

Additional Resources

Professional Design Techniques with Adobe Creative Suite 3

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Like most lists, this list of resources is not meant to be *the* definitive list, but rather consists of those resources I know of and endorse. If your favorite resource is not on this list it's just as likely not present because I don't know about it, rather than my choosing not to endorse it.

BOOKS

Bookdesign: A Comprehensive Guide, by Andrew Haslam. An excellent reference; wish I'd stumbled upon it years ago.

Book Typography: A Designer's Manual, by Michael and Susan Wightman Mitchell. The best book I've found for explaining all the nuances of book typography. Not application specific.

The Complete Manual of Typography, by James Felici. One of the best, if not the best, books on computer-based typesetting. A must read for serious designers.

InDesign Type: Professional Typography with Adobe InDesign CS2, by Nigel French. Another must read; instructions are specific to InDesign CS2. Companion video from lynda.com is very good, too.

The Layout Book, by Gavin Ambrose and Paul Harris. Fantastic book for any book or publication designer.

Real World Adobe InDesign CS3, by Olav Martin Kvern and David Blatner. The 900-page Bible for all InDesign users.

Adobe InDesign CS3 for Macintosh and Windows: Visual QuickStart Guide, by Sandee Cohen. The best book when you're looking for quick, smart answers without a lot of explanation. Every InDesign owner should have a copy.

Design-it-Yourself Graphic Workshop: The Step-by-Step Guide, by Chuck Green. Any book by Chuck Green is worth having. Lots of simple design solutions for all kinds of situations.

Before & After Page Design, by John McWade. I owe a debt of gratitude to John McWade, who I've been reading for years. Again, his style is clean and clear and his advice solid. Buy and read anything with his name on it.

Book Typography: A Designer's Manual, by Kimberly Elam. Another author whose books are all excellent. Buy and read anything Kim's written.

Typographic Systems, by Kimberly Elam. If Kim wrote it, it's worth reading.

Geometry of Design: Studies in Proportion and Composition, by Kimberly Elam. Amazing and enlightening book about the Golden Section in nature and art.

Thinking With Type: A Critical Guide, by Ellen Lupton. Ellen Lupton is one of the foremost design educators. Great stuff in this book.

Design With Type, by Carl Dair. A classic from the late 50s.

Publication Design Workbook, by Timothy Samara. Timothy Samara has written several excellent design books. Not only does he know of whence he speaks, but his books are a visual pleasure, too. Race, don't walk, to get a copy of this title.

Magazine Design That Works, by Stacy King. An excellent book on what makes a good magazine. Stacy King deconstructs many of the best to explain what makes them tick.

Real World Print Production, by Claudia McCue. Written by one of the smartest and cleverest minds in pre-press, this is the best book currently available on how to get reliable print out of CS products.

Logo Design Workshop, by Sean Adams & Noreen Morioka. Good advice from two of the best.

Editing by Design, by Jan V. White. Interesting book. Although it ain't pretty, the information is sound.

Art and Visual Perception, by Rudolf Arnheim. Scholarly book by one of the most highly regarded teachers in the field.

Inside/Outside: From the Basics to the Practice of Design, by Malcolm Grear. Highly recommended.

A Type Primer, by John Kane. If you can find a copy of this now out of print book, grab it.

Thinking in Type, by Alexander White. Visually this book is a bit of a mish-mash, but the information is all there. Written by an expert in the field of design and communication.

Pure Design, by Mario Garcia. Mostly about the business of newspaper redesign. Garcia and his company have been responsible for putting a new face on some of the largest papers in the world.

The Elements of Typographic Style, by Robert Bringhurst. One of the seminal works on practical typography.

Layout Workbook, by Kristin Cullen. Very good.

Real World Color Management, by Bruce Fraser, Chris Murphy, and Fred Bunting. Not for the faint of heart, but if you want to really understand color management there's no better book today.

Real World Camera Raw with Adobe Photoshop CS3, by Bruce Fraser and Jeff Schewe. Probably more than you ever want to know about Camera Raw, but very readable and not too long. Geared toward professional or serious amateur photographers.

Exploring InDesign CS3, by Terry Rydberg. Very solid writing coupled with lots of practical advice. Comes with all lesson material on CD.

MAGAZINES

Layers (www.layersmagazine.com). The magazine for all things Adobe. Writers are all top-notch. A must-have subscription.

InDesign Magazine (www.idmag.com). Proud to say I was the original designer of this magazine. PDF only, no print version. Comes out bi-monthly. Another must-have for serious InDesign users.

Photoshop User (www.photoshopuser.com). Another must have for anyone who uses Adobe Photoshop more than casually.

PHOTOSHOP PLUG-INS

Color Efex Pro 3.0, Dfine 2.0, Nik Sharpener Pro 2.0 (www.niksoftware.com). Excellent and mature plug-ins for Photoshop from Nik Software.

Strata Live 3D[in], Strata Foto 3D[in], Strata Design 3D[in] (www.strata.com). These three plug-ins only work with Photoshop CS3 Extended. Very powerful but semi-steep learning curve if you're not already 3D literate.

Artlandia SymmetryShop (www.artlandia.com). The only plug-in I know of for creating seamless patterns in Photoshop. Not inexpensive (\$295), but also without peer.

onOne Software (Plug-In Suite 3) (www.ononesoftware.com). Worth it alone for Genuine Fractals, which made it possible to print several images in this book that were otherwise too small.

Noise Ninja (www.picturecode.com). Like Dfine 2.0 from Nik Software, Noise Ninja is consistently considered one of the best tools for managing digital noise and pesky artifacts.

INDESIGN PLUG-INS & SCRIPTS

Q2ID (www.markzware.com). An essential plug-in for anyone who needs to convert QuarkXPress documents above v4.

Sonar Bookends InDex, Sonar Bookends InSeq (www.virginiasystems.com). Although InDesign has built-in indexing, most indexers would agree that it's not the most powerful or user-friendly tool in the software. For those who need more, these two products from Virginia Systems are well-worth trying.

Smart Styles 5 (www.woodwing.com). A great plug-in whose current version has a couple of great new and unique tricks up its sleeve.

Cross References, Keyboard Shortcuts (www.dtptools.com). Best plug-in for Xrefs at the moment. Keyboard Shortcuts is a must-have for KBSC enthusiasts. Free, too!

Mechanical Cubed (www.tripletriangle.com). If you work in advertising or other situations requiring complex mechanicals, Mech Cubed is a must have. Currently used by most all of the advertising clients I've worked with.

Make Book Jacket; Proper Fraction Pro scripts (www.danrodney.com). Two fantastic scripts from InDesign wiz, Dan Rodney. Both are well worth their modest costs.

BusinessCards CE (www.carlsenenterprises.com). Totally free; totally indispensable.

WrapNudge (www.pdsassoc.com). Thank you Dave Saunders for helping tame one of InDesign's more vexing problems. Donationware.

ILLUSTRATOR PLUG-INS

White Overprint Detector (www.worker72a.com). If you've ever had a printing error because someone mistakenly set white to overprint, you'll wish you had this inexpensive plug-in.

Phantasm CS (www.astutegraphics.com). Absolutely fantastic plug-in that provides Photoshop-like image control inside of Illustrator. Not one I use every day, but whenever I do, I thank Nick van der Walle for creating this great tool.

FILTERiT, Xtream Path (www.cvalley.com). Two incredibly powerful tools for AI. Both add features you wish were built-in.

MISCELLANEOUS PLUG-INS

LiveSurface (www.livesurface.com) Creates 3D objects like books, billboards, and packaging; see Figure 1.2 on page 7. Fantastic Photoshop file complete with masks, drop shadows, and Vanishing Point grids for making convincing 3D packing simulations or other mock-ups.

MasterColor HVC Color Composer (www.master-colors.com). Very powerful plug-ins for Photoshop or InDesign that add a more intuitive color picker to each app. Semi-steep learning curve, but fortunately very good documentation now available on the website.

GenoPal/GenoPal Pro (www.genopal.com). Although I mostly use kuler.com for help choosing colors, GenoPal has a couple of special tricks up its sleeve. Worth the download.

PODCASTS

InDesign Secrets (www.indesignsecrets.com). Great podcast hosted by two people (David Blatner and Anne-Marie Concepcion) who know more about InDesign than just about anyone around.

The Creative Suite Podcast (www.creativesuitepodcast.com). Amazing how much you can learn from Terry White's fantastic podcast.

The InDesigner (www.theindesigner.com). Michael Murphy's excellent contribution to the InDesign community. Hard to believe information this good is also free.

WEB SITES & MISCELLANEOUS LINKS

<http://kuler.adobe.com> If you work with color, you need to use kuler.

<http://veerle.duoh.com> Heaven for Illustrator users.

<http://bittbox.com> Great source of Illustrator info and freebies.

<http://typographica.org> For type nuts only.

<http://rwillustrator.blogspot.com> Mordy Golding's excellent Illustrator blog.

www.indesignusergroup.com Website for all InDesign User Groups worldwide.

www.illustratorworld.com More Illustrator stuff.

www.spd.org/resources.html Good links from the Society of Publication Designers.

www.newseum.org/todaysfrontpages Very interesting, even if you don't design newspapers.

www.brushes.obsidiandawn.com/index.htm Nice freebie Photoshop brushes for download.

MAC OS

Default Folder X (<http://stclairsoft.com/>). Why Apple never added these features I don't know, but thankfully the folks at St. Clair Software have taken up the slack. A Mac must-have.

LaunchBar Another Mac must-have. If you're not using LaunchBar you're working too hard.

Mighty Mouse Perhaps not the greatest (or cheapest) mouse around, but for me a must-have because I can program its scroll wheel to toggle to my Mac's Application Switcher with a simple press on the button.

FontAgent Pro (www.insidersoftware.com). The best font manager for the Mac.

Leopard OS (www.apple.com). I have to admit I was hesitate to upgrade to Leopard when it first came out. After waiting for about a month, a friend persuaded me to take the leap and I have to admit that Leopard is the best OS Apple has ever created. Forget about the silly eye candy; this thing makes computing on the Macintosh a pleasure.

SuperDuper! (www.shirt-pocket.com). One of the brilliant little applications for the Mac. Yes, Time Machine is great, but SuperDuper! makes instantly bootable backups. Another must-have, although as of this writing a Leopard-compatible version is not yet available.

Aluminum iMac The best all-around Mac I've ever owned. Cram it with as much RAM as you can, and enjoy the hell out of this beautiful and silent machine.