. By following the book's logical structure you can develop the core skills needed to master the software. Areas covered include: Tables and Tabs; Table of Contents, Indexing and Books; Printing and Exporting; Transformations and Transparency; Paths and the Pen Tool. For both Windows & Mac users.

With Leopard, Apple has unleashed the greatest version of Mac OS X yet, and David Pogue is back with another meticulous Missing Manual to cover the operating system with a wealth of detail. The new Mac OS X 10.5, better known as Leopard, is faster than its predecessors, but nothing's too fast for Pogue and this Missing Manual. It's just one of reasons this is the most popular computer book of all time. Mac OS X: The Missing Manual, Leopard Edition is the authoritative book for Mac users of all technical levels and experience. If you're new to the Mac, this book gives you a crystal-clear, jargon-free introduction to the Dock, the Mac OS X folder structure, and the Mail application. There are also mini-manuals on iLife applications such as iMovie, iDVD, and iPhoto, and a tutorial for Safari, Mac's web browser. This Missing Manual is amusing and fun to read, but Pogue doesn't take his subject lightly. Which new Leopard features work well and which do not? What should you look for?

What should you avoid? Mac OS X: The Missing Manual, Leopard Edition offers an objective and straightforward instruction for using: Leopard's totally revamped Finder Spaces to group your windows and organize your Mac tasks Quick Look to view files before you open them The Time Machine, Leopard's new backup feature Spotlight to search for and find anything in your Mac Front Row, a new way to enjoy music, photos, and videos Enhanced Parental Controls that come with Leopard Quick tips for setting up and configuring your Mac to make it your own There's something new on practically every page of this new edition, and David Pogue brings his celebrated wit and expertise to every one of them. Mac's brought a new cat to town and Mac OS X: The Missing Manual, Leopard Edition is a great new way to tame it.

Adobe InDesign CS3 Classroom in a Book

The Missing Manual

Adobe InDesign CS3

Mac OS X Leopard: The Missing Manual

Mac OS X 10.5 Leopard

From Adobe InDesign CS2 to InDesign CS5, the ability to work with XML content has been built into every version of InDesign. What in the (real) world could you do with XML if you understood how it works in InDesign? Some of the useful applications are importing database content into InDesign to create catalog pages, exporting XML that will be useful for subsequent publishing processes, and building chunks of content that can be reused in multiple publications. In this Short Cut, we'll play with the contents of a college course catalog and see how we can use XML for course descriptions, tables, and other content. Underlying principles of XML structure, DTDs, and the InDesign namespace will help you develop your own XML processes. The Advanced Topics section gives tips on using XSLT to manipulate XML in InDesign.

Apple's next version of its OS, code-named Leopard, will keep Mac users in the forefront of making the most from their computers. Respected, best-selling author Maria Langer takes readers through Mac OS X's groundbreaking capabilities, including new applications such as Time Machine and Spaces and revamped applications such as Mail, Dashboard, Spotlight, and iCal. With plenty of screenshots to clearly illustrate techniques, this reasonably priced guide is a great reference to the essentials of Mac OS X Leopard. Easy visual approach uses pictures to guide you through Mac OS X and show you what to do. Concise steps and explanations let you get up and running in no time. Page for page, the best content and value around. Companion Web site offers tips, links, updates, and more at www.marialanger.com/category/book-support/macosquickstart/. Maria Langer has written more than 70 computer books, including best-selling Visual QuickStart Guides on Mac OS X, Microsoft Word, and Microsoft Excel, as well as hundreds of articles for magazines and Web sites. A Macintosh user since 1989, Maria never tires of teaching her Macs new tricks. When she's not writing, Maria is working hard to build her helicopter tour and charter business, Flying M Air. Visit Maria on the Web at www.marialanger.com.

Cocoa programming is not only the favored development environment for Mac OS X, it's also a primary tool for creating iPhone and iPod Touch software. That makes this a great time to learn Cocoa, and Cocoa Programming for Mac OS X For Dummies is the ideal place to start! This book gives you a solid foundation in Cocoa and the unusual syntax of Objective-C. You'll learn what's new in Cocoa frameworks and create an application step by step. For example, you can: See how Xcode underlies your applications as the main component of Apple's IDE Examine the basics of the Objective-C language, the elements of a Cocoa interface, and object-oriented programming Use Xcode and Interface Builder Spruce up your apps with audio, video, Internet features, stylized text, and more Create applications with the stunning graphics for which Macs are famous See how to build apps with multiple documents and even executables that aren't traditional Mac apps Use all the exciting new Cocoa features Work with Cocoa numbers, arrays, Booleans, and dates Build document-based applications Simplify with key-value coding The better you understand Cocoa programming, the better the applications you can create for Mac OS X, iPhone, and iPod Touch. Cocoa Programming for Mac OS X For Dummies makes it easy and fun! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

*You held off on moving to Mac OS X until your bread-and-butter applications made the jump, and now you're thinking of moving up to Tiger. This book is especially geared toward designers who've become comfortable working under Mac OS X and are ready now to make the Tiger transition. Designer and prepress pro Jeff Gamet focuses on the Mac OS X Tiger features that matter most to illustrators, designers, and other graphic professionals. He explains not only how things work in Mac OS X Tiger, but how Tiger enables users to work efficiently and effectively. In chapters devoted to fonts, printing, PDF, color management, networking, the Mac's built-in design tools, and much more, readers will learn how to: * Solve the nitty-gritty issues designers confront daily * Improve production workflow and avoid common problems * Optimize, maintain, and secure your network, whether you work in a complex office environment or a small graphics studio*

Adobe InDesign CS3 Essential Book

Mastering InDesign CS3 for Print Design and Production

Adobe InDesign CS3 Bible

Designer's Guide to Mac OS X Tiger

InDesign CS3 for Macintosh and Windows

Livre de référence sur InDesign CS3 Véritable mine de conseils pratiques et d'astuces de travail, cet ouvrage richement illustré dresse un panorama complet d'InDesign CS3, des acquis fondamentaux aux techniques les plus avancées. Couvrant toutes les nouveautés de cette version CS3, il conduit le lecteur de la prise en main du logiciel jusqu'à la maîtrise de ses fonctions les plus pointues. Nourri par la très grande expérience de l'auteur, cet ouvrage constitue un excellent manuel d'apprentissage pour les graphistes et maquettistes débutants comme pour les professionnels. Sur le site www.editions-eyrolles.com Téléchargez le code source des exemples du livre Dialoguez avec l'auteur

Is Windows giving you pause? Ready to make the leap to the Mac instead? There has never been a better time to switch from Windows to Mac, and this incomparable guide will help you make a smooth transition. New York Times columnist and Missing Manuals creator David Pogue gets you past three challenges: transferring your stuff, assembling Mac programs so you can do what you did with Windows, and learning your way around Mac OS X. Why is this such a good time to switch? Upgrading from one version of Windows to another used to be simple. But now there's Windows Vista, a veritable resource hog that forces you to relearn everything. Learning a Mac is not a piece of cake, but once you do, the rewards are oh-so-much better. No viruses, worms or spyware. No questionable firewalls, inefficient permissions, or other strange features. Just a beautiful machine with a thoroughly reliable system. And if you're still using Windows XP, we've got you covered, too. If you're ready to take on Mac OS X Leopard, the latest edition of this bestselling guide tells you everything you need to know: Transferring your stuff -- Moving photos, MP3s, and Microsoft Office documents is the easy part. This book gets you through the tricky things: extracting your email, address book, calendar, Web bookmarks, buddy list, desktop pictures, and MP3 files. Re-creating your software suite -- Big-name programs (Word, Photoshop, Firefox, Dreamweaver,

and so on) are available in both Mac and Windows versions, but hundreds of other programs are available only for Windows. This guide identifies the Mac equivalents and explains how to move your data to them. Learning Leopard -- Once you've moved into the Mac, a final task awaits: Learning your way around. Fortunately, you're in good hands with the author of Mac OS X: The Missing Manual, the #1 bestselling guide to the Macintosh. Moving from Windows to a Mac successfully and painlessly is the one thing Apple does not deliver. Switching to the Mac: The Missing Manual, Leopard Edition is your ticket to a new computing experience.

Trusted format and a master teacher make this the essential reference guide for quickly learning Adobe's page layout tool - InDesign CS3

InDesign CS3 for Macintosh and Windows Visual QuickStart Guide Pearson Education

Adobe InDesign CS3 pour PC/MAC

Harness the Power of XML to Automate your Print and Web Workflows

Mac Life

InDesign CS5 Bible

Build your InDesign expertise, one technique at a time. In Adobe InDesign CS3 How-Tos, authors John Cruise and Kelly Kordes Anton bring you 100 carefully selected techniques to help you get right to work in InDesign, the world's most powerful page layout program. Their strategy is to focus on those features you're most likely to use, showcasing each in a clearly explained, well-illustrated, stand-alone technique—complete with a relevant hint or two. These bite-sized lessons offer a great way to learn just what you need to know when you need it, exploring the program in a way, and at a pace, that makes sense to you. Before you know it, you'll master all these tools and techniques, and more:

- Customize the interface [Tip #6]
- Add metadata to documents [Tip #14]
- Insert variable text [Tip #29]
- Add special effects to type [Tip #34]
- Format tables with styles [Tip #45]
- Use spot colors, process colors, and tints [Tip #74]
- Paginate a book [Tip #86]
- Use PDF presets for output [Tip #96].

Is this book for programmers? Written specifically for graphic designers and production artists already comfortable working with Adobe InDesign, this book teaches you how to automate publishing without learning a lot of scary code. XML simplifies the process of moving content in and out of your layouts and can speed up any print or Web assignment. Why should I care about XML? If you're managing data-intensive layout projects, and you want to keep that data consistent, accurate, and up-to-date, then incorporating XML can help. You can also use XML to automate processes like importing text and large numbers of graphics into a layout, or repurposing content from one application to another. Do I need additional plug-ins or special software? You need only the powerful features built into InDesign CS2, CS3 or CS4 to use this book. How will I learn XML? This guide includes nine easy-to-follow projects with downloadable support files. With these hands-on tutorials, you will learn XML in context. By the final project, XML will no longer be a mystery, but a powerful tool you can use to support your company or clients. These real-world projects will teach you:

- l Business cards: Create a structured layout in InDesign and then import XML. Format text automatically and flow the text into multiple examples.
- l Product catalog: Learn how to import XML data into a structured layout using nested styles and cloned text.
- l Direct mail and variable data printing: Use XML and InDesign to create sophisticated direct mail pieces without costly plug-ins or third-party software.
- l Magazine and newspaper: Build and export magazine-style publications for online distribution.
- l Web: Transform XML into XHTML to incorporate directly into your Web pages, or use Cascading Style Sheets to instantly format your exported XML.

Visual QuickStart Guide—the quick and easy way to learn! With iPhoto '09 for Mac OS X: Visual QuickStart Guide, readers can start from the beginning to get a tour of the applications, or look up specific tasks to learn just what they need to know. This task-based, visual guide uses step-by-step instructions and hundreds of full-color screenshots to teach beginning and intermediate users how to make the most out of their digital photos with iPhoto '09. Perfect for anyone who needs to learn the program inside out, this guide covers everything from importing, tagging, editing, and perfecting images to creating slideshows and photo albums to easy online Web publishing. Readers will learn about everything new in iPhoto '09, including: Faces, which allows you to organize your photos based on who's in them; Places, which uses data from GPS-enabled cameras or your iPhone's camera to categorize photos by location with easily recognizable names; themed slideshows; online sharing via Facebook and Flickr with one click; enhanced photo editing tools; and more.

With iPhoto '09, Apple's popular photo organizer and editing program is better than ever. Unfortunately, intuitive as it may be, iPhoto still has the power to confuse anyone who uses it. That's why more people rely on our Missing Manual than any other iPhoto resource. Author and New York Times tech columnist David Pogue provides clear and objective guidance on every iPhoto feature, including new tools such as face recognition, place recognition based on GPS data, themed slideshows, online sharing, enhanced editing, and travel maps. You'll find step-by-step instructions, along with many undocumented tips and tricks. With iPhoto '09: The Missing Manual, you will: Get a course in picture-taking and digital cameras -- how to buy and use a digital camera, how to compose brilliant photos in various situations Import, organize, and file your photos -- and learn how to search and edit them Create slideshows, photo books, calendars, and greeting cards, and either make or order prints Share photos on websites or by

features in InDesign CS3, including new gradient feather, directional feather, and bevel and emboss effects; improved transparency controls; improved long document support; expanded Find/Change; and an even more flexible and customizable user interface.

iPhoto 09 for Mac OS X

Scripting InDesign CS3/4 with JavaScript

iPhoto '09: The Missing Manual

Pour Windows et Macintosh

Leopard Edition

Mastering InDesign for Print Design and Production shows how experienced professionals with deadlines and billable hours use InDesign efficiently and effectively. Through the case studies and interviews, readers will find inspired to look beyond the over-emphasized basic features and into the depths of InDesign's utility for real-world print design. Most InDesign books are written for beginners, and experienced users are frustrated by them. When you already know how to make, fill, and thread a text box, the entire first half of most InDesign books is useless. But this one doesn't dwell on the basics. Mastering InDesign for Print Design and Production fulfills the promise of the Mastering series, to provide real-world skills to professionals and students. Like all Mastering books, this one includes: A "by pros for pros" approach: The author is an active professional working in the field of graphic arts, layout, and design, writing for professionals who want to improve their skills or learn new skills. Real-world examples: Running throughout the text are examples of how the various skills are applied in real scenarios, described throughout the book in the form of examples and case studies from the author's own design and consulting work, as well as interviews with other designers using InDesign on the job. Skill-based teaching and hands-on exercises Although the book has a comprehensive glossary, page one begins right away speaking to the core market—print professionals—in industry terms about industry challenges. This immediately lets experienced InDesign users know the book is about them. The approach is humorous, making the digestion and retention of complicated information easier for the reader through quips, anecdotes, and design- and print-geek humor. But at all times the book is true to its mission: Helping a professional do their job in InDesign without frustration, confusion, or aesthetic compromise.

While QuarkXPress has been the most-widely used page-layout program in the world, Adobe InDesign is rapidly gaining ground with better typography and transparency features, speedier performance, and more overall control. Learn InDesign now from respected InDesign and QuarkXPress expert Galen Gruman. He packs this book with real-world insights from publishing pros who use InDesign in critical projects, shows you the program's innovative architecture and functionality, and tells you everything you need to know to get up to speed. Whether an experienced designer, a novice, or somewhere in between, you'll find all the real-world tips and techniques you're looking for in this comprehensive reference.

Presents a collection of lessons, step-by-step instructions, and review questions and answers that cover the key features of Adobe InDesign CS3.

A guide to the desktop publishing and page layout program covers manipulation of text and graphics, adding effects, applying color, and digital publishing.

A Designer's Guide to Adobe InDesign and XML

Illustrator CS3 for Windows and Macintosh

InDesign CS3 in Easy Steps

Cocoa Programming for Mac OS X For Dummies

XML Publishing with InDesign CS2+

MacLife is the ultimate magazine about all things Apple. It ' s authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

Real World Adobe InDesign CS6

Mac OS X Leopard

Real World Adobe InDesign CS3

Switching to the Mac: The Missing Manual, Leopard Edition

The Professional Portfolio