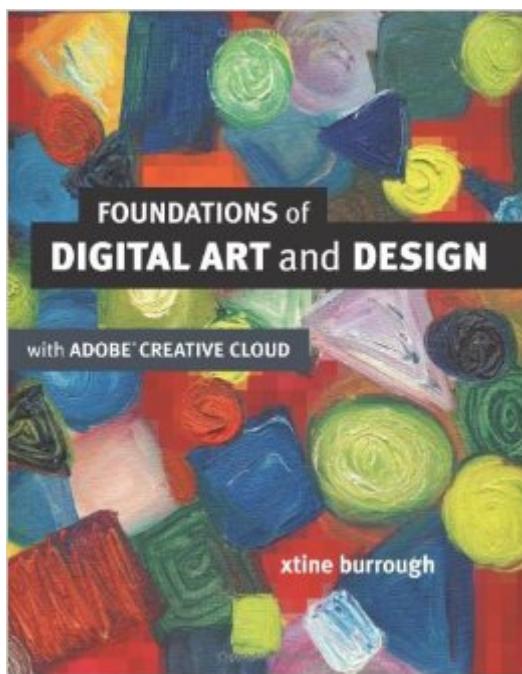


The book was found

Foundations Of Digital Art And Design With The Adobe Creative Cloud (Voices That Matter)



Synopsis

Fuses design fundamentals and software training into one cohesive book! Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe's Creative Cloud. Addresses the growing trend of compressing design fundamentals and design software into the same course in universities and design trade schools. Lessons are timed to be used in 50 to 90 minute class sessions with additional materials available online. Free video screencasts demonstrate key concepts in every chapter. All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design. These principles are often excluded from books that teach software. Foundations of Digital Art and Design reinvigorates software training by integrating design exercises into tutorials fusing design fundamentals and core Adobe Creative Cloud skills. The result is a comprehensive design learning experience. This book is organized into six sections that focus on vector art, photography, image manipulation, typography, web design, and effective habits. Design topics and principles include: Bits, Dots, Lines, Shapes, Rule of Thirds, Zone System, Color Models, Collage, Appropriation, Gestalt, The Bauhaus Basic Course Approach, The Grid, Remix, Automation, and Revision.

Book Information

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Customer Reviews

All of my classmates and I hated the author's instructions in this book. It felt like a never-ending

confusion, so I'm specifically rating the book 1 star for the author. The seller of this book on the other hand did the packaging very well giving the seller 4 stars, but I waited about 3 weeks without a book for the class. We were only informed to obtain this book the first day of class.

I normally don't review books but this book is so poorly written that I had to. It was a book chosen for a class I am taking. The author had some good ideas in trying to incorporate bits of art history with bits of technical skills for creating digital imagery. Unfortunately, this is where the good ends. The art history part of the book reads like a poorly written college freshman paper. The rest of the book is what seems to be uninspired tutorials from a class the author is teaching. The exercises are mostly dull and boring. The images used are of very poor quality. The tutorials themselves are at best confusing for someone with no experience and have little to offer if you have ever dabbled with the software before. If you are looking to learn about digital art or Adobe CC, save your money and look elsewhere. If you are teaching a class, find another book.

This book is good for learning foundations. Highly recommended for beginners. One drawback... sometimes they explain the "how to do it" but not the "how it works".

very useful book it explains the software and very helpful for me since i had no clue about the computer program.

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