How do you define a serious Illustrator user? How about one who uses Illustrator to produce robust and professional-looking vector graphics but also needs the program to be flexible and efficient in workflow and production cycles. If this describes you or the user you strive to be, then you need this book. Filled with the industrial-strength techniques and best practices required to get you up to speed fast on Illustrator CS2 without missing a beat in your production workflow, Real World Adobe Illustrator CS2 is the definitive reference for the serious Illustrator user. Thoroughly updated for this version of the software, Illustrator pro Mordy Golding offers a complete guide to the new features such as Live Trace, Live Paint, the Control Palette, Custom Workspaces, and expanded support for Mobile devices, to name a few. You'll also find practical insights on creating type, symbols, graphs, color, effects, Web graphics, and more. Along with tips, sidebars, and expert commentary, there are also numerous illustrations and screen shots included to offer readers the most complete coverage on this extraordinary application. Designers from all fields--illustrators, animators, package designers, graphic designers, web designers, and more--will find Real World Adobe Illustrator CS2 their one-stop guide to creating powerful designs in Illustrator CS2. For more information check out Mordy's blog at http://rwillustrator.blogspot.com/.

**Book Information**

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**Customer Reviews**

Updated review follows: I initially gave this a 4 out of 5 review, but after also getting the Adobe
Illustrator CS2 Wow! book I have to downgrade my rating to 2 out 5. Why? a. The book is black and white with a small insert of color samples. I don’t know about you, but unless you are just drawing a bunch of outlines and b&w sketches, a manual on graphic arts NEEDS to be in color! b. There was no CD accompanying the book. With all the other Illustrator books out there that include CDs, I really wonder why I bought this one. End of edits. See original review below. I got this book because of all the ‘raving’ reviews on . However, while I admit the book is useful, I can only give it 4 out of 5. Why? 1. The book is in many ways just a reorganization of the Illustrator help file with short examples. Therefore, if you have a printed version of the Adobe help then you probably don’t need this book, unless you need the short examples which the Adobe help is short on. 2. The book is very short on involved or advanced examples. Instead what you get are simple, unconnected demonstrations of Illustrator’s more obvious features and as soon as the book gets to something more advanced, e.g. outline strokes, all you get is some brief text. This is all VERY odd in my opinion for a book targeting visual learners. 3. The claim on the cover that the book is ‘loaded with expert tips’ is simply not true in my opinion. Sure there are a few, here and there scattered about, but the examples are too simple to be of any use in highlighting what I would consider ‘best practice insights.’ 4. What the book really needs is a methodical tutorial that brings it all together: vectors, text, meshes, 3D, color, etc.

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