

## *The Illustrator And The Book In England From 1790 To 1914*

Death never takes a day off. Until he gets a letter from the HR department insisting he use up his accrued vacation time, that is. In this humorous and heartfelt book from beloved illustrator Brian Rea, readers take a peek at Death's journal entries as he documents his mandatory sabbatical in the world of the living. From sky diving to online dating, Death is determined to try it all! *Death Wins a Goldfish* is an important reminder to the overstressed, overworked, and overwhelmed that everyone—even Death—deserves a break once in a while.

When their island kingdom falls under siege, royal brothers Noa and Dagan must follow a magical map and confront the legendary one-eyed pirate before evil takes over their world.

Adobe Illustrator Classroom in a Book (2022 Release) Pearson Education

*Pinocchio, The Tale of a Puppet* follows the adventures of a talking wooden puppet whose nose grew longer whenever he told a lie and who wanted more than anything else to become a real boy. As carpenter Master Antonio begins to carve a block of pinewood into a leg for his table the log shouts out, "Don't strike me too hard!" Frightened by the talking log, Master Cherry does not know what to do until his neighbor Geppetto drops by looking for a piece of wood to build a marionette. Antonio gives the block to Geppetto. And thus begins the life of Pinocchio, the puppet that turns into a boy. *Pinocchio, The Tale of a Puppet* is a novel for children by Carlo Collodi is about the mischievous adventures of Pinocchio, an animated marionette, and his poor father and woodcarver Geppetto. It is considered a classic of children's literature and has spawned many derivative works of art. But this is not the story we've seen in film but the original version full of harrowing adventures faced by Pinocchio. It includes 40 illustrations.

The Universal Bead

Contemporary Illustration

Growing Up Behind the Iron Curtain

Read Along or Enhanced eBook

The Non-Designer's Illustrator Book

*Adobe Illustrator: A Complete Course and Compendium of Features* is your guide to building vector graphics, whether you're creating logos, icons, drawings, typography, or other illustrations—and regardless of their destination: print, web, video, or mobile. First, with a complete Course that includes a set of projects and lessons derived from Adobe Certified Instructor Jason Hoppe, you will learn the procedures needed to use Illustrator effectively and professionally. Dozens of lessons are included that can be applied to any graphics you have in mind. Through these step-by-step lessons, you'll be exposed to all of Illustrator's features in practical contexts and its best practices for optimal workflows.

To complete the Course, we'll supply lesson documents and their assets to download. These can even serve as starting points for your own projects.

Then, for greater depth of knowledge and subsequent reference, you'll use the Compendium to uncover more of the "how" and "why" of Illustrator. With each topic easy to access, you can find and explore all of Illustrator's key features and concepts in depth. With cross references between the Course and Compendium, the two parts of the book complement each other perfectly. Best of all, when the lessons in the Course are done, the Compendium will continue to serve for months and years to come.

Learn step by step how to:

- Draw basic shapes and lines
- Build graphics using Illustrator's deep and diverse toolset
- Create complex icons using the Pathfinder and Shape Builder
- Use color with predictable and harmonic results
- Work effectively with type
- And much more!

Throughout recorded history, beads have had a powerful allure for people of all ages. Fascinating in their own right, valuable as currency and durable wealth, they have also been endowed with magical properties of protection and enhancement.

This book charts contemporary illustration's rich history: from the rampant idealism of the 1960s to the bleak realism of the 1970s, and from the over-blown consumerism of the 1980s to the digital explosion of the 1990s, followed by the increasing diversification of illustration in the early twenty-first century. The

book explores the contexts in which the discipline has operated and looks historically, sociologically, politically, and culturally at the key factors at play across each decade, while artworks by key illustrators bring the decade to life. Contemporary illustration's impact and influence on design and popular culture are investigated through introductory essays and profiles of leading practitioners, illustrated with examples of the finest work.

Get to know your digital drawing board Adobe Illustrator CC offers a vibrant tool for creating drawings and illustrations in a digital environment. It takes some practice to get a feel for the digital pens, pencils, paintbrushes, and erasers, though. Adobe Illustrator CC For Dummies offers the guidance you need to turn your ideas into real drawings. Written by an Illustrator trainer and expert, this book walks those new to the tool through the basics of drawing, editing, and applying the unique tools found in this popular program. Create illustrations using simple shapes Touch up images using pen, pencil, and brush tools Import your illustrations into other graphic apps Apply special effects and add type This book is essential reading for new and beginning illustrators who are either adopting a digital tool for the first time, switching from an existing tool to Illustrator, or adding Illustrator know-how to existing Adobe knowledge.

Adobe Illustrator CC

The Wall

The Picture Book

The History of Illustration

The Fundamentals of Illustration

*"Tiny Tessa Truman-Ling saw patterns in the coolest things!" Join Tessa in this children's book to discover the wonderful world of tessellations!*

*For all those who thought digital heralded the end of an era: illustration is alive and kicking, and new tools have given the art renewed vigor and the illustrator greater stamina. Steven Heller and Julius Wiedemann present a snapshot of "the new golden age of illustration," rounding up 100 of the most talented artists around the world. We dare...*

*Surveying fresh illustration work from across the globe, this book presents a spectrum of styles, techniques and subject matter representative of trends and innovations. Each artist's work is accompanied by a self-portrait and a profile exploring their inspirations and their approach both to illustration and to their career.*

*Read Along or Enhanced eBook: Young naturalists meet sixteen birds in this elegant introduction to the many uses of feathers. A concise main text highlights how feathers are not just for flying. More curious readers are invited to explore informative sidebars, which underscore specific ways each bird uses its feathers for a variety of practical purposes. A scrapbook design showcases life-size feather illustrations.*

*Pinocchio, the Tale of a Puppet*

*Adobe Illustrator CS3*

*Death Wins a Goldfish*

*Adobe Illustrator 8.0*

*Adobe Illustrator*

*Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Illustrator CC (2018 release) choose Adobe Illustrator CC Classroom in a Book (2018 release) from the best-selling series of hands-on software training workbooks from Adobe Press. The 15 project-based lessons show users the key techniques for realizing your creative potential with Adobe Illustrator CC. Following hands-on step-by-step projects, users create logos, illustrations, posters, and more. Explore the new Essentials workspace that makes learning Illustrator even easier. Learn how to use the Shaper tool and Live Shapes along with dynamic symbols to streamline graphics creation. Create website assets and export them in multiple formats to support modern responsive web designs. From exacting illustration to free-form painting, you'll build a strong foundation in Illustrator as you progress through the lessons. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.*

*This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Illustrator CC (2017 release) choose Adobe Illustrator CC Classroom in a Book (2017 release) from the best-selling series of hands-on software training workbooks from Adobe Press. The 15 project-based lessons in this book show users step-by-step the key techniques for working in Illustrator. Build a strong foundation for working with Adobe Illustrator CC by following hands-on projects for creating logos, illustrations, and posters. Learn how to use the Shaper tool and Live Shapes along with dynamic symbols to streamline graphics creation. Create website assets and export them in multiple formats to support modern responsive web designs. From exacting illustration to more free-form painting, you'll gain vital Illustrator skills as you progress through the lessons.*

*Contains fifteen lessons that cover the basics of Adobe Illustrator CC, including creating and editing shapes, adjusting color, painting with patterns, drawing with pen and pencil tools, working with symbols, using brushes, and applying effects.*

*An uplifting story about the power of art, finding your voice, and telling your story even when you're out of step with your peers from the #1 bestselling creators of Sofia Valdez, Future Prez and Ada Twist, Scientist! Aaron Slater loves listening to stories and dreams of one day writing them himself. But when it comes to reading, the letters just look like squiggles to him, and it soon becomes clear he struggles more than his peers. When his teacher asks each child in the class to write a story, Aaron can't get a single word down. He is sure his dream of being a storyteller is out of reach . . . until inspiration strikes, and Aaron finds a way to spin a tale in a way that is uniquely his. Printed with a dyslexia-friendly font, Aaron Slater, Illustrator tells the empowering story of a boy with dyslexia who discovers that his learning disability may inform who he is, but it does not define who he is, and that there are many ways to be a gifted communicator. Follow Iggy Peck, Rosie Revere, Ada Twist, Sofia Valdez, and Aaron Slater on all of their adventures! Add the picture books, chapter books, and activity books starring The Questioners by Andrea Beaty and David Roberts to your family library today.*

*Adobe Illustrator Classroom in a Book (2021 Release)*

*Sea of Kings*

*How to Be a Children's Book Illustrator*

*A Guide to Visual Storytelling*

*Adobe Muse CC Classroom in a Book*

A little monster, caught in the middle of a boisterous monster family, tries to find a way to be seen in this whimsically sweet and quirky picture book from the author of Henny and Peddles. For Bub, it's not easy being the middle child in his little monster family—especially such a noisy and busy one: Maw and Paw can be very loud, his big sister Bernice is good at everything, and everyone has to pay attention to The Baby. No one has time for Bub. But the day comes when Bub decides to take charge, and suddenly things change in a very magical little monster way! What happens next keeps his family guessing, until Bub sees that it might not be so bad being in the middle, after all.

The most comprehensive way to master Adobe Illustrator CS3.

Unravel the fundamental ingredients of visual storytelling and discover how top children's illustrators portray narrative, intrigue, and suspense through art.

Create artwork from precise drawings to stylistic paintings with Adobe Illustrator. By completing a series of hands-on projects like logos, illustrations, posters, podcast covers, flyers, and more, students will start with a quick tour of Illustrator, then explore selections, shapes, color, and editing artwork. Progressing to freeform gradients and layers, students will build up to working with dynamic symbols, artistic brushes, creative effects, as well as exporting assets. All told, students will create 17 engaging and unique projects, building valuable graphic art skills throughout. The fastest, easiest, most comprehensive way to learn Adobe Illustrator Classroom in a Book(R), the best-selling series of hands-on software training workbooks, offers what no other book or training program does--an official training series from Adobe, developed with the support of Adobe product experts. Adobe Illustrator Classroom in a Book (2022 release) contains 17 lessons that cover the basics and beyond, providing countless tips and techniques to help students become more productive with the program. They can follow the book from start to finish or choose only those lessons that interest them. Purchasing this book includes valuable online extras. Follow the instructions in the book's Getting Started section to unlock access to: Downloadable lesson files needed to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, and videos that walk students through the lessons step by step Bonus video content showing nine essential skills not covered in the book and available only in the Web Edition, indicated by video icons in the table of contents Downloadable instructor manual to help guide teaching this text What students need to use this book: Adobe Illustrator (2022 release) software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe Illustrator software. This book covers Illustrator on desktop only. It does not address Illustrator on the iPad.

Adobe Illustrator Classroom in a Book (2020 release)

Tessalation!

The Ultimate Guide to Crafting Fiction for Young Adult and Middle Grade Readers

Aaron Slater, Illustrator

Adobe Illustrator CC For Dummies

**The Fundamentals of Illustration 2nd Edition by Lawrence Zeegen introduces students to the subject of illustration, taking them through the key skills and practical processes required for the study of this exciting degree course. This edition has been updated with a wealth of fresh visuals and contemporary case studies. It includes new and revised content and examples that reflect the changes and developments in the discipline over the past few years. Current visual approaches are examined and evaluated, along with new chapters on visual thinking, idea generation and the illustrator as an artist. A chapter on the professional practice of a freelance designer helps students to understand the realities of this creative career path. Each chapter concludes with a case study, which outlines a brief and then describes each stage of the process, from the illustrator's initial response to the completion of the project. The case studies feature the work of: John Clementson, Tim Vyner, Olivier Kugler, Damian Gascoigne, Ben Kelly and Howard Read. The book also contains a series of interviews with practising illustrators such as Autumn Whitehurst, Stina Persson and Anthony Burrill.**

**Adobe Illustrator Classroom in a Book (2021 release) contains lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. Purchase of this book includes valuable online features, including downloadable lesson files to work through the projects in the book and the Web Edition containing the complete text of the book, interactive quizzes, and videos that walk through the lessons step by step. Instructor Notes will be available for this book and can be downloaded from [Pearson.com/us](https://www.pearson.com/us).**

**The fastest, easiest, most comprehensive way to learn. The best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe, developed with the support of Adobe product experts. Contains 16 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Build a strong foundation by following hands-on projects for creating logos, illustrations, and posters. Learn how to use the Shaper tool and Live Shapes along with dynamic symbols to streamline graphics creation. Create website assets and export them in multiple formats to support modern responsive web designs. From exacting illustration to more free-form painting, you'll gain vital skills as you progress through the lessons. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.**

**History of Illustration' covers image-making and print history from around the world, spanning from the ancient to the modern. Hundreds of color images show illustrations within their social, cultural, and technical context, while they are ordered from the past to the present. Readers will be able to analyze images for their displayed techniques, cultural standards, and ideas to appreciate the art form. This essential guide is the first history of illustration written by an international team of illustration historians, practitioners, and educators.**

**Reportage Illustration**

**Book Design Made Simple**

**Are Your Ears on Your Knees?**

**Starting Your Career as an Illustrator**

**Adobe Illustrator CC Classroom in a Book (2018 release)**

Combines essays, bibliographical descriptions, and 295 illustrations to chronicle a golden era in the art of the illustrated book. Artists range from Blake, Turner, Rowlandson, and Morris to Caldecott, Greenaway, Beardsley, and Rackham.

Illustrators Annual 2020 is the 2020 edition of Chronicle Books' yearly publication celebrating artists featured at the Bologna Children's Book Fair. Selected by the year's jury at the fair, these illustrators represent the most daring, exciting artistic minds working across the world. Celebrating debut and storied talent from around the world--talent poised to engage a whole new generation of book lovers--this glorious compendium can be read cover-to-cover or browsed through at random. \* An annual publication that brings groundbreaking art from around the world to the English-speaking market \* Inspires readers to marvel at the brilliance of the gifts shared by children's book illustrators \* Provides a fascinating peek into the world of global children's book illustration A highlight of the time-honored gathering of children's publishers in Bologna, Italy, the Illustrators Annual is juried every year from the finest art at the show. Every year a new issue is published, each filled with art that represents the best of illustration today--and to come. \* A must-have inspirational source for illustrators, artists, designers, and art fans alike, as well as educators, librarians, independent bookstore employees, and hardcore fans of children's books \* The Bologna Illustrators Annual has long been a prized resource for artists, illustrators, and designers. \* Great for those who enjoyed *Illustrating Children's Books: Creating Pictures for Publication* by Martin Salisbury, *Writing Picture Books: A Hands-On Guide From Story Creation to Publication* by Ann Whitford Paul, *A Poem for Peter: The Story of Ezra Jack Keats and the Creation of The Snowy Day* by Andrea Davis Pinkney

*Book Design Made Simple* gives DIY authors, small presses, and graphic designers--novices and experts alike--the power to design their own books. It's the first comprehensive book of its kind, explaining every step from installing Adobe InDesign right through to sending the files to press. For those who want to design their own books but have little idea how to proceed, *Book Design Made Simple* is a semester of book design instruction plus a publishing class rolled into one. Let two experts guide you through the process with easy step-by-step instructions, resulting in a professional-looking top-quality book

For decades, Sharon Steuer and her international WOW! team have been showcasing the world's best artists and designers working in Illustrator. In this expanded edition of the best-selling and award-winning *Illustrator WOW! Book*, you'll find hundreds of tips, tricks, and techniques derived from actual projects from top Illustrator artists. You'll learn to use new features, discover exciting ways to create complex effects, and find fresh ways to use venerable old tools and speed up your workflow. This edition includes coverage of the 2014 release and is loaded with and lessons with stunning new artwork that feature: Painting and generating objects with raster brushes Harnessing Live Corners, Live Rectangles, and new ways to reshape paths Manipulating live type characters with the Touch Type tool Creating airbrush and neon effects with gradients on strokes Building complex styles with multiple lines, fills, and effects Composing complex repeating patterns Auto-generating corners for pattern brushes Incorporating transparency into mesh and gradients Building and modifying scenes in perspective and 3D Transforming raster art to Illustrator vectors Preparing artwork for animation and the web Integrating Illustrator with Photoshop and other apps Creating photorealism in Illustrator WOW! ONLINE Register the book at [peachpit.com/register](http://peachpit.com/register) to access artwork to pick apart and special PDFs from artists to you. Keep up with tips on the latest Illustrator features at [WOWArtist.com](http://WOWArtist.com).

Visual Journalism

Adobe Illustrator Classroom in a Book (2022 Release)

Illustrators Annual 2020

Adobe Illustrator CC Classroom in a Book (2017 release)

From the Mixed-Up Files of Mrs. Basil E. Frankweiler

*Now available in a deluxe keepsake edition! A Time Best YA Book of All Time (2021) Run away to the Metropolitan Museum of Art with E. L. Konigsburg's beloved classic and Newbery Medal-winning novel From the Mixed-Up Files of Mrs. Basil E. Frankweiler. When Claudia decided to run away, she planned very carefully. She would be gone just long enough to teach her parents a lesson in Claudia appreciation. And she would go in comfort--she would live at the Metropolitan Museum of Art. She saved her money, and she invited her brother Jamie to go, mostly because he was a miser and would have money. Claudia was a good organizer and Jamie had some ideas, too; so the two took up residence at the museum right on schedule. But once the fun of settling in was over, Claudia had two unexpected problems: She felt just the same, and she wanted to feel different; and she found a statue at the Museum so beautiful she could not go home until she had discovered its maker, a question that baffled the experts, too. The former owner of the statue was Mrs. Basil E. Frankweiler. Without her--well, without her, Claudia might never have found a way to go home.*

*An eye-opening, visual-led exploration of the fundamental aspects of character design, including narrative, shape language, proportion, and expression.*

*This book offers practical help and guidance to aspiring illustrators. All areas of the job are covered -- how to create a portfolio; the most effective ways to approach would-be clients; how to prepare for meetings and negotiate contracts; and how to handle, deliver, and bill a job. There is advice on how to avoid the pitfalls that can undermine crucial first impressions; how to set up a studio; and how to maintain a flow of work and manage one's time and cash. Success in self-promotion, creating websites, self-publishing, and the pros and cons of agents are all explored. International illustrators are interviewed, discussing how they got their break in the industry, their experiences with clients, their methods of promoting work, and more. In addition, leading art directors describe their approach to commissioning illustration, how they spot new talent, their thoughts on promotional material, and their advice to up-and-coming illustrators. Packed with useful tips gleaned from the author's own career as an illustrator, and his work as an agent handling some of the best new talent, the book is an essential read for anyone looking to succeed in illustration.*

*Provides lessons on all aspects of Adobe Illustrator 8 which allows the user to explore type, graphics, layers, and Web graphics*

*A Step-By-Step Guide to Designing and Typesetting Your Own Book Using Adobe Indesign*

*How to Create Engaging Characters for Illustration, Animation and Concept Art*

*Bub*

*Fifty Years of Illustration*

*Feathers: Not Just for Flying*

From the first steps of starting out up through succeeding as a professional, Fleishman's newest guide navigates how illustration ties concept and technique. From advice on education and finding the right state of mind, through opening shop and finding the right venue, *Starting Your Career as an Illustrator* is a bit of a technical how-to, something of a business book, certainly an inspirational work, definitely a professional overview, even a personal lifestyle guide. It accurately documents the eclectic adventures of illustrators now, as well as relating historical perspectives, motivations, and inspirations to balance that picture and present readers with a true global field experience—all in an accessible, reader-friendly style. Topics include how to: Create a portfolio Make initial contacts Develop a financial plan Set up an office Acquire supplies and equipment Price your own work Market on the Web Nurture a growing freelance business And much more Through direct and candid conversations with scores of professionals up and down the career ladder, this book offers rich perspectives of illustrators (and their cohorts) at and away from the drawing board. It looks at the strong threads tying professional and academic process, practice, and product, and offers extensive research, a global pool of resources, and a wide panorama of info that promotes problem solving by way of a spectrum of ideas. Over fifty illustrations are included throughout. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a New York Times bestseller or a national bestseller, we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.

Many designers and photographers own the entire suite of Adobe creative products, but they manage to learn only one or two of the applications really well. This new addition to the popular Non-Designer's series from best-selling authors Robin Williams and John Tollett includes many individual exercises designed specifically to teach the tools and features in Illustrator CS5.5 that designers (as opposed to illustrators) need to use. Along the way, the book offers many design tips for non-designers. Individual exercises ensure that a reader can jump in at any point and learn a specific tool or technique. In this non-designer's guide to Illustrator techniques, you'll learn: How vector images, as in Illustrator, are different from raster images, as in Photoshop, and when to choose which one How to use Illustrator CS5.5's tools to create and work with lines, shapes, anchor points and control handles, color, etc. How to draw your own shapes and trace others How to enter text and control the design of it How to take advantage of the symbol libraries, clipping masks, variable-width strokes, and much more When and why to rasterize elements of your vector image

Cricket learns he is different from Grasshopper because his ears are on his knees. He and Grasshopper hop through the grass towards the barn, and they meet several creatures. When they ask each one why they're special, each one has a different reason...except Grasshopper. Why is he also special, and who tells him?

A NEW YORK TIMES BEST SELLER "I was born at the beginning of it all, on the Red side—the Communist side—of the Iron Curtain." Through annotated illustrations, journals, maps, and dreamscapes, Peter Sís shows what life was like for a child who loved to draw, proudly wore the red scarf of a Young Pioneer, stood guard at the giant statue of Stalin, and believed whatever he was told to believe. But adolescence brought questions. Cracks began to appear in the Iron Curtain, and news from the West slowly filtered into the country. Sís learned about beat poetry, rock 'n' roll, blue jeans, and Coca-Cola. He let his hair grow long, secretly read banned books, and joined a rock band. Then came the Prague Spring of 1968, and for a teenager who wanted to see the world and meet the Beatles, this was a magical time. It was short-lived, however, brought to a sudden and brutal end by the Soviet-led invasion. But this brief flowering had provided a glimpse of new possibilities—creativity could be discouraged but not easily killed. By joining memory and history, Sís takes us on his extraordinary journey: from infant with paintbrush in hand to young man borne aloft by the wings of his art. This title has Common Core connections. *The Wall* is a 2007 New York Times Book Review Best Illustrated Book of the Year, a 2008 Caldecott Honor Book, a 2008 Bank Street - Best Children's Book of the Year, the winner of the 2008 Boston Globe - Horn Book Award for Nonfiction, and a nominee for the 2008 Eisner Award for Best Publication for Kids.

*The Illustrator and the Book in England from 1790 to 1914*

*Reflections from a Grim Reaper's Yearlong Sabbatical*

*How to be an Illustrator*

*The Adobe Illustrator WOW! Book for CS6 and CC*

*Writing Irresistible Kidlit*

*This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Learn Adobe Muse CC from the ground up and create responsive websites using the latest web standards without writing any code. Start by planning your project using a site map and master pages. Design your responsive pages and add interactivity through buttons, links, widgets, and much more, testing your design across various screen sizes along the way. Finally, publish your site via Adobe Hosting (Business Catalyst) or standard web hosting, and learn how to export optimized web content (HTML, etc.). The fastest, easiest, most comprehensive way to learn Adobe Muse CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Muse CC Classroom in a Book contains 11 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book includes valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: Downloadable lesson files you need to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, videos that walk you through the lessons step by step, and updated material covering new feature releases from Adobe*

*The power of reportage drawing is in the immediacy of the images that are created and the feeling of the illustrator's presence on location. Comparable in some ways to photojournalism, reportage illustrators are acting as visual journalists, proactively creating*

narrative work about issues and subjects, translating what they witness into handmade imagery. There is evidence that illustrations connect to people in powerful ways whether they are drawings created while embedded with troops in Afghanistan, documenting during a courtroom trial or recreating the energy of the crowd at a rock concert. This area of applied illustration also provides career opportunities for students and takes them out of the classroom and into different environments and situations. With practical information about tools, techniques and coping in various situations as well as inspirational interviews and advice from reportage artists working in the field, this book will fill a gap in this growing market.

Captivate the hearts and minds of young adult readers! Writing for young adult (YA) and middle grade (MG) audiences isn't just "kid's stuff" anymore--it's kidlit! The YA and MG book markets are healthier and more robust than ever, and that means the competition is fiercer, too. In *Writing Irresistible Kidlit*, literary agent Mary Kole shares her expertise on writing novels for young adult and middle grade readers and teaches you how to:

- Recognize the differences between middle grade and young adult audiences and how it impacts your writing.
- Tailor your manuscript's tone, length, and content to your readership.
- Avoid common mistakes and cliches that are prevalent in YA and MG fiction, in respect to characters, story ideas, plot structure and more.
- Develop themes and ideas in your novel that will strike emotional chords.

Mary Kole's candid commentary and insightful observations, as well as a collection of book excerpts and personal insights from bestselling authors and editors who specialize in the children's book market, are invaluable tools for your kidlit career. If you want the skills, techniques, and know-how you need to craft memorable stories for teens and tweens, *Writing Irresistible Kidlit* can give them to you.

*The Illustrator. 100 Best from Around the World*

*Fundamentals of Character Design*