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Since Lightroom 1.0 first launched, Scott's Kelby's The Adobe Photoshop Lightroom Book for Digital Photographers has been the world's #1 bestselling Lightroom book (it has been translated into a dozen different languages), and in this latest version for Lightroom 6, Scott uses his same award-winning, step-by-step, plain-English style and layout to make learning Lightroom easy and fun. Scott doesn't just show you which sliders do what (every Lightroom book will do that). Instead, by using the following three simple, yet brilliant, techniques that make it just an incredible learning tool, this book shows you how to create your own photography workflow using Lightroom:

- Throughout the book, Scott shares his own personal settings and studio-tested techniques. Each year he trains thousands of Lightroom users at his live seminars and through that he's learned what really works, what doesn't, and he tells you flat out which techniques work best, which to avoid, and why.
- The entire book is laid out in a real workflow order with everything step by step, so you can begin using Lightroom like a pro from the start.
- What really sets this book apart is the last chapter. This is where Scott dramatically answers his #1 most-asked Lightroom question, which is: "Exactly what order am

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I supposed to do things in, and where does Photoshop fit in?" You'll see Scott's entire start-to-finish Lightroom 6 workflow and learn how to incorporate it into your own workflow. • Plus, this book includes a downloadable collection of some of the hottest Lightroom Develop module presets to give you a bunch of amazing effects with just one click! Scott knows firsthand the challenges today's digital photographers are facing, and what they want to learn next to make their workflow faster, easier, and more fun. He has incorporated all of that into this major update for Lightroom 6. It's the first and only book to bring the whole process together in such a clear, concise, and visual way. Plus, the book includes a special chapter on integrating Adobe Photoshop seamlessly right into your workflow, and you'll learn some of Scott's latest Photoshop portrait retouching techniques and special effects, which take this book to a whole new level. There is no faster, more straight to the point, or more fun way to learn Lightroom than with this groundbreaking book.

This official Adobe tutorial shows photographers and photography students how to use Adobe Lightroom and Photoshop CC together to get results and efficiencies they could never achieve with either product alone. Adobe Lightroom and Photoshop CC for Photographers Classroom in a Book® begins by presenting a quick, hands-on overview of Lightroom's powerful cataloging functions, perfect for readers who've used a different photo organization tool (or none at all!). Next, Jan Kabili introduces a simple, well-proven Lightroom-Photoshop workflow. Building on these fundamentals, she guides readers through a series of practical projects that start in Lightroom and move to Photoshop to use its powerful, exclusive tools. You'll walk through fixing common photo problems such as blur caused by camera shake; bringing out important details; adding creative effects with adjustment layers; layering images to create composites; adding text or 3D objects; performing precise photo retouching, and much more. Classroom in a Book, the best-selling series of hands-on software training workbooks, helps students learn the features of Adobe software quickly and easily. It offers what no other book or training program does: official training from Adobe Systems Incorporated, developed with the support of Adobe product experts. Online companion files include all the assets readers need to complete each chapter's projects, as well as eBook updates when Adobe releases new features for Creative Cloud customers. New to this release, all buyers of the book get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes. As with all Classroom in a Book products, Instructor Notes are available for teachers to download. 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!

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straightforward, step-by-step approach, you'll walk through everything from joining the global Scratch community to adding audio/video and sensing the outside environment. You'll learn to write reliable, efficient code and take advantage of millions of Scratch programs shared online. Every hands-on lesson builds upon what you've already learned, fully preparing you to create inspired projects of your own! Step-by-step instructions carefully walk you through the most common Scratch 2.0 programming tasks. Quizzes at the end of each chapter help you test your knowledge. Challenges give you the opportunity to extend upon what you've learned in each chapter and flex your new-found programming skills. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Create your first project Master basic features including the Stage, Backdrops, Sprites, and Costumes Make things happen with Motion blocks Add sophisticated logic without complicated coding Use audio and video you capture with a webcam or microphone Include your own drawings in your projects Sense what your game's players are doing and interact with them Write programs that respond to outside changes such as temperature and touch Test your projects to find and fix problems Document and publish projects so others can help you improve them "Remix" projects with online Scratch code and content Create games with multiple game screens and button controls Master skills you can use with even the most powerful programming languages Who Should Read This Book Brand new to programming: Welcome! You don't need any prior experience with programming in order to gain value from this book. Considering a career change: Perhaps you are a K-12, junior college, or university student who has perhaps a bit of past programming experience, and you are pondering a full-time career as a software developer. Learning Scratch serves as an excellent diagnostic to gauge your aptitude and interest in the subject matter. Just tinkering: Maybe you are a technology buff who always wondered what work went into developing a software project. You have no real career aspirations in programming--you just enjoy tinkering and having fun. If you find that you don't belong in any of the previous three classifications, then don't worry about it. Set your sights on learning as much as you can and, above all else, having fun, and you'll be fine!

Offers a tutorial to the image editing software and demonstrates Photoshop 6's expanded Web graphics tools, revamped text engine, PDF compatibility, and integration with ImageReady 3.0.

Provides a series of lessons on the basic concepts, tools, techniques, and features of using Adobe Photoshop CS6, covering such topics as selection tools, layers, masks and channels, typographic design, vector drawing, editing video, Mixer Brush, and 3D images.

Photoshop CC is truly amazing, but it can also be overwhelming if you're just getting started. This book makes learning Photoshop as

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easy as possible by explaining things in a friendly, conversational style—without technical jargon. After a thorough introduction to the program, you'll delve deep into Photoshop's secrets with expert tips and practical editing advice you can use every day. The important stuff you need to know: Learn your way around. Take a tour of Photoshop's workspace and learn how to customize it. Unlock the magic. Use layers, masks, and Smart Objects to safely edit your images. Perfect your photos. Learn techniques for cropping, color-correcting, retouching, and combining photos. Master color. Drain, change, and add color; create gorgeous black-and-whites, partial-color effects, and duotones. Be artistic. Create illustrations, paintings, and pro-level text; use filters effectively, edit video, and create 3D art. Share your work. Produce great-looking images for print, presentations, and the Web. Work smarter and faster. Automate common chores and install plug-ins for complex tasks.

Fly higher in your Creative Cloud Adobe Creative Cloud makes the most popular tools used by designers, photographers, and other creative professionals accessible in a single place. Adobe Creative Cloud All-in-One For Dummies is the ultimate one-stop reference guide for how to use them all. Whatever gets your creative juices flowing, you'll find the in-depth guidance required to deliver the results you want, from polishing-up photos and images to creating illustrations and designs. And once your assets are just how you want them, you can pick up best practices for managing and publishing via the amazing Adobe Bridge. Written by pro designers for those getting started with this powerful set of tools, this book gives you an overview of Creative Cloud and step-by-step coverage of the major applications—InDesign, Illustrator, Photoshop, Acrobat Pro, and Adobe XD, and Adobe Bridge—in seven mini-books that take you from the basics to more advanced topics. You'll also discover how to get your work noticed by building personal galleries and displaying your creative wares. Find the essentials on the top tools in Adobe Creative Cloud Build and enhance your design skills Protect your documents with Acrobat Pro Get the most out of each program with insider tips Whatever your skill level and project needs, you'll find the essentials you need to demystify these complex programs and the knowledge to make your work shine even more brightly through the Cloud!

With this video book, you'll learn how to instantly find any picture in your library, fix common photography problems, clean up your images, add pop to boring pictures, retouch portraits, make gorgeous prints, create photo books, and even edit your home videos. Tony goes beyond teaching you how to use Lightroom. Tony shows you why and when to use each feature to create stunning, natural photos. When Lightroom isn't the best tool, Tony suggests better alternatives. Combining the benefits of video training and book learning, this video book gives you over 14 hours of video and dozens of free presets and raw images to practice with. If you learn better with video, watch the video training and refer to the book for quick reference. If you prefer

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reading, the book is concise and practical, and each chapter links to relevant videos when you want to understand a topic more deeply or see it used in the real world. Tony covers every aspect of Lightroom in-depth, but structures his teaching so that both beginner and advanced photographers can learn as efficiently as possible. If you just want a quick start, you can watch the first video or read the first chapter and you'll be organizing and editing your pictures in less than an hour. If you want to know more about a specific feature, switch to that video or jump to that chapter in the ebook. If you want to know everything about Lightroom, watch the videos and read the book from start to finish.

A book and CD-ROM package provides a Mosaic navigating browser and a collection of hard-to-find resources from such vendors as Adobe, Apple, IBM, Microsoft, and Silicon Graphics, as well as test images and code examples. Original. (Advanced).

"Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe Creative Cloud"--Cover, page [4].

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