

InDesign CS3 For Macintosh And Windows



Synopsis

Visual QuickStart Guide is the quick and easy way to learn! Users of Adobe InDesign will be impressed with the power, ease of use, and integration found in the new InDesign CS3, Adobe's page-design component of Creative Suite 3. Users will also find more robust file-placing capabilities, new Find features, and great new text and transparency effects, among other exciting 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 more. Easy visual approach uses pictures to guide you through InDesign 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. much more. A

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Customer Reviews

With zero experience with layout programs, this book did a very credible job of walking me through and making me not only knowledgeable, but competent. A couple of spots in the book I thought could have been better arranged...different order of teaching, but that is really a minor detail. A number of software books just take you through the keyboard strokes without detailed explanations of the tools, their properties, and especially, how those tools relate to actual production. This book does a

great job of giving the complete picture of not only how, but when and why. If you've never used InDesign CS3 this book is for you.

This book is very in depth and the author is clearly knowledgeable, so for that I give it high marks. However, as someone who was completely new to InDesign (and all Adobe programs), I was hoping for a guide that was easy to follow and that gave me some sort of path to take to become comfortable with the program. This guide claims to be "the quick, easy way" to learn but there is no step-by-step instruction and the pages are cluttered with information. I was hoping for a "classroom approach," and this guide reads more like a reference manual with no cohesion between instructions. It's got all the answers, but the presentation is clearly geared toward more experienced users. Anyone approaching Adobe products for the first time should look elsewhere. I am going to try CS3 for dummies and hope for better results.

Okay, I know I rated Blatner and Kvern's RWIDCS3 book 5 stars, but when you're on deadline and looking for a quick, concise answer on how to do something fast this one's the book to reach for. Frankly, do yourself a huge favor and keep both titles close at hand. They make a powerful duo.

Having bought this book as a requirement for my Page Layout class, I was surprised to see that I actually used the book. Like the QuickStart book for Quark, it offers invaluable information clearly, and is laid out in a streamlined and clean fashion. I have used InDesign CS2 in the past, but CS3 had new tools and shortcuts. This book defines InDesign CS3 effortlessly which is wonderful for students. I have come back time and again to this book when I get stuck. Whether you're a beginner to Adobe InDesign, an intermediate user, or professional you will definitely find a use for this book.

I've used InDesign from the first iteration six or seven years ago ... I am reasonably glib in all its nuances, until I got CS3. This version adds a LOT of new methods and techniques which aren't too intuitive. But ... Sandee Cohen came to the rescue with this new, comprehensive manual, with a lot of test, methods and various explanations of techniques. As usual, you did good Sandee. Thanks for holding my hand while I scratched my head.

I've used these guides for years, and they have proved valuable and indispensable. But as the Company has grown, so the need to turn a profit has grown and quality has deteriorated. This volume is a prime example. For instance, it is advertised as 'for Mac and Windows' except the entire

book is written for Windows, and with pictures using Windows. If you're a Mac user, most of the visual aids are pointless and frustrating because you cannot find the visuals or where they relate on a Mac. I've never understood why, when 90% of the design world works on Macs, the editors have a writer using Windows write the book! Then there's the problem of the content. Indesign is a wonderful book tool, and one of the key features of designing a book is an index. This manual mentions the index at the front, references it to a later chapter, but when you get to that chapter there's no reference to the Index or any explanation as to how you create or use the index function! And this is/was a \$35 book!? I had to buy another book to teach me how to use the index function. Visual Quickstart guides are typically good. This, alas, is not one of them.

Takes you through the difficult road to learning Indesign, effortlessly and makes it fun. You can tackle projects and problems one by one or use the book as a manual. It has corresponding visual window illustrations embedded near the pithy yet precise text directions. This takes the tedium out of getting into Indesign and turns it into an adventure. I've used Quark for years, but I found getting into Indesign daunting. Its manual is a bit dull and slow-going. This book does the job!

I teach many different computer courses and I have to testify here that this book is great for someone who already uses in design to reference just how to do a specific function or action in InDesign. I am so very pleased with this manual that I will be most likely to get more from this series. The author is right on in this book with a little humor to remind you to take things easy. Highly recommend to anyone wanting to broaden their skills in InDesign. Best Wishes, Derek Diaz

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