Design And Communication Graphics Exam Papers

Peterson's Graduate Programs in Arts and Architecture contains a wealth of information on colleges and universities that offer graduate work in Applied Arts & Design; Architecture; Art & Art History; Comparative & Interdisciplinary Arts; Film, Television, & Video; and Performing Arts. Institutions listed include those in the United States, Canada, and abroad that are accredited by U.S. accrediting agencies. Up-to-date data, collected through Peterson's Annual Survey of Graduate and Professional Institutions, provides valuable information on degree offerings, professional accreditation, jointly offered degrees, part-time and evening/weekend programs, postbaccalaureate distance degrees, faculty, students, degree requirements, entrance requirements, expenses, financial support, faculty research, and unit head and application contact information. Readers will find helpful links to in-depth descriptions that offer additional detailed information about a specific program or department, faculty members and their research, and much more. In addition, there are valuable articles on financial assistance, the

graduate admissions process, advice for international and minority students, and facts about accreditation, with a current list of accrediting agencies.
Peterson's Graduate Programs in Engineering & Applied Sciences 2015 contains comprehensive profiles of more than 3,850 graduate programs in all relevant disciplines-including aerospace/aeronautical engineering, agricultural engineering & bioengineering, chemical engineering, civil and environmental engineering, computer science and information technology, electrical and computer engineering, industrial engineering, telecommunications, and more. Two-page in-depth descriptions, written by featured institutions, offer complete details on a specific graduate program, school, or department as well as information on faculty research. Comprehensive directories list programs in this volume, as well as others in the Peterson's graduate series.
The student-friendly format and specification-matched content makes this a vital tool for achieving success at AS and A2 level.
Adobe Illustrator CC is the most popular vector illustration

application available. Print and screen designers use it to create powerful artwork composed of shapes, color, and highly styled text. Illustrator is a necessary tool for anyone considering a career in the visual design or illustration field. Learn Adobe Illustrator CC by building cool creative projects that teach you how to: Design and illustrate a promotional postcard Style text to create a logotype for a business Combine illustrations and text to create infographics Trace a photograph to use in an eye-catching concert poster Design icons and graphics for a mobile device interface This study guide uses video integrated with text to help you gain real-world skills that will get you started in your career in graphic design using Adobe Illustrator CC 2018 and lays the foundation for taking the Adobe Certified Associate (ACA) certification exam in that field. A mix of 6 project-based lessons, 8 hours of practical videos, and interactive quizzes prepares you for an entry-level position in a competitive job market. Purchasing this book gives you access to valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: Web Edition containing instructional video embedded in the complete

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text of the book with interactive review questions along with
product updates Downloadable lesson files you need to work
through the projects in the book
Design for Communication
Drawing, Plans, Digital Rendering
Resistant Materials
Annual Catalog - United States Air Force Academy
Learn Visual Communication Using Adobe Photoshop CC
Drawing for Graphic Design
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This student book includes: sections devoted to coursework; a summary of key points from each section; and questions and activities to develop the students skills.

This course for AQA GCSE Graphic Products has been replaced by a new specification for first teaching from September 2009.

As the most popular image-editing application on the market today, Adobe Photoshop is an indispensable part of any creative designer's toolkit. Mastering Photoshop for photo retouching or general design work should be the first step on your path to a career in the visual design field. Learn Adobe Photoshop CC by building cool creative projects that teach you how to: Fix common problems

with photographs Colorize black and white photos Design eye-catching invitations and fliers Create fantastic composite images by combining elements from different photos Design your own wallpaper for your computer or phone This study guide uses more than 13 hours of video integrated with text to help you gain real-world skills that will get you started in your career in visual design using Adobe Photoshop CC. It lays the foundation for taking the Adobe Certified Associate (ACA) certification exam and helps prepare you for an entry-level position in a competitive job market. Purchasing this book gives you access to valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: Web Edition containing instructional video embedded in the complete text of the book with interactive review questions along with product updates Downloadable lesson files you need to work through the projects in the book
GRAPHIC DESIGN BASICS combines design principles, history, and current technology to present students a comprehensive introduction to the field of graphic design. Keeping pace with rapid changes in the field of design, while maintaining a consistently high academic quality, the text emphasizes design structure, visual perception and digital design, with a wide range of visuals from throughout design history, as well as the latest contemporary illustrations.

Each chapter provides assignments with student sample solutions and critique sections to help students apply the concepts and assess their work. This market leader's interwoven combination of concept, history, and practice rarely found in other graphic design texts has been enriched by integrating material specific to digital design. The accompanying Premium Website offers students bonus images, interviews with artists featured in the text, additional projects, studio techniques and research links. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction to Graphics Communications for Engineers (B.E.S.T series)
Graphic Communications
White Space Is Not Your Enemy
A History of Data Visualization and Graphic Communication
Learn Adobe Photoshop CC for Visual Communication
Design Graphics for Engineering Communication

Graphic Communications, based on a foundation of modern industry standards, teaches the processes, methods, and equipment used in the field, with a focus on careers. This text prepares students for the technology they will use with printing, including digital image capture

and manipulation, digital prepress operations, computer-to-plate technology, and press control systems. Newer processes, such as updates to digital printing and web design, have been included in this edition. The text also addresses current curriculum trends that help students prepare for career or college. Correlated to PrintED standards from the Graphic Arts Education and Research Foundation (GAERF) and to Precision Exams' Graphic Communications, Introduction exam standards. Suggested Activities at the end of each chapter encourage students to apply concepts to real-life situations and develop industry skills related to chapter content. Think Green features show how the industry is working toward making products and processes safer for people and the environment. Career Links highlight career opportunities in the graphic communications field to prepare students for career and college. Academic Links use questions and activities to relate chapter content to math, science, and history. G-W Learning Companion Website includes vocabulary activities, matching activities, e-Flash Cards, and end-of-chapter questions in electronic format.

• Best Selling Book for BARC Electronics & Communication (EC) with objective-type questions as per the latest syllabus given by the BARC. • Compare your performance with other students using Smart Answer Sheets in EduGorilla's BARC Electronics & Communication (EC) Practice Kit. • BARC Electronics & Communication (EC) Preparation Kit comes with

10 Full-length Mock Tests with the best quality content. • Increase your chances of selection by 14X. • BARC Electronics & Communication (EC) Prep Kit comes with well-structured and 100% detailed solutions for all the questions. • Clear exam with good grades using thoroughly Researched Content by experts.

Here is a complete, comprehensive drawing reference for design students and professionals alike who want to implement drawing as a professional tool. In Drawing for Graphic Design, Timothy Samara empowers readers to add drawing to their design vocabulary, featuring case studies of commercial projects from start to finish along with a showcase of real-world projects that integrate drawing as an intrinsic part of their visual communication. Filled with original author drawings and sketches, it's a must-have reference that will benefit designers of all levels.

Publisher Description

Kitchen & Bath Design Presentation

Graphics with Materials Technology

Interior Design Visual Presentation

Modern Graphics Communication

Course Offerings and Class Projects from the Leading Graduate and Undergraduate Programs

A Practical Guide to Interpreting Working Drawings

The leading text on design communication, updated andexpanded

Kitchen and Bath Design Presentation is the NationalKitchen and Bath Association's complete guide to preparing clearand accurate project documents and plans. This updated secondedition has been expanded to include more information on handdrafting, specifications, and project presentation, with additionalCAD coverage featuring software programs approved for the NKBAcertification exams. This full-color guide includes detailedinformation on the NKBA graphics and presentation standards, plusextensive reference appendices including sample documents, cabinetnomenclature, and metric conversions. Each chapter includes asummary and review questions, and samples of NKBA drawingsthroughout provide ample illustration of the techniquesdiscussed. Design presentation is the key communication between designerand client, contractor, and supplier. Accuracy and precision areessential, and mistakes can be costly in terms of both time andmoney. The National Kitchen and Bath Association established thestandard guidelines for safe and effective kitchen planning, andKitchen and Bath Design Presentation provides a thoroughbreakdown of the NKBA standards in design communication. Learn the secrets to accurate

measurement with tips from thepros Master the art of hand drafting, and review the fundamentals ofCAD Understand drafting conventions, dimensioning, and constructionplanning Study the NKBA's graphics and presentation standards, includingspecs, titling, copyright, and more Comprehensive coverage and clear instruction make this bookideal for CKD and CBD exam prep, and easy navigation and strongvisual design make it a useful reference for professionals needingto communicate their vision. Designers must be skilled attranslating idea to reality, and Kitchen and Bath DesignPresentation is the industry standard guide to doing itright.

This is a clear, comprehensive, full-color introduction and reference for students and professionals who are creating engineering drawings and graphics with CAD software or by hand. It provides excellent technical detail and motivating real-world examples, illuminating theory with a colorful, highly-visual format complemented with concise text. Designed for busy, visually-oriented learners, this guide expands on well-tested material, fully updated for the latest ASME standards, materials, industries and production processes. Its up-to-date

examples range from mechanical, plastic, and sheet metal drawings to modern techniques for civil engineering, architecture, and rapid prototyping. Throughout, clear, easy, step-by-step descriptions teach essential sketching and visualization techniques, including the use of 3D and 2D CAD. All color visuals are tightly integrated with text to promote rapid mastery. Colorful models and animations on a companion website bring the material to life, and hands-on projects and tear-out worksheets make this guide ideal both for learning and for ongoing reference.

The new, updated edition of the successful book on interior design Interior Design Visual Presentation, Second Edition is fully revised to include the latest material on CAD, digital portfolios, resume preparation, and Web page design. It remains the only comprehensive guide to address the visual design and presentation needs of the interior designer, with coverage of design graphics, models, and presentation techniques in one complete volume. Approaches to the planning, layout, and design of interior spaces are presented through highly visual, step-by-step instructions, supplemented with more than forty pages of

full-color illustrations, exercises at the end of each chapter, and dozens of new projects. With the serious designer in mind, it includes a diverse range of sample work, from student designers as well as well-known design firms such as Ellerbee and Beckett Architects and MS Architects.
More Than Sixty Course Syllabi That Bring the New Complexity of Graphic Design to Light All graphic designers teach, yet not all graphic designers are teachers. Teaching is a special skill requiring talent, instinct, passion, and organization. But while talent, instinct, and passion are inherent, organization must be acquired and can usually be found in a syllabus. Teaching Graphic Design, Second Edition, contains syllabi that are for all practicing designers and design educators who want to enhance their teaching skills and learn how experienced instructors and professors teach varied tools and impart the knowledge needed to be a designer in the current environment. This second edition is newly revised to include more than thirty new syllabi by a wide range of professional teachers and teaching professionals who address the most current concerns of the graphic design industry, including product, strategic,

entrepreneurial, and data design as well as the classic image, type, and layout disciplines. Some of the new syllabi included are: Expressive Typography Designer as Image Maker Emerging Media Production Branding Corporate Design Graphic Design and Visual Culture Impact! Design for Social Change And many more Beginning with first through fourth year of undergraduate courses and ending with a sampling of graduate school course options, Teaching Graphic Design, Second Edition, is the most comprehensive collection of courses for graphic designers of all levels.
Graphic Design Basics
Communications Writing and Design
9th IFIP TC 3 World Conference on Computers in Education, WCCE 2009, Bento Gonçalves, Brazil, July 27-31, 2009, Proceedings
Visualization, Modeling, and Graphics for Engineering Design
A Level Design and Technology
Digital Design and Print Essentials

Communications Writing and Design is an integrated, project-based introduction to effective writing and design across the persuasive domains of communication. Build a strong foundation of core writing and design skills using professionally-

designed examples that illustrate and reinforce key principles Readers learn and analyze techniques by creating 15 projects in marketing, advertising, PR, and social media with the help of strategy suggestions, practical tips, and professional production techniques Written by an experienced professional and teacher, with a focus on the cross-disciplinary nature of contemporary communication work Learning is reinforced through a variety of pedagogical features: learning objectives, helpful mnemonics, real-life projects and applications, chapter references for further study, and end-of-chapter summaries and exercises A companion website with multimedia slides, exam questions, learning videos, and design guides provides additional learning tools for students and instructors

Complete coverage of basic design principles illustrated by student examples Design for Communication offers a unique approach to mastering the basic design principles, conceptual problem-solving methods, and critical-thinking skills that distinguish graphic designers from desktop technicians. This book presents forty-two basic to advanced graphic design and typography assignments collaboratively written by college educators to teach the fundamental processes, concepts, and techniques through hands-on applications. Each assignment is illustrated with actual student solutions, and each includes a process narrative and an educator's critical analysis revealing

the reasoning behind the creative strategies employed by each individual student solution. Assignments are organized from basic to advanced within six sections: * The elements and principles of design * Typography as image * Creative word play * Word and image * Grid and visual hierarchy * Visual advocacy Design for Communication is a highly visual resource of instruction, information, ideas, and inspiration for students and professionals.

One volume edition of the bestselling textbook for Design and Communication Graphics for Leaving Certificate Higher and Ordinary Level Syllabus topics and learning outcomes are highlighted at the start of each chapter Step-by-step approach used on all activities in each topic Exam-focused with all worked examples fully dimensioned and a strong emphasis on sketching All five optional topics are dealt with in the Applied Graphics chapters Ordinary and Higher Level content is clearly differentiated A wide variety of questions to suit all abilities Discover the foundation, power, and necessity of visual communication with this essential guide Visual communication has changed. It's gone from being an optional medium for relaying information to an important method for building connections and increasing understanding. We now use visual storytelling to help us establish and strengthen relationships, engage distracted audiences, and bring clarity to complexity. Killer Visual Strategies examines how visual communication has transformed how brands connect with their customers and

colleagues alike. It looks at the growing audience demand for quality visual content and how organizations must meet this demand or risk being left behind. Killer Visual Strategies traces the history of visual communication and explores why it now plays an integral role in our daily lives. As Amy Balliett tells the story of this evolving medium, she naturally incorporates visuals, such as timelines and data visualizations throughout. In addition to providing actionable rules to follow for creating high-impact visual content, Balliett also explores the latest trends, including visual search, augmented reality (AR), and virtual reality (VR). Then, she looks forward to what lies ahead in this dynamic field. The book's topics can benefit readers in a range of professions where visual content is now vital to sharing a message. Learn best practices for visual communication Gain inspiration from countless visual examples Stay on top of the latest trends in visual communication Understand visual communication for marketing, sales, design, HR, and more Killer Visual Strategies provides a clearer picture of the evolution of visual communication as a fundamental part of how a story is told.
Architectural Graphics
Graduate Studies
BARC Electronics & Communication (EC) Exam | 1OOO+ Solved Questions (1O Full-length Mock Tests)
United States Air Force Academy

Conceptual Graphic Design Basics
Adobe Certified Associate Exam Preparation

This workbook is designed for use with the Graphic Communications: Digital Design and Print Essentials textbook. The workbook questions, illustrations, and activities are provided to help you assess your knowledge of the material contained in each chapter of the textbook. The exercises serve as a thorough guide for study and will help you improve your understanding of the graphic communications industry, the processes involved in graphic production, and the various forms of printing technology that are changing the industry.

A new book for a new generation of engineering professionals, Visualization, Modeling, and Graphics for Engineering Design was written from the ground up to take a brand-new approach to graphic communication within the context of engineering design and creativity. With a blend of modern and traditional topics, this text recognizes how computer modeling techniques have changed the engineering design process. From this new perspective, the text is able to focus on the evolved design process, including the critical phases of creative thinking, product ideation, and advanced analysis techniques. Focusing on design and design communication rather than drafting techniques and standards, it goes beyond the what to explain the why of engineering graphics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Education and Technology for a Better World was the main theme for WCCE 2009. The conference highlights and explores different perspectives of this theme, covering all

levels of formal education as well as informal learning and societal aspects of education. The conference was open to everyone involved in education and training. Additionally players from technological, societal, business and political fields outside education were invited to make relevant contributions within the theme: Education and Technology for a Better World. For several years the WCCE (World Conference on Computers in Education) has brought benefits to the fields of computer science and computers and education as well as to their communities. The contributions at WCCE include research projects and good practice presented in different formats from full papers to posters, demonstrations, panels, workshops and symposiums. The focus is not only on presentations of accepted contributions but also on discussions and input from all participants. The main goal of these conferences is to provide a forum for the discussion of ideas in all areas of computer science and human learning. They create a unique environment in which researchers and practitioners in the fields of computer science and human learning can interact, exchanging theories, experiments, techniques, applications and evaluations of initiatives supporting new developments that are potentially relevant for the development of these fields. They intend to serve as reference guidelines for the research community.

With the use of real world examples and illustrations, Design Graphics for Engineering Communication introduces students to the fundamental concepts of Engineering Graphics and their role in the design process. The authors highlight common techniques, practices, and standards used in industry in a manner that is motivating and easy to understand. Topics include visualization, orthographic projection,

dimensions and tolerances, scaling, and parametric solid modeling. Opportunities to practice, study, and learn abound, with problems at the end of each chapter, quizzes, and assembly modeling projects.

Product Desig - Graphic Products

A Basic Course

Graphic Products

Graphic with Materials Technology

GCSE Graphic Products for OCR

Graduate Programs in the Humanities, Arts & Social Sciences 2015 (Grad 2)

This study guide uses text integrated with video to help you gain real-world skills that will get you started in your career in photography, graphics, or design and lays the foundation for taking the Photoshop ACA exam. A mix of project-based lessons, practical videos, and regular assessments throughout prepares you for an entry-level position in a competitive job market. Adobe conducted research to identify the foundational skills students need to effectively communicate using digital media tools. Based on feedback from educators, design professionals, businesses, and educational institutions around the world, the objectives cover entry-level skill expectations for each topic. The Visual Communication Using Adobe Photoshop exam validates entry-level skills in communication corresponding to Photoshop software. The ACA exams have proved to be highly successful; Adobe reports that

the total number of exams taken worldwide has reached one million since 2008. To create this new product, Peachpit and Adobe Press have joined forces with team of outstanding instructors who have a great track record getting students certified: Rob Schwartz and his colleagues at BrainBuffet.com. Check out the ad in the back of the book for details on becoming an Adobe Creative Cloud Photography plan member for up to 20% off you first year!

Drawing and Detailing with SolidWorks 2010 is written to educate and assist students, designers, engineers, and professionals in the drawing and detailing tools of SolidWorks. Explore the learning process through a series of design situations, industry scenarios, projects, and objectives targeted towards the beginning to intermediate SolidWorks user. Work through numerous activities to create multiple-view, multiple-sheet, detailed drawings, and assembly drawings. Develop Drawing templates, Sheet formats, and Custom Properties. Construct drawings that incorporate part configurations, assembly configurations, and design tables. Manipulate annotations in parts, drawings, assemblies, Revision tables, Bills of Materials and more. Apply your drawing and detailing knowledge to over thirty exercises. The exercises test your usage competency as well as explore additional topics with industry examples. Advanced exercises require the ability to create parts and assemblies. Drawing and Detailing with SolidWorks 2010 is not a reference

book for all drafting and drawing techniques. The book provides examples to: Start a SolidWorks 2009 session and to understand the following interfaces: Menu bar toolbar, Menu bar menu, Drop-down menus, Context toolbars, Consolidated drop-down toolbars, System feedback icons, Confirmation Corner, Heads-up View toolbar, Document Properties and more. Apply Document Properties to reflect the ASME Y14 Engineering Drawing and related Drawing Practices. Import an AutoCAD file as a Sheet format. Insert SolidWorks System Properties and Custom Properties. Create new SolidWorks Document tabs. Create multi-sheet drawings from various part configurations and develop the following drawing views: Standard, Isometric, Auxiliary, Section, Broken Section, Detail, Half Section (Cut-away), Crop, Projected Back, with a Bill of Materials and a Revision Table and Revisions. Insert and edit: Dimensions, Feature Control Frames, Datums, Geometric Tolerancing, Surface Finishes, and Weld Symbols using DimXpert and manual techniques. Create, apply, and save Blocks and Parametric Notes in a drawing. Project 7 provides a bonus section on the Certified SolidWorks Associate CSWA program with sample exam questions and initial and final SolidWorks models.

Written and produced by an expert team to support the new Edexcel Graphic Products specification for 2008. The engaging full-colour Student Book is matched

to the new Edexcel A Level Product Design course requirements, so you can be confident that it will provide all students need to develop the skills and understanding to succeed at AS and A2 Level. Written by experienced examiners and teachers to support the new Edexcel specification. Additional exam tips, practice questions and sample answers with comments will give students the confidence to tackle all the questions that come up in the exam. Now in full colour to bring the subject to life and help make explanations of key concepts clearer.
Graphics in Design & CommunicationGill Education
Teaching Graphic Design
Sections 1-6 of 27
Graduate Programs in Engineering & Applied Sciences 2015 (Grad 5)
Construction Graphics
A Beginner's Guide to Communicating Visually Through Graphic, Web & Multimedia Design
Engage Any Audience, Improve Comprehension, and Get Amazing Results Using Visual Communication
Helping students prepare for the Edexcel assessment in graphic products, this revision text offers advice and guidance on what examiners are looking for, focuses on the application of knowledge to industry to build confidence

and summarizes key information.
Peterson's Graduate Programs in the Humanities, Arts & Social Sciences 2015 contains details on more than 11,000 graduate programs of study across all relevant disciplines-including the arts and architecture, communications and media, psychology and counseling, political science and international affairs, economics, and sociology, anthropology, archaeology, and more. Informative data profiles include facts and figures on accreditation, degree requirements, application deadlines and contact information, financial support, faculty, and student body profiles. Two-page in-depth descriptions, written by featured institutions, offer complete details on specific graduate programs, schools, or departments as well as information on faculty research. Comprehensive directories list programs in this volume, as well as others in the graduate series.
A study guide that matches the Edexcel specification to help students succeed at A Level, this volume examines graphics within materials technology and is intended to aid revision as well as study.
White Space Is Not Your Enemy is a practical graphic design and layout guide that introduces concepts and practices necessary for producing effective visual communication across a variety of formats—from web to print. Sections on Gestalt theory, color theory, and WET layout are

expanded to offer more in-depth content on those topics. This new edition features new covering current trends in web design—Mobile-first, UI/UX design, and web typography—and how they affect a designer's approach to a project. The entire book will receive an update using new examples and images that show a more diverse set of graphics that go beyond print and web and focus on tablet, mobile and advertising designs.
Learn Adobe Illustrator CC for Graphic Design and Illustration
Graphics in Design & Communication
Which A levels? 2019
Understanding Conceptual Principles and Practical Techniques to Create Unique, Effective Design Solu
The Integrated Manual for Marketing, Advertising, and Public Relations
Peterson's Graduate Programs in Arts & Architecture 2011
A comprehensive history of data visualization—its origins, rise, and effects on the ways we think about and solve problems. With complex information everywhere, graphics have become indispensable to our daily lives. Navigation apps show real-time, interactive traffic data. A color-coded map of exit polls details election balloting down to the county level. Charts communicate stock market trends, government spending, and the dangers of epidemics. A History of Data Visualization and Graphic Communication tells the story of how graphics left the exclusive confines of scientific research and became ubiquitous. As data visualization spread, it changed the way we think. Michael Friendly and Howard

Wainer take us back to the beginnings of graphic communication in the mid-seventeenth century, when the Dutch cartographer Michael Florent van Langren created the first chart of statistical data, which showed estimates of the distance from Rome to Toledo. By 1786 William Playfair had invented the line graph and bar chart to explain trade imports and exports. In the nineteenth century, the "golden age" of data display, graphics found new uses in tracking disease outbreaks and understanding social issues. Friendly and Wainer make the case that the explosion in graphical communication both reinforced and was advanced by a cognitive revolution: visual thinking. Across disciplines, people realized that information could be conveyed more effectively by visual displays than by words or tables of numbers. Through stories and illustrations, A History of Data Visualization and Graphic Communication details the 400-year evolution of an intellectual framework that has become essential to both science and society at large.
Making the right choice of A levels is crucial. Not only will it affect your enjoyment of studying over the next two years but it also has implications for your choice of career, further training or higher education options. The tenth edition of this student-friendly guide has been revised and updated and includes study and employment options after 16 as well as at degree level. It also contains information on apprenticeships, an increasingly popular alternative to full-time higher education. Each subject entry covers: What and how you study Which A levels fit well together for competitive courses and careers Related higher education courses Career and training options after A levels and degree courses Alternative qualifications such as the International Baccalaureate.
Peterson's Annual Guides to Graduate Study

Architectural & Const. Data

Drawing and Detailing with SolidWorks 2010
A Guide to Graphics, Models, and Presentation Techniques
Killer Visual Strategies