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 Tony Northrup's Adobe Photoshop Lightroom 5 Video Book: Training for Photographers
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 Negative Space
 The Restoration of Engravings, Drawings, Books, and Other Works on Paper
 The Photoshop Book for Digital Photographers
 Comic & Fantasy Artist's Photo Reference
 Photoshop CS5 All-in-One For Dummies
 Photo Restoration

*Erase Clothes Tool
Photoshop*

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CYNTHIA MONROE

The Digital Negative Peachpit Press
 New Dimensions in Photo Processes invites artists in all visual media to discover contemporary approaches to historical techniques. Painters, printmakers, and photographers alike will find value in this practical book, as these processes require little to no knowledge of photography, digital means, or chemistry. Easy to use in a studio or lab, this edition highlights innovative work by internationally respected artists, such as Robert Rauschenberg, Chuck Close, Mike and Doug Starn, and Emmet Gowin. In addition to including new sun-printing techniques, such as salted paper and lumen printing, this book has been updated throughout,

from pinhole camera and digital methods of making color separations and contact negatives to making water color pigments photo-sensitive and more. With step-by-step instructions and clear safety precautions, New Dimensions in Photo Processes will teach you how to: Reproduce original photographic art, collages, and drawings on paper, fabric, metal, and other unusual surfaces. Safely mix chemicals and apply antique light-sensitive emulsions by hand. Create imagery in and out of the traditional darkroom and digital studio. Relocate photo imagery and make prints from real objects, photocopies, and pictures from magazines and newspapers, as well as from your digital files and black and white negatives. Alter black and white photographs, smart phone images, and digital prints.

The Bodies of Mothers New Riders
 A Beautiful Body Project: The Bodies of Mothers First in a series of books with a strong media platform of truthful photographs and stories to celebrate the irreplaceable beauty of women and the body positive movement happening all over the world. A Beautiful Body Project is an upcoming series of book volumes and an online media platform dedicated to women and body image, celebrated through the sharing stories about motherhood, aging, cancer, stillbirths, miscarriages, weigh-gain, weight-loss, dysmorphia, and beyond. Founder Jade Beall has been a photographer, a massage therapist, and an inspiring dance teacher for women for over a decade. Her work is touching thousands of lives around the world. This book, along with all subsequent volumes, will feature my signature non-

digitally-augmented & no-air-brushing images of women, just as they are. This is the heart of the project, to reshape images of women in mass media, to celebrate us as us, nothing more, nothing less. The Beautiful Body Pledge - which in turn sums up the purpose of the book series - is as follows: I want to join the movement and agree to love my body more and more each day, to use kind words towards myself and towards other women, to be a role-model for future generations of mothers, and to choose to be empowered knowing that I am not alone, and that by coming together, we can reshape body image in mass-media, build self-esteem, and explore vulnerability as a collective. Jade Beall is a world-renowned Photographer specializing in truthful images of women to inspire feeling irreplaceably beautiful as a counter-balance to the airbrushed photo-shopped imagery that dominates mainstream media. Her recent work A Beautiful Body Project has touched 100,000's of women's lives and garnered global attention from media outlets including the BBC, The Huffington Post & beyond. Jade's book series and media platform feature untouched photos of women alongside their stories of their journeys to build self-esteem in a world that thrives off women feeling insecure. Jade's dream is to inspire future generations of women to be free from the unnecessary self-suffering and embrace their beauty just as they are. [Adobe Photoshop CC for Photographers 2018](#) Peachpit Press

Bestselling author Kelby (editor of "Photoshop User" magazine) reveals precisely how to achieve some of Photoshop Element 3Us most closely guarded special effects. *Techtv* John Wiley & Sons

Combining the benefits of video training and book learning, Tony Northrup's *Lightroom 5 Video Book* gives you over 12 hours of video and 250 pages of written content. When you can set aside the time, start the videos on a smartphone, tablet, or PC, and work alongside Tony & Chelsea in Lightroom. When you'd rather learn away from your PC, or you just want to quickly look something up, search the eBook or flip through the paperback book to find the information you need. Similar video training costs well over \$120 or more, or worse, requires you to pay a monthly membership fee that might cost you thousands. Similar books cost over twice this amount. You also get over 150 Lightroom presets, which usually cost more than \$100, and access to our private Lightroom group on Facebook so you can ask questions and get feedback. 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 simply 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 flip 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.

Fundamental Photoshop Peachpit Press
 "...perfect for the digital photographer....
 The depth of information on all aspects of color control is astonishing. Anyone who needs detailed control over every aspect of their images will revel in this book."
 —Computer Arts Magazine
<http://www.computerarts.co.uk> There's More to Photoshop Elements Than Meets the Eye In this unique book, expert author Richard Lynch reveals hidden functionality in Photoshop Elements-advanced features concealed in the code that dramatically extend the power of the software. First you'll learn high-level image editing from this renowned professional, then vault yourself into the ranks of advanced power users with the more than one hundred Hidden Power tools he provides on CD. You'll be amazed at what you can do! Inside, discover features usually found only in advanced image editors: Add shadows, highlights, and contrast with new Curves Presets Get beautiful and accurate color printing with CMYK separations tools Use the hidden Blend If and other power tools to apply sophisticated masks Emulate the Channel Mixer and Calculations functions of Photoshop Handle an image from start to finish using only the included Hidden Power tools Take full advantage of the latest Elements 4 updates to color management settings and Adobe(r) Gamma procedures Discover dozens more high-end functions such as snapshots, clipping paths, the history brush, and others Exclusive Elements Power Tools Included on CD! Unlock more than 100 hidden functions to power up your image editing, including: Color separations (RGB, CMYK, or Lab) Masking Channels Snapshots and History Brush Clipping Paths Custom Vectors Enhanced Sharpening Guides Fade Align/Distribute Objects The CD also includes numerous images and project files to use along with exercises in the book. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Adobe Photoshop Elements 4

Collection New Riders Publishing

If you're ready for an Elements 3 book that breaks all the rules, this is it, because it does something for digital photographers that's never been done before--it cuts through the bull and shows you exactly "how to do it." It tells you, flat-out, which settings to use, when to use them, and why. This book is not a bunch of theory; it doesn't challenge you to come up with your own settings or figure things out on your own. It gives you the same settings used by some of the top digital pros, settings you can use today to get professional results you've always dreamed of. Plus, since this book is designed for photographers, it doesn't waste your time talking about how to frame a shot, setting your exposure, etc. and there's no talk which camera or printer to buy. It's all Elements, step-by-step, cover-to-cover in the only book of its kind, and you're gonna love it! Besides learning the inside tips and the tricks of the trade for correcting, editing, sharpening, retouching, and presenting your photos like a pro. You'll learn how to unlock the power of all the new Elements 3 features, including how to manage your photos using the new Organizer, how to use the new "pro tools" like the Healing Brush and the Shadow/Highlight controls, and how to master the new "Creation" section to take your photos to an entirely new level. Plus, you'll see it all step-by-step, in plain English, and you'll be absolutely amazed at how easy and effective these techniques are, once you know the secrets. You'll learn: The secrets of how the pros retouch portraits How to incorporate the amazing new features of Elements 3 into your work today! How to color correct any photo without breaking a sweat (you'll be amazed at how they do it!) How to repair and restore damaged photos The sharpening techniques the pros really use (there's an entire chapter just on this!) Dealing with common digital camera image problems, including removing noise and avoiding halos When to use Quick Fix, and when to do to it yourself (using our step-by-step methods). The most-requested photographic special effects and much more! But besides all that, this book has a "secret weapon" that makes it the most important, most useful Elements book yet. The reason is this-- although Elements 3 offers some digital photography features Photoshop CS doesn't offer, there are plenty of features that Photoshop CS has, that Elements 3 still doesn't have (things like Layer Masking, Channel Mixer, etc.). But in this book, you'll learn some slick workarounds, cheats, and some fairly ingenious ways to

replicate many of those Photoshop features from right within Elements. There's never been a book like it, and if you're a digital photographer using Photoshop Elements 3, this is the book you've been waiting for.

Beginner's Guide to Digital Painting in Procreate Pearson Education

Learn everything one needs to know to make pictures perfect with this handbook. The book covers all aspects of the software (including the new features "borrowed" from the new Photoshop 7), offering quick and easy explanations on controlling the software for the results users want.

Art and Design in Photoshop New Riders
Cuts through the grind with on-the-job, do-it-now skills, techniques and shortcuts guaranteed to show you how to work faster, smarter and better to produce the best work of your life.

New Dimensions in Photo Processes Prentice Hall

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Creating Your World Peachpit Press
Shooting in the raw format gives digital photographers complete control over every aspect of image quality. The Digital Negative is devoted exclusively to the topic and shows you how to make the most of that control to extract the best-possible raw rendering of your digital negatives and to use Photoshop to achieve the highest quality in your images. In this update of his best-selling book, renowned photographer and author Jeff Schewe outlines a foolproof process for working with these digital negatives and presents his real-world expertise on optimizing raw images. You'll learn hands-on techniques for exposing and shooting for raw image capture and developing a raw processing workflow, as well as Photoshop techniques for perfecting the master image, converting color to black and white, and processing for panoramic and HDR images. This second edition covers all the major updates and new features in Camera Raw, Lightroom, and Photoshop, such as GPU acceleration, Radial Filters, Pano Merge, and more. Get the best tone and color from your digital negatives. Use Lightroom and Camera Raw sharpening controls to maximize image quality.

Produce stunning black and white images. Learn how to remove people from photos in Photoshop using Smart Objects and Layer Blending. Use HDR in Camera Raw

and Lightroom. And much more! Visit the book's companion website at TheDigitalNegativeBook.com for sample images and more.

The Hidden Power of Photoshop Elements 4 Taylor & Francis

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 downloadable resources. Imaginative, inspirational and fun to use, this book is a must-have for every creative Photoshop user, both amateur and professional.

Photoshop Elements 3 Down & Dirty Tricks Sterling Publishing Company, Inc. Bring characters to life on your iPad® with creativity and ease, using Procreate™ to conceptualize, sketch, and paint directly onto the screen. Master the basics, from setting up your first canvas to using a selection of tools such as Brushes, Layers, and Adjustments to add depth and energy to your creations. To achieve details such as hair, skin, and garments, you are guided through tools and techniques for character-specific results. Whether you draw characters from reality, or dream up new, fantastical beings, this book unlocks your design potential with Procreate for next level-results.

How Do I Do That In Photoshop? (2nd Edition) John Wiley & Sons

Whether you're a digital or a film photographer, you can learn to leverage today's technologies to create masterful prints of your work, and this unique book

is devoted exclusively to teaching you how. In it, renowned photographer, educator, and author Jeff Schewe presents targeted chapters on digital printing from Lightroom and Photoshop and shares his expert techniques for optimal output and fine-art reproduction. A companion to **The Digital Negative: Raw Image Processing in Lightroom, Camera Raw, and Photoshop**, this book teaches you how to take your already perfected images and optimize them for the highest quality final printing. Jeff teaches you about printer types and principles of color management so you get the results you expect. He also shares his strategies on proofing, sharpening, resolution, black-and-white conversion, and workflow, as well as on identifying the attributes that define a perfect print. Learn techniques for optimizing your images for printing Discover how color management can work for you instead of against you Develop an eye for the perfected print
The Art of Renaissance Europe Getty Publications

"There are chapters here on everything from learning the Photoshop essentials... to working with layers and layer masks .. to portrait retouching techniques for photographers, special effects, and just enough cool stuff to make you really dangerous in Photoshop without even breaking a sweat! ... includes a special bonus chapter on the things you might think you need to jump over to Photoshop to do, but can actually do right in Lightroom, plus you'll learn a few other cool Lightroom tips..."-- Back cover.

Popular Science Que Publishing

"What corporations fear most are consumers who ask questions. Naomi Klein offers us the arguments with which to take on the superbrands." Billy Bragg from the bookjacket.

Photoshop LAB Color Pearson Education
Anda mungkin beruntung memiliki pekerjaan atau proyek mendatang dengan visi yang cemerlang. Namun, upaya mewujudkan visi ini sering kali tak mudah. Setiap hari Anda gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat seharian yang menyita waktu, dan proyek jangka panjang yang hanya berdasarkan asumsi. Sudah waktunya Anda mencoba Sprint, sebuah metode untuk memecahkan masalah dan menguji ide-ide baru, menyelesaikan lebih banyak hal dengan efisien. Buku ini ditulis Jake Knapp, mantan Design Partner Google Ventures, untuk menuntun Anda merasakan pengalaman menerapkan metode yang telah mendunia ini. Sprint mewujudkan pengeksekusian ide besar hanya dalam lima hari. Menuntun tim

Anda dengan checklist lengkap, mulai dari Senin hingga Jumat. Menjawab segala pertanyaan penting yang sering kali hanya disimpan di benak mereka yang sedang menguji ide/konsep/produk. Sprint juga membantu Anda lebih menikmati setiap proses. Anda bisa mengamati dan bergabung dengan ratusan dari pelaku Sprint di seluruh dunia melalui tagar #sprintweek di Twitter. Sebuah proyek besar terjadi pada 2009. Seorang insinyur Gmail bernama Peter Balsiger mencetuskan ide mengenai surel yang bisa teratur secara otomatis. Saya sangat tertarik dengan idenya—yang disebut “Kotak Masuk Prioritas”—dan merekrut insinyur lain, Annie Chen, untuk bergabung bersama kami. Annie setuju, tetapi dia hanya punya waktu sebulan untuk mengerjakannya. Kalau kami tidak bisa membuktikan bahwa ide itu bisa diterapkan dalam jangka waktu tersebut, Annie akan beralih ke proyek lainnya. Saya yakin waktunya tidak akan cukup, tetapi Annie adalah insinyur yang luar biasa. Jadi, saya memutuskan untuk menjalaninya saja. Kami membagi waktu sebulan itu ke dalam empat bagian yang masing-masing lamanya seminggu. Setiap pekan, kami menggarap desain baru. Annie dan Peter membuat purwarupa, lalu pada akhir minggu, kami menguji desain ini bersama beberapa ratus orang lainnya. Pada akhir bulan, kami menemukan solusi yang bisa dipahami dan diinginkan orang-orang. Annie tetap menjadi pemimpin untuk tim Kotak Masuk Prioritas. Dan entah bagaimana caranya, kami berhasil menyelesaikan tugas desainnya dalam waktu yang lebih singkat dari biasanya. Beberapa bulan kemudian, saya mengunjungi Serge Lachapelle dan Mikael Drugge, dua orang karyawan Google di Stockholm. Kami bertiga ingin menguji ide perangkat lunak untuk konferensi video yang bisa dijalankan lewat peramban. Karena saya berada di kota tersebut hanya selama beberapa hari, kami bekerja secepat mungkin. Pada penghujung kunjungan saya, kami berhasil menyelesaikan purwarupanya. Kami mengirimkannya ke rekan kerja kami lewat surel dan mulai menggunakannya dalam rapat. Dalam beberapa bulan, seluruh perusahaan sudah bisa menggunakannya. (Selanjutnya, versi yang sudah dipoles dan disempurnakan dari aplikasi berbasis web tersebut dikenal sebagai Google Hangouts.) Dalam kedua kasus tersebut, saya menyadari bahwa saya bekerja jauh lebih efektif ketimbang rutinitas kerja harian saya atau ketika mengikuti lokakarya diskusi sumbang saran. Apa yang membedakannya? Saya menimbang kembali lokakarya tim yang

saya gagas sebelumnya. Bagaimana kalau saya memasukkan elemen ajaib lainnya—fokus pada kerja individu, waktu untuk membuat purwarupa, dan tenggat yang tak bisa ditawar? Saya lalu menyebutkan, “sprint” desain. Saya membuat jadwal kasar untuk sprint pertama saya: satu hari untuk berbagi informasi dan mereka ide, diikuti dengan empat hari pembuatan purwarupa. Sekali lagi, tim Google menyambut baik eksperimen ini. Saya memimpin sprint untuk mendesain Chrome, Google Search, Gmail, dan proyek-proyek lainnya. Ini sangat menarik. Sprint ini berhasil. Ide-ide diuji, dibangun, diluncurkan, dan yang terbaik, kebanyakan dari ide-ide ini berhasil diterapkan dalam dunia nyata. Proses sprint menyebar di seisi Google dari satu tim ke tim lain, dari satu kantor ke kantor lain. Seorang desainer dari Google X tertarik dengan metode ini, jadi dia menjalankan sprint untuk sebuah tim di Google Ads. Anggota tim dalam sprint di Ads kemudian menyampaikannya kepada kolega mereka, dan begitu seterusnya. Dalam waktu singkat saya mendengar penerapan sprint dari orang-orang yang tidak saya kenal. Dalam perjalanannya, saya membuat beberapa kesalahan. Sprint pertama saya melibatkan empat puluh orang—jumlah yang sangat besar dan justru hampir menghambat sprint tersebut, bahkan sebelum dimulai. Saya menyesuaikan waktu yang diperlukan untuk mengembangkan ide dan pembuatan purwarupa. Saya jadi memahami mana yang terlalu cepat, terlalu lambat, hingga akhirnya menemukan yang waktu paling sesuai. Beberapa tahun kemudian, saya bertemu Bill Maris untuk membicarakan sprint. Bill adalah CEO Google Ventures, perusahaan modal ventura yang didirikan Google untuk berinvestasi pada startup-startup potensial. Dia adalah salah satu orang berpengaruh di Silicon Valley. Namun, Anda tidak akan menyangkanya dari pembawaannya yang santai. Pada sore itu, dia mengenakan pakaian khasnya, yaitu topi bisbol dan kaus dengan tulisan tentang Vermont. Bill tertarik untuk menjalankan sprint dengan startup dalam portofolio GV. Startup biasanya hanya memiliki satu kesempatan emas untuk mendesain sebuah produk yang sukses, sebelum akhirnya kehabisan dana. Sprint bisa membantu mencari tahu apakah startup-startup ini berada di jalur yang tepat sebelum akhirnya mereka bisa berkecimpung dalam tahapan yang lebih berisiko untuk membangun dan meluncurkan produk mereka. Dengan menjalankan sprint, mereka bisa mendapatkan sekaligus menghemat uang.

Namun agar berhasil, saya harus menyesuaikan proses sprint ini. Saya sudah berpikir mengenai produktivitas individu dan tim selama beberapa tahun. Namun, saya hampir tidak tahu apa-apa mengenai startup dan kebutuhan bisnis mereka. Tetap saja, antusiasme Bill meyakinkan saya bahwa Google Ventures adalah tempat yang tepat untuk menerapkan sprint—sekaligus tempat yang tepat bagi saya. “Ini misi kita,” ujarnya, “untuk bisa menemukan entrepreneur terbaik di muka bumi dan membantu mereka membuat dunia ini menjadi tempat yang lebih baik.” Saya tentu tak bisa menolaknya. Di GV, saya bergabung dengan tiga rekan lain: Braden Kowitz, John Zeratsky, dan Michael Margolis. Bersama, kami mulai menjalankan sprint dengan startup-startup, bereksperimen dengan prosesnya, dan menguji hasilnya agar bisa menemukan cara untuk memperbaikinya. Ide-ide dalam buku ini lahir dari semua anggota tim kami. Braden Kowitz memasukkan desain berbasis cerita dalam proses sprint, sebuah pendekatan tak biasa yang berfokus pada pengalaman konsumen alih-alih komponen individu atau teknologi. John Zeratsky membantu kami memulai dari akhir sehingga tiap sprint bisa membantu menjawab berbagai pertanyaan bisnis paling penting. Braden dan John memiliki pengalaman dalam bisnis dan startup, hal yang tidak saya miliki, dan mereka menyesuaikan prosesnya untuk menciptakan fokus yang lebih baik dan keputusan yang lebih cerdas di tiap sprint. Michael Margolis mendorong kami untuk mengakhiri tiap sprint dengan pengujian di dunia nyata. Dia menjalankan riset konsumen, yang perencanaan dan pelaksanaannya bisa menghabiskan waktu berminggu-minggu, dan menemukan cara untuk mendapatkan hasil yang jelas hanya dalam sehari. Ini benar-benar sebuah keajaiban. Kami tidak perlu lagi menebak-nebak apakah solusi kami bagus atau tidak karena di akhir tiap sprint, kami mendapatkan jawabannya. Kemudian ada Daniel Burka, seorang entrepreneur yang mendirikan dua startup sebelum menjual salah satunya ke Google dan bergabung dengan GV. Saat kali pertama menjelaskan proses sprint kepadanya, dia skeptis. Baginya, sprint terdengar seperti serangkaian proses manajemen yang rumit. Namun, dia sepakat untuk mencoba salah satunya. “Dalam sprint pertama itu, kami memangkas prosesnya dan menciptakan sesuatu yang ambisius hanya dalam sepekan. Saya benar-benar jatuh hati.” Setelah kami berhasil meyakinkannya, pengalaman langsung Daniel sebagai

seorang pendiri startup dan sikapnya yang tidak menoleransi omong kosong membantu kami menyempurnakan prosesnya. Sejak sprint pertama di GV pada 2012, kami telah beradaptasi dan bereksperimen. Mulanya kami mengira pembuatan purwarupa dan riset yang cepat hanya akan berhasil untuk produk berskala besar. Mampukah kami bergerak sama cepatnya jika konsumen kami adalah para ahli di berbagai bidang seperti kesehatan dan keuangan? Tanpa disangka, proses lima hari ini bisa bertahan. Proses ini sesuai untuk semua jenis konsumen, mulai dari investor sampai petani, dari onkolog sampai pemilik bisnis skala kecil. Juga bagi situs web, aplikasi iPhone, laporan medis, hingga perangkat keras berteknologi tinggi. Tidak hanya untuk mengembangkan produk, kami juga menggunakan sprint untuk menentukan prioritas, strategi pemasaran, bahkan menamai perusahaan. Proses ini berulang-ulang menyatukan tim dan menjadikan ide-ide menjadi nyata. Selama beberapa tahun belakangan, tim kami mendapatkan beragam kesempatan untuk bereksperimen dan memvalidasi ide kami mengenai proses kerja. Kami menjalankan lebih dari seratus sprint bersama dengan startup-startup dalam portofolio GV. Kami bekerja bersama, sekaligus belajar dari para entrepreneur brilian seperti Anne Wojcicki (pendiri 23andMe), Ev Williams (pendiri Twitter, Blogger, dan Medium), serta Chad Hurley dan Steve Chen (pendiri YouTube). Pada awalnya, saya hanya ingin membuat hari-hari kerja saya efisien dan berkualitas. Saya ingin berfokus pada apa yang benar-benar penting dan menjadikan waktu saya berharga—bagi saya, tim, dan konsumen kami. Kini, lebih dari satu dekade kemudian, proses sprint secara konsisten telah membantu saya meraih mimpi tersebut. Dan saya sangat senang berbagi mengenai hal tersebut dengan Anda dalam buku ini. Dengan keberuntungan, Anda bisa memilih pekerjaan Anda karena visi yang tajam. Anda ingin berbagi visi tersebut kepada dunia, baik yang berupa pesan, layanan, maupun pengalaman, dengan perangkat lunak maupun keras, atau bahkan—sebagaimana dicontohkan dalam buku ini—sebuah cerita atau ide. Namun, mewujudkan visi ini tak mudah. Gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat seharian yang menyita waktu Anda, dan proyek jangka panjang yang hanya berdasarkan asumsi. Prosesnya tidak harus selalu seperti ini. Sprint menawarkan jalur untuk memecahkan masalah-masalah besar,

menguji ide-ide baru, menyelesaikan lebih banyak hal, dan melakukan semuanya dengan lebih cepat. Sprint juga membantu Anda lebih menikmati prosesnya. Dengan kata lain, Anda benar-benar harus mencobanya sendiri. Ayo kita mulai. —Jake Knapp San Francisco, Februari 2016 [Mizan, Bentang Pustaka, Manajemen, Ide, Kreatif, Inovasi, Motivasi, Dewasa, Indonesia] spesial seri bentang bisnis & startup Photoshop CS2 All-in-One Desk Reference For Dummies New Riders Brace yourself—this For Dummies guide is in full, dazzling color! That way you can see how you can lighten, brighten, blur, sharpen, or even age your digital images with Photoshop CS2. Chances are you have Photoshop CS2 and have explored it enough to know that you need a good guide to make the most of all its capabilities and get up to speed fast. Odds are you've experimented with some photos and spent hours tweaking them. Maybe you're a veteran and used Photoshop CS2 to turn the gray sky to blue in a resort photo or to brighten the CEO's smile. Maybe you're a novice and gleefully extracted your ex from old photos and gave yourself a flattering mini-makeover at the same time. Maybe you used it to remove a scratch from a treasured family photo. Regardless, you probably haven't scratched the surface. Photoshop CS2 gives you so many options and tools for digital image creation, correction, and enhancement that even experienced pros can discover new techniques and shortcuts. With explanations for working on a PC or a Mac, Photoshop CS2 All-in-One desk Reference For Dummies is your complete resource that: Combines nine minibooks: (1) Photoshop Fundamentals (2) Image Essentials (3) Selections (4) Painting, Drawing, and Typing (5) Working with Layers (6) Channels and Masks (7) Filters and Distortions (8) Retouching and Restoration (9) Photoshop and Print Has more than 650 pages of tips, techniques, and plain-English explanations Is in glorious, full color, with all kinds of photographs and examples Has tons of screen shots so you'll know exactly what to look for on your screen Provides a tear out Cheat Sheet that's your instant reference for finding your way around Photoshop CS2, accessing the tools palette through shortcuts, and making selections Gets you up to speed on the new Adobe Bridge that lets you view, search, and organize your files, edit Camera Raw files, search for and purchase royalty-free stock photography, synchronize color settings, and more Introduces you to the 58 tools in the Tools palette, from the Pen to the

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