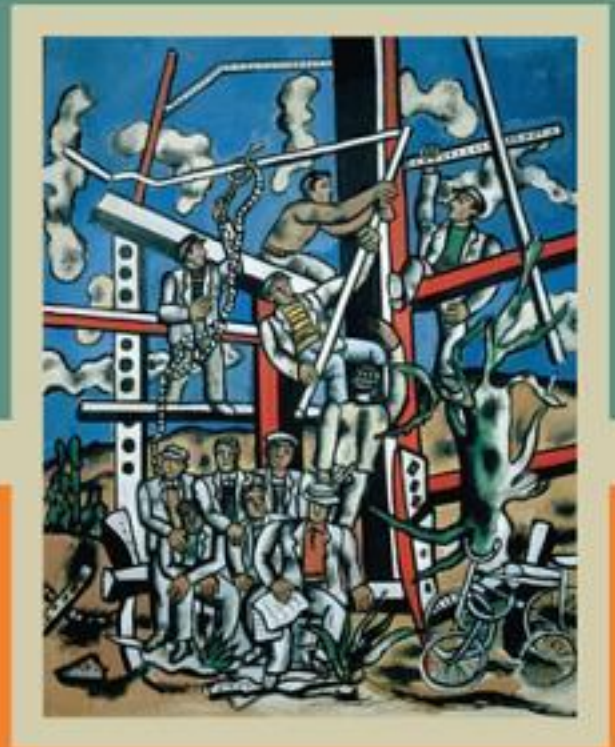


digital *media tools*

nigel chapman and jenny chapman



- Bridge
- Photoshop
- Illustrator
- Flash
- Dreamweaver

**Third
Edition**

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Digital Media Tools, Dr. Nigel Chapman, Jenny Chapman, John Wiley & Sons, 2008, 0470012277, 9780470012277, 536 pages. Digital Media Tools is a clearly focussed introduction to the major software tools used for creating digital graphics, multimedia and Web pages. There are substantial chapters on each of the industry-leading applications such as Photoshop or Flash, plus an introductory chapter on the common interface elements. Readers will acquire a basic fluency with these important tools, learn what they do best and what their limitations are. The book is lavishly illustrated throughout, and files are provided on the supporting web site for students to work through all the major examples themselves. The approach is highly practical and founded in the authors' extensive experience with these tools, but also supported by a thorough understanding and explanation of the technical and theoretical issues underpinning their use. Digital Media Tools is designed to be the perfect practical companion text to the authors' latest course Web Design: A Complete Introduction. This edition brings this very successful book up to date and provides information on the latest versions of Photoshop, Flash, Illustrator and Dreamweaver, along with new coverage of Bridge. This 3rd edition introduces a wide range of new teaching and learning features both in the book itself and on the new supporting Web site www.digitalmediatools.org.

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Digital media an introduction, Richard L. Lewis, James Luciana, 2005, Computers, 362 pages. This extensively illustrated and comprehensive book introduces both novice and professional photographers to the new and fascinating field of digital media. The history of

An Introduction to Digital Media , Tony Feldman, May 18, 2004, Social Science, 192 pages. In this clear and highly accessible book, Tony Feldman provides an account of the evolution and application of digital media. Clarifying its underlying technologies, he

Digital multimedia , Nigel P. Chapman, Jenny Chapman, 2004, Computers, 679 pages. Combines an account of technology with an inside understanding of multimedia content and its practical applications, covering such topics as computer graphics, bitmapped images

Adobe Creative Suite 5 Design Premium All-in-One For Dummies , Jennifer Smith, Christopher Smith, Fred Gerantabee, Jun 4, 2010, Computers, 984 pages. The perennial Adobe Creative Suite bestseller fully updated for Adobe CS5 Featuring eight books in one, this All-in-One For Dummies guide covers the key features and tools

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Visual Media Processing Using Matlab Beginner's Guide , George Siogkas, Sep 24, 2013, Computers, 326 pages. Written in a friendly, Beginner's Guide format, showing the user how to use the digital media aspects of Matlab (image, video, sound) in a practical, tutorial-based style. This

Sams Teach Yourself Adobe Creative Suite 3 All In One , John Ray Mordy Golding, Sep 1, 2007, , 744 pages. In just a short time you can learn how to use all the components of Adobe Creative Suite 3 (Design Premium Edition) to design, create, and edit graphics, publications, and web

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Software Essentials for Graphic Designers Photoshop, Illustrator, InDesign, QuarkXPress, Dreamweaver, Flash and Acrobat, Mark Gatter, 2006, Adobe Acrobat, 240 pages. Guide to the seven leading software programs in graphic design..

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