

# Photoshop Most Wanted Effects And Design Tips

Eventually, you will very discover a further experience and realization by spending more cash. yet when? get you say yes that you require to get those every needs as soon as having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will lead you to comprehend even more almost the globe, experience, some places, in the manner of history, amusement, and a lot more?

It is your categorically own grow old to perform reviewing habit. in the middle of guides you could enjoy now is **Photoshop Most Wanted Effects And Design Tips** below.

## **Photoshop Down & Dirty Tricks for Designers** - Corey Barker 2014-02-13

Corey Barker-Executive Producer of PlanetPhotoshop.com and one of the Photoshop Guys of Photoshop User TV-brings you this completely new set of techniques, tricks, and tutorials in this second volume of the Down & Dirty Tricks for Designers series. Ever wonder how that movie poster was created, or how they created that cool ad in the magazine, or maybe even how to take a seemingly mundane photo and give it the Hollywood treatment? This is the book for you. Whether you are a designer, artist, or even a photographer, there is something here for everyone. Corey starts out discussing the common techniques and resources you'll use over and over again, such as extracting elements from backgrounds, creating and using brushes, and incorporating textures into your work. He then dives deep into dedicated chapters on typography, design effects, special effects, photography and design, and 3D. As you work through these exercises, you will start to see the potential of some of Photoshop's most powerful features and how, with a little experimentation, you can open up a whole new world of dazzling effects.

## **Photoshop Most Wanted 2** - Al Ward 2013-11-11

\* Written by two of the most respected members in the Photoshop community \* Beautifully illustrated in full color throughout \* Accompanying CD provides all the source files used in the book, plus extra goodies such as bonus tutorials, Actions, Layer Styles, and Colin's video tutorials

## **How to Become a Video Game Artist** - Sam R. Kennedy 2013-05-14

Become a Player in the Business of Video Game Art Every year video games generate billions of dollars and some of the most dynamic and engaging artwork today. It's an ever-growing field that holds great professional opportunity, but you need the right skills and savvy if you want to stake your claim. In How to Become a Video Game Artist, veteran video game designer Sam R. Kennedy provides the inside track on everything you need to forge a career in the world of video game art. Starting with the basics of game creation and a look at the artistic skills necessary to get started, Kennedy spotlights specific, key roles for creators—from concept artists to character animators to marketing artists and beyond. Each chapter features screenshots from popular video games like Tom Clancy's Ghost Recon and World of Warcraft; interviews with video game art professionals who've worked for top gaming companies like BioWare, Blizzard, and Ubisoft; step-by-step examples of actual game art; and detailed breakdowns of the training and portfolio samples you'll need to make these jobs your own. For anyone who wants to go from gamer to game designer, this book contains all the secrets you'll need to rise to the top of one of the most exciting industries of our time.

## **New Masters of Flash** - Oliver Shaw 2004-07-22

\* Showcase of the current best design and development work using Macromedia Flash MX 2004. \* Inspiring visuals through stellar quality production values. \* Brand-leading flagship book—this is the epitome of the "Designer to Designer" promise. \* Most advanced Flash design content available. \* Over 30,000 copies sold of Volume 1.

**Digit** - 2006

## The Advertising Concept Book: Think Now, Design Later (Third) - Pete Barry 2016-08-10

The classic guide to creative ideas, strategies, and campaigns in advertising, now in a revised and updated third edition In creative advertising, no amount of glossy presentation will improve a bad idea. That's why this book is dedicated to the first and most important lesson: concept. Structured to provide both a

complete course on advertising and a quick reference on specific industry topics, it covers every aspect of the business, from how to write copy and learn the creative process to how agencies work and the different strategies used for all types of media. This edition has been updated to include expanded chapters on interactive advertising and integrative advertising, a new chapter on branded social media, and fifty specially drawn new roughs of key campaigns. Pete Barry outlines simple but fundamental rules about how to "push" an ad to turn it into something exceptional, while exercises throughout help readers assess their own work and that of others. Fifty years' worth of international, award-winning ad campaigns—in the form of over 450 "roughs" specially produced by the author, fifty of which are new to this edition—also reinforce the book's core lesson: that a great idea will last forever.

## The Visual Effects Arsenal - Bill Byrne 2012-11-12

Build your VFX arsenal with quick-access, step-by-step instruction on how to create today's hottest digital VFX shots. This essential toolkit provides techniques for creating effects seen in movies such as 300, Spiderman 3, Predator and others, with lessons on how-to: \* splatter blood or digitally lop someone's arm off \* create a scene with actors running from an explosion \* create the "twin effect" (same actor, same location, 2 performances) \* produce space-ship dog fights Organized in a ?cookbook? style, this allows you to reference a certain effect in the index and immediately access concise instructions to create that effect. Techniques are demonstrated in each of the most popular software tools- After Effects, Final Cut Studio, Shake, Photoshop, and Combustion are all covered. Brilliant, 4-color presentation provides inspiration and stimulating visual guidance to the lessons presented, while the companion DVD contains project media files enabling you to put concepts learned into immediate practice.

## *The Hidden Power of Photoshop Elements 2* - Richard Lynch 2003

Unlock Photoshop Elements' Awesome Power with Sophisticated Techniques and Original Power Tools Until now, Adobe's Photoshop Elements hasn't been considered powerful or full-featured enough for serious image correction. This is the book that changes that forever, revealing advanced features locked inside Photoshop Elements, ready to be turned loose. All you need are the techniques found in this book and the author's custom Hidden Power Tools included on the CD--powerful enhancements that unlock key Photoshop features, like curves, channel separations in RGB and CMYK, and masking. Soon you'll do more with Photoshop Elements than you ever thought possible, including: \* Radically upgrade the quality of your color results using channels, custom separations, and image luminosity \* Alter reality by creating new photo-realistic objects and adding them to existing images \* Create dynamic images for the Web using animation and rollovers \* Correct and enhance image tone and color with Curves, Color Balance, and custom layer-blending tools \* Make complicated masks and advanced selections to easily target your corrections \* Create original, scalable line art for logos by harnessing the power of customized vectors See the author's supporting web site at [www.hiddenelements.com](http://www.hiddenelements.com).

## Creative After Effects 7 - Angie Taylor 2013-10-28

Realize your creative potential with a working knowledge of After Effects 7. Renowned artist and designer Angie Taylor demonstrates professional workflows and inspires with practical tutorial lessons that help put the theory (and you!) to work. You'll learn from a comprehensive survey of the new interface and features, with illustrated techniques for animation, visual effects and motion graphics. Practice exercises to reinforce essential techniques, and continuous projects challenge you with fantastically creative uses of the application. The companion DVD includes everything you'll need to complete the tutorials as well as an

array of bonus plug-ins and demo software.

*VFX Artistry* - Spencer Drate 2013-01-25

Be inspired by the masters! This visually stunning book showcases the work and creative process of several of today's leading VFX studios. Over 1000 vibrant four color images provide great visual insight as to how the studios start with a concept then arrive at their finished VFX shot. includes insight into the production process and listings of the tools used to create each effect. Among the studios featured are Digital Kitchen, Trollback and Company, Eyeball, and nailgun\*, among others. \* Artistic inspiration through a visual showcase of work from some of today's leading VFX studios \* Be captivated and find creative guidance with over 1000 radiant 4 color illustrations \* Companies featured include Digital Kitchen, Prologue, Thornberg and Forester, Trollback and more.

*Photoshop Elements 2 Special Effects* - Al Ward 2003-03-07

\* Shows readers how to create high-end, professional effects using Photoshop Elements, which offers most of the features of Photoshop at a fraction of the cost \* Features step-by-step instructions for creating amazing special effects like lightning, x-ray illusions, photorealistic objects, "carving" headlines in stone, morphing two faces, and more \* Designed for home users and hobbyists, it's written in simple language that enables readers to maximize the program's capabilities quickly and easily \* Features a thirty-two page color insert highlighting the most striking effects \* CD-ROM includes valuable Elements "toolbox" of layer styles, effects, and gradients

**Books in Print Supplement** - 2002

*Design for Motion* - Austin Shaw 2019-10-01

Combining art and design principles with creative storytelling and professional savvy, this book covers everything a serious motion designer needs to make their artistic visions a reality and confidently produce compositions for clients. In this updated second edition of Design for Motion, author Austin Shaw explores the principles of motion design, teaching readers how to creatively harness the essential techniques of this diverse and innovative medium to create compelling style frames, design boards, and motion design products. Lessons are augmented by illustrious full-color imagery and practical exercises, allowing you to put the techniques covered into immediate practical context. Industry leaders, pioneers, and rising stars contribute their professional perspectives, share personal stories, and provide visual examples of their work. This second edition also includes updates on the following: Illustration techniques Typography Compositing Visual storytelling Incorporating 3D elements Social/mobile-first design Portfolio and concept development How to develop a distinct personal design style, and much more Plumb the depths of core motion design fundamentals and harness the essential techniques of this diverse and innovative medium. An accompanying Companion Website ([www.routledge.com/cw/shaw](http://www.routledge.com/cw/shaw)) features video tutorials, a student showcase, and more.

**Design Matters: Brochures 01** - Michelle Taute 2008-01-01

The nuts and bolts of effective brochure design. The design bar is at an all-time high for those brave enough to participate in the industry. Today's designers must be clear on all the steps necessary to create work that stands out in an increasingly competitive marketplace. Unfortunately, most design books only focus on type, color, and layout issues. The Design Matters series takes a more in-depth approach, allowing designers to learn not only how to create work that is aesthetically appealing, but also strategy-driven and smart. This book focuses on developing, creating and implementing brochure designs, while others in the series dissect packaging, logos, publications, and letterhead systems. Each book offers all the essential information needed to execute strong designs in concert with beautiful and well-crafted examples, so readers can successfully hit the mark every time.

**Fresh Ideas In Photoshop: Includes Techniques & Concept . . .** - Poppy Evans 1998-03

See a current gallery of the most innovative work done in Photoshop in "Fresh Ideas In Photoshop". This book contains more than 100 case studies--posters, self-promotions, packaging, brochures, fine art and other projects--complete with details from the creators on how they achieved these great effects.

*How to Do Everything with Photoshop CS2* - Colin Smith 2005-05-12

In this full-color, easy-to-use book, award-winning designer and best-selling author Colin Smith teaches the

fundamentals of Photoshop then covers the more advanced features the software has to offer. Learn to use traditional drawing and painting tools ranging from pencils to airbrushes, then discover how to add and manipulate text, retouch photos, create special effects, and more. The techniques professional artists apply to their work are revealed in a special "Behind the Scenes" section.

*Illustrator CS2 Killer Tips* - Dave Cross 2006

Over 300 productivity-enhancing secrets even a lot of pros don't know about Illustrator CS2.; Illustrated, stand-alone tips reveal the hidden features and productivity-enhancing tricks that allow users to accomplish more in less time with Illustrator CS2.; Easy-to-browse format lets users find and apply information instantly!; Includes many tips and techniques that focus on Illustrator CS2's new features: Live trace, Live paint, SVG-T, and much more. Short on theory and long on the pithy tidbits that are often relegated to sidebars and notes in more encyclopedic volumes, this short, sweet, full-color volume offers tips, more tips, and nothing but - in the process providing answers to all users' need-to-know questions about Illustrator CS2. Veteran users will be able to find the info they need about specific Illustrator CS2 issues and features, while first-time users will be able to ramp up fast in the areas that interest them most.

*Flash MX 2004 Games Most Wanted* - Sham Bhangal 2003-12-04

\* Competitively priced, comprehensively illustrated in full color, with in-depth content featuring the very best techniques for online game design. In keeping with the tradition of the Most Wanted series, plenty of "finished products" are included. Each chapter in this book represents the detailed step-by-step tutorials describing the design and construction of a complete game, ready for the reader to customize or incorporate the principles within their own games. \* First Flash MX 2004 title to focus on Flash game design. And, as Flash is relatively simple to learn, this book provides an ideal entry point for aspiring online games developers. \* All authors are active web community members and renowned web designers/games developers. They will provide personal technical support for the book direct to the reader via the Friends of ED support forums (<http://friendsofed.infopop.net/2/OpenTopic?a=cfm&s=989094322>). \* Covers both Flash MX 2004 and Flash MX Professional 2004.

*99 Phenomenal Digital Photo Tricks* - Friends of Ed 2003-02-05

*Photoshop 7(R): Tips and Techniques* - Wendy Willard 2002-07-12

300+ Immediate Solutions from the Pros Improve your use of Photoshop in Web and print design. Prepare and plan for Web page development and print output, then skillfully apply the latest design and production techniques. Perform simple adjustments as well as complex tasks--optimize photographic imagery, build animation, add rollovers, adjust images to achieve perfect skin tones and transparent drop shadows, make appropriate color adjustments, create duotones, and more. Geared toward designers of all levels looking for exciting visual solutions, Photoshop 7 Tips & Techniques demystifies the complicated but enormously powerful features of Photoshop. Inside: Precise, proven techniques--professional-level advice from industry experts Chapter-by-chapter subject indexes--make critical information easier to access Focused information--straightforward explanations for experienced programmers "Use-It" icons--each tip includes instructions for immediate implementation Must-have information--quick and concise solutions that work

*Computer Arts* - 2006

*Photoshop Type Effects Gone Wild* - Al Ward 2007-02-20

Words have power. When you can create letters made of mercury, carve your words into stone, or duplicate the look of the one-of-a-kind type from a famous logo, the power is all yours. So let's jump right in and put your product name on that very familiar soup can . . . create a network news splash screen . . . personalize car tires . . . etch your message into a bar of soap. Wildly entertaining techniques, and they WILL assure that your words are noticed. Launch your own cereal box with a logo, splashy image, and text Rock on — develop a band logo that can be stamped on a CD, or create a video game jewel case Design text and logos with popular sci-fi looks Create a tattoo that appears to be embedded under the skin Get the word out — advertise on a blimp or put your message into a movie-themed poster BONUS CD-ROM Includes all the photos, starting images, and supplementary files needed for each tutorial

*From Photoshop to Dreamweaver* - Colin Smith 2013-11-09

friends of ED

**New Masters of Photoshop** - Teodoru Badiu 2004-09-07

\* Showcase of the current best graphic work using Photoshop. \* A brand-leading flagship book, this is the epitome of "Designer to Designer". \* Most advanced Photoshop content available. \* Photoshop 8 will be released in early 2004, so users will be looking for up-to-date books.

Foundation Flash 8 Video - Tom Green 2006-06-12

Provides instructions on creating interactive Web applications and videos using Flash 8.

After Effects Apprentice - Chris and Trish Meyer 2012-09-10

If you're new to After Effects and want to get up to speed quickly, After Effects Apprentice was created just for you. With 11 core lessons plus a fun final project, you'll quickly get into the program and learn how to tap its potential - whether you want to create motion graphics for a network program, your company's video, or your own independent production. In this book, you'll get a professional perspective on the most important features a motion graphics artist needs to learn to use this program effectively. You'll learn to creatively edit and combine layers, animate eye-catching titles, replace a screen on a computer monitor, place a studio shot in a new environment, manipulate 3D space, and use effects to generate excitement or enhance the realism of a scene. Easy to follow step-by-step instructions take you through each technique, including projects that encourage you to express it in your own way. You'll learn more than just the tools; you'll learn skills that you can immediately put to work in your own projects. Topics include how to: \* Animate, layer, and composite images and text. \* Manipulate keyframes to create more refined animations. \* Use masks, mattes, stencils and modes to add depth. \* Manage layers to make them easier to coordinate. \* Add 3D to your animations. \* Use tracking and keying to create special effects. \* Includes new CS3 features; Shape layers, the Puppet tool, Brainstorm, and Per-Character 3D Text. DVD contains: All exercise source material and projects in AE7 and CS3, video guided tours, and movies of the finished projects.

**Learning iOS Design** - William Van Hecke 2013

Offers information on the iOS design process to create applications for the iPad and iPhone.

*After Effects Most Wanted* - Lee Reynolds 2013-11-11

So you've got a copy of After Effects and an idea of what this professional motion graphics and effects tools can do...but what can you really do with After Effects? How far can you push it? What are the best effects that you can create? What are the essential skills and techniques that you need to really make your creations stand out? After Effects Most Wanted answers these questions in a refreshing and practical way. Looking at a wide variety of projects, the original artists tell you why, and exactly how they created their masterpieces. The authors, all professionals who use After Effects to make a living, share with you the secrets of their successes and extend beyond that to give you the reasons why they did things the way that they did. Moreover, the accompanying CD has their creations available at your fingertips and the simple, step-by-step instructions in the book show you how they created these pieces. The projects covered are diverse, from a thought-provoking work by renowned and controversial artist Simon Tsyko, a work featured by Adobe in their motion gallery, to a television commercial for McDonald's and Coca-Cola by Peter Reynolds. Other authors include: Joost Korngold ([www.renascent.nl](http://www.renascent.nl)) and Chris James Hewitt, whose Relokation Ne is the featured work on the BD4D (By Designers For Designers) web site, Christian Darkin, a digital video journalist and author, and Mark Towse, who offers two pieces, one for TV and one for the cinema. Without long, redundant discussions of tools and application packages, After Effects Most Wanted is a book that delivers the techniques, skills, and effects that will let you bring your creations to life.

**Photoshop Down & Dirty Tricks for Designers** - Corey Barker 2014

Adobe Photoshop for Mac and Windows, featuring graphics and graphics design, photo editing, and digital techniques.

The British National Bibliography - Arthur James Wells 2003

**Photoshop Most Wanted 2** - Al Ward 2003-09-28

The follow up to their hugely popular first book: Photoshop Most Wanted. All-new effects with even more hints and tips than before, plus a CD this time around, at no extra cost! The best, most requested effects that you've seen on the Web and elsewhere, explained by two Photoshop experts: Al Ward and Colin Smith.

In response to feedback from their popular web sites and their first book, Al and Colin have teamed up again with friends of ED to answer your questions. They've packed in lots of useful information, not just how to create a certain effect, but other tips too, like how to improve your workflow, variations on effects, and creative suggestions to help you express yourself further. The book is divided into three main sections. In the first two, Al and Colin work individually to create the most wanted effects, and in the third section, Al and Colin combine their skills in two different design projects. These projects were selected to demonstrate how designers tackle a variety of tasks when working with others, the questions and issues that may arise, and how the final product is achieved. The focus is on tutorials and how to create effects rather than lengthy descriptions of individual tools. The majority of requests that Al and Colin receive are about producing stunning images, not explaining the tools, so that's what they've concentrated on. We've kept one thing in mind during the making of this book: what do our readers really want? What you'll learn Who this book is for This book is for both the enthusiastic amateur and experienced pro alike—it's full of techniques and advice that will help Photoshop users from intermediate to advanced. This book will help you to stock up your armoury; you'll have a range of weapons for all occasions and be able to deploy them faster and more effectively.

**Illustrator CS Most Wanted** - Matt Kloskowski 2013-11-11

\* The author is closely tied to the community; the content and format is produced in direct response to real world experience and feedback from Illustrator users The skill level appeals to both industry professionals and hobbyists looking to hone their skills

Photoshop Secrets of the Pros - Mark Clarkson 2006-12-26

"This has to be the most unusual book on Photoshop ever published. A very clever one, too, and a must-have for dedicated Shopoholics." —DingBat Magazine Photoshop Secrets of the Pros is not your typical Photoshop book, laboriously marching you through features, filters, and techniques. This book throws you right into the thick of things, dropping you ringside for a series of digital duels and artistic collaborations. In this groundbreaking guide top artists challenge each other in a series of Photoshop Tennis matches—and you get to peer over their shoulders. You'll watch them put Photoshop through its paces, creating incredible new work under grueling deadlines. You'll see which tools and techniques they use, and how and why they choose them when the clock is ticking and the world is watching. Open up this unique book and: Get caught up in the action: Watch 20 of the world's top digital artists, photographers, and web and print designers compete, mouse to mouse. Eavesdrop on the experts: Enter the artists' heads as they explain each decision they make. Find out how it's done in the real world: See 100 pieces of original art dissected, component by component and technique by technique. Discover pro secrets: Learn how Photoshop's basic tools are used to create fantastic effects in record time. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Photoshop Elements 2 Most Wanted - Pete Walsh 2013-11-27

All the most common and popular uses of Adobe Photoshop Elements 2 have been brought together in one volume. Each section provides a useful guide to techniques, a summary of the tools used and several step-by-step projects to clearly demonstrate each effect. There's also a wealth of tips and tricks to help you get the most out of this latest version of Elements. We've searched forums, looked in magazines, spoken to users and asked the experts at Adobe, to find out exactly what are the Most Wanted ways to use this versatile application. Everyone from enthusiastic amateurs, hobbyist photographers and business users will find invaluable advice about using this amazing image manipulation tool. Whether you are new to digital imaging or have been experimenting for several years, you'll find a wealth of information that you can immediately start putting into practice. Topics covered include: restoring and retouching photos, manipulating and merging images, creating your own artwork, sharing your pictures with others and even creating your own of web pages. On the CD that accompanies the book are all the source files to recreate the examples shown in the book, and a fully functional tryout of the latest version of the software.

*Art and Design in Photoshop* - Steve Caplin 2012-11-12

Fancy designing your own classic and contemporary movie posters, books and magazine covers? Feel like turning your photographs into works by Turner, Matisse and Magritte? Want to create illustrations in the styles of The Simpsons, steampunk and Victorian engravings? Then you need Art and Design in Photoshop.

In this unique book, acclaimed master of photomontage and visual trickery Steve Caplin shows you how to stretch your creative boundaries. Taking the same tried-and-tested practical approach as his best selling *How to Cheat in Photoshop* titles, Steve's step-by-step instructions recreate a dazzling and diverse array of fabulous design effects. You'll learn how to design everything from wine labels to sushi cartons, from certificates to iPod advertising, from textbooks to pulp fiction. Written by a working pro, the clear guidelines pinpoint exactly what you need to know: how to get slick-looking results with minimum fuss, with a 16-page Photoshop Reference chapter that provides an at-a-glance guide to Photoshop tools and techniques for less experienced users. Steve explains both typography and the design process in a clear, informative and entertaining way. All the images, textures and fonts used in the book are supplied on the accompanying CD-ROM. Imaginative, inspirational and fun to use, this book is a must-have for every creative Photoshop user, both amateur and professional.

*Extreme Photoshop CS* - Matt Kloskowski 2005-01-05

Presents demonstrations and tutorials on a wide variety of illustration styles using Photoshop CS.

*Photoshop 7 Trade Secrets* - Colin Smith 2003-06-30

How do you get the best out of Photoshop? It's a combination of knowing what you want and knowing how to do it properly: a mixture of creativity and acumen. As you learn more, you make fewer mistakes, your workflow becomes faster, and you have more time to explore creative possibilities. This book is dedicated to showing you the tricks of the trade, to sharing the insider's knowledge which will speed up your work, and to improving your understanding of Photoshop as a tool. The book is divided into eight chapters, in the first three we look at ways of improving your efficiency, good selection techniques, and how to use layers effectively. In the next three chapters we look at practical applications of Photoshop for retouching and correction, Web graphics and special effects. The final two chapters look at the practicalities of Photoshop's configuration and hardware. Throughout the book, we cover the new features of Photoshop 7, so if you're not yet up to speed with the latest version, we'll show you the way. You've mastered the basics of Photoshop and you're ready to move on to the next level - this book is jam-packed with the hints, tips, and advice from four Photoshop experts that you need to take you there. To get the most information out of each of the authors that we possibly could, we used a collaborative method of writing. Each of the four authors chose two subject areas to be the main writer on, and once they had finished writing the sections, they were passed on to the other three authors for them to add their own tips and tricks to. All these parts then went out to review, and the reviewers (themselves Photoshop users) added their tips to the tip-tank. All of these tips then came together in editorial, where they were ordered and polished. In this way, we hoped to maximize the amount of insightful and essential information, and to give you the greatest benefit.

*Design Matters* - Capsule 2011-10-01

The design bar is at an all-time high for those brave enough to participate in the industry. Today's designers must be clear on all the steps necessary to create work that stands out in an increasingly competitive marketplace. Unfortunately, most design books only focus on type, color, and layout issues. The *Design Matters* series takes a more in-depth approach, allowing designers to learn not only how to create work that is aesthetically appealing, but also strategy-driven and smart. This compilation features the best of the *Design Matters* series, indispensable guides to design, in one handy volume. *Design Matters* focuses on developing, creating and implementing brochure designs, logo designs, packaging, and portfolios. The compendium includes all the essential information needed to execute strong designs in concert with beautiful and well-crafted examples, so that designers can successfully hit the mark every time.

*New Masters of Photoshop* - Josh Fallon 2013-11-27

Computer Arts Magazine, Dec 2001 If you use Photoshop and want to progress your skills, this book will open your eyes [www.pixelsurgeon.com](http://www.pixelsurgeon.com) This book is a tempting, friendly design gigolo, and will do absolutely anything you ask of it. DT & G Magazine - [www.Design-Bookshelf.com](http://www.Design-Bookshelf.com) If you care for your craft,

you'd be foolish indeed to let this opportunity slip away. Book of the year. Photoshop User Magazine, January 2002 The variety of artwork and approaches is a definite plus. CGI Magazine, February 2002 Not just a book about graphics, it's a work of art in itself. As a piece of software, Adobe Photoshop is rare - perhaps alone - in evoking genuine passion from its users. As it evolves, it finds its way into the lives of more and more professional creators, tempting them away from their traditional materials, and expanding their horizons. Yes, it can alter photographs. It can also alter careers. *New Masters of Photoshop* is a showcase of Masters who use Photoshop, and Masters of Photoshop use. The photographers, animators, artists, and designers assembled here have a myriad of different skills: some manipulate, some animate, some create from scratch. All of them produce remarkable, beautiful things. In these pages, the authors will demonstrate examples of their print work, web work, public work, and private work, explaining the techniques they use to achieve their results. More than that, though, they'll tell you how they think: who their influences are, where their ideas come from, and how they find inspiration when the well has run dry. friends of ED has scoured the world for the leading exponents of Photoshop technique. This book is a gallery of Photoshop practice and theory, backed with essays on the influences and inspirations that lie behind the sharpest digital art in today's media-saturated world. The book deconstructs sophisticated, complex, and astonishing Photoshop graphics, providing motivation, skills and inspiration in equal parts. Support for this book is available on the friends of ED web site ([friendsofed.com](http://friendsofed.com)). From the Publisher Creating a Photoshop image is a process that occurs as much in the head as it does on the screen. Uniquely, *New Masters of Photoshop* documents it all, from the seeds of an idea, to the outcome on screen, paper, or canvas. The projects include examples of collage and montage that involve manipulation of whole images and tiny fragments - working on a grand scale, and at a pixel-by-pixel level. Layers and masks, with all their subtleties, are used in fascinating ways; and filters are treated with the sensitivity and discretion they require. The CD contains: Audio, video, and written interviews with the authors Source files for the tutorials Unflattened Photoshop files for closer inspection About the Author Michael Cina Michael Cina is an artist and designer living in a small village outside of minneapolis. he creates stuff ([mikecina.com](http://mikecina.com)) and things ([trueistrue.com](http://trueistrue.com)) out of his house in that village. companies like mtv or adobe may even call him to do some work. every now and then he leaves his village to speak at design conferences. often he will leave his house to buy cds or books (or both if he got paid). otherwise he rides his bike, fishes, chases his cat or girlfriend, takes pictures, makes fonts, paints, e-mails people, struggles over writing things like books and bios... currently michael is working on his new company, [weworkforthem.com](http://weworkforthem.com), with michael young. WeWorkForThem is half art and half design studio. Mike Young Mike Young is an artist currently residing in Washington, DC, USA. Mike has created and maintained sites such as [designgraphik.com](http://designgraphik.com) and [submethod.com](http://submethod.com), and is currently starting [weworkforthem.com](http://weworkforthem.com) with Michael Cina of [trueistrue.com](http://trueistrue.com). While working on these projects, Mike has also served as art director for two years at Vir21 Studios, where he directed and designed on projects such as [vir21.com](http://vir21.com), which won prestigious awards such as the New York Festivals New Media Competition, Cannes Cyber Lion: Gold, Clio Award, Art Directors Club, and also Invision Award. Not only has Mike worked on many personal and experimental web art-based projects, but also he has worked with clients such as MTV, Dc Shoes, Mercury Automobiles, Dj Dieselboy, Dj Dara, Dj Ak1200, and Walker Art Center. Jens Magnus Karlsson Jens Karlsson is a Swedish digital artist and designer. He studied information and advertising for four years, partly in the US, and later graduated from Hyperisland School of New Media Design. At Hyperisland, Jens worked as a freelance art director, along with his studies, doing print, animation, and online work for clients such as CBS, Sony, Volkswagen, and Digital Vision. From there he moved on to a position as Senior Designer at Kioken Incorporated. Jens is currently a freelance designer through [Chapter3.net](http://Chapter3.net), and he is actively involved in enriching the online design culture with news, articles, and events, mainly as assistant creative director at [threeoh.com](http://threeoh.com).

*Mac Design Magazine* - 2003