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May New Releases

Introducing O'Reilly Dynamic Learning—a comprehensive self-paced training system that includes tutorial books, video demos, online resources, and instructor guides.
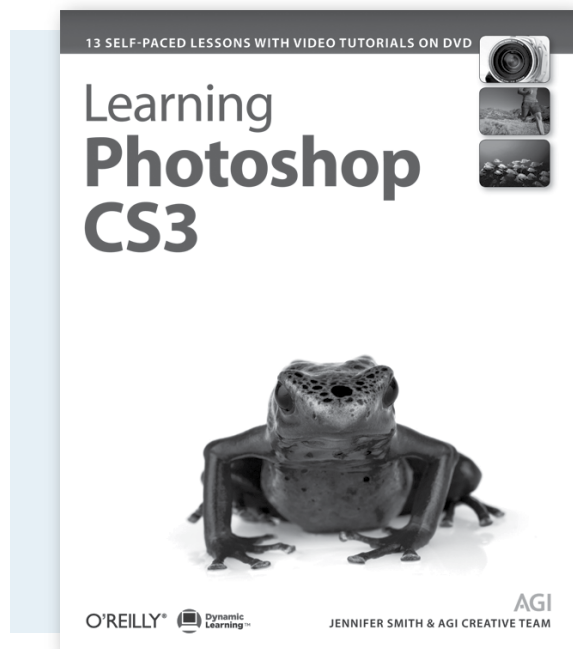
Learning Photoshop CS3

By Jennifer Smith & AGI Creative Team
May 2007, ISBN 0-596-51061-6 (ISBN 13: 9780596510619)
432 pages, $44.99 US, $58.99 CAN

Learning Photoshop CS3 is like having access to a top-notch team of private instructors. Written by product experts and trainers who have produced many of Adobe's training titles, the book is organized into lessons that cover all of the new features in the upcoming release, including making selections, working with layers and layer masks, applying effects, preparing images for print or Web, and more. The DVD included with the full-color book supplies all of the lesson files as well as video demos of many of the techniques outlined in the book. In addition, there are review questions and self-study assignments at the end of every lesson and an Instructor's Guide is available online in PDF format.

Learning Dreamweaver CS3

By Fred Gerantabee & AGI Creative Team
May 2007
ISBN 0-596-51057-8 (ISBN 13: 9780596510572)
432 pages, $44.99 US, $58.99 CAN

The easy-to-follow, self-paced lessons in *Learning Dreamweaver CS3* delve into what's new in the latest release, from creating web sites, adding text and images, styling pages with CSS, working with tables and frames to adding Flash, video, audio—and more. The DVD included with the full-color book supplies all of the lesson files as well as video demos of many of the techniques outlined in the book. In addition, there are review questions and self-study assignments at the end of every lesson. An Instructor's Guide is available online in PDF format.

Learning Illustrator CS3

By Jennifer Smith & AGI Creative Team
May 2007
ISBN 0-596-51060-8 (ISBN 13: 9780596510602)
432 pages, $44.99 US, $58.99 CAN

The self-paced lessons in *Learning Illustrator CS3* cover what's new in the latest release, including working with Illustrator objects, adding color, using paths, creating text, working with layers and transparency, creating graphs, and more. In addition, the full-color book comes with a DVD with video demos and exercise files for the lessons, including projects in various stages of completion, rather than just the usual "start" and "finished" versions. An Instructor's Guide is available online in PDF format.

Learning Flash CS3

By Fred Gerantabee & AGI Creative Team
May 2007
ISBN 0-596-51058-6 (ISBN 13: 9780596510589)
432 pages, $44.99 US, $58.99 CAN

This full-color book is organized into lessons, with easy-to-follow instructions, tips, examples, and review questions at the end of every lesson. Each lesson is self-contained, so you can go through the entire book sequentially or just focus on individual lessons. Topics covered include What's new in Flash X, Flash X jumpstart, drawing tools, modifying and transforming graphics, working with symbols and the library, ActionScript, and working with video and audio.
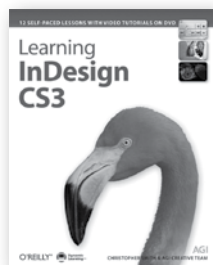
Learning InDesign CS3

By Christopher Smith & AGI Creative Team
May 2007
ISBN 0-596-51059-4 (ISBN 13: 9780596510596)
432 pages, $44.99 US, $58.99 CAN

Learning InDesign CS3 is organized into self-paced lessons that cover both the new features of the latest release and the basics of how to take advantage of all that the application offers, including building documents and master pages, working with text and graphics, understanding frames and page objects, implementing styles, using color, XML, and more. The DVD included with the full-color book supplies all of the lesson files as well as video demos of many of the techniques outlined in the book. In addition, there are review questions and self-study assignments at the end of every lesson and an Instructor's Guide is available online in PDF format.

Flash CS3: The Missing Manual

By E. A. Vander Veer & Chris Grover
May 2007, ISBN 0-596-51044-6 (ISBN 13: 9780596510442)
536 pages, $34.99 US, $45.99 CAN

Flash CS3, the latest version of the premier tool for creating web animations and interactive web sites, can be intimidating to learn. This entertaining reference tutorial provides a reader-friendly animation primer and a guided tour of all the program's tools and capabilities. Beginners will learn to use the software in no time, and experienced users will quickly take their skills to the next level. The book gives Flash users of all levels hands-on instructions to help them master:

- Special effects
- Morphing
- Adding audio and video
- Introducing interactivity
- And much more

With *Flash CS3: The Missing Manual* you'll be able to turn an idea into a Flash animation, tutorial, or movie. This book will help you create online tutorials, training materials, and full-blown presentations. It also teaches design principles throughout and helps you avoid elements that can distract or annoy an audience.

This is the first new release of Flash since Adobe bought Macromedia, which means that it's the first version that will integrate easily with other Adobe products. It's a whole new ballgame when it comes to Flash, and *Flash CS3: The Missing Manual* offers you complete and objective coverage. It's the perfect companion to this powerful software.

Devices of the Soul

By Steve Talbott
May 2007, ISBN 0-596-52680-6 (ISBN 13: 9780596526801)
281 pages, $22.99 US, $29.99 CAN

In this deeply thoughtful work, the author reviews our technological dreams of improvement and destruction, finding both possibilities where others see only one or the other. His tour of the technical landscape leads from Odysseus' wonderful technological deceits to the world of the blind and mentally handicapped; from the technical marvels of the Amazonian blow-gun to the wholesale re-engineering of organisms through genetic engineering; from computers as substitutes for teachers, students, and schools, to the paradoxical role of technology in distancing us from the natural world—so that, if we are willing, we can learn to love this world and master the technology that increasingly dominates it.

MAKE: Technology on Your Time Volume 10

Edited by Mark Frauenfelder
May 2007, ISBN 0-596-51386-0 (ISBN 13: 9780596513863)
190 pages, $14.99 US, $17.99 CAN

If you like to tweak, disassemble, recreate, and invent cool new uses for technology, you'll love *MAKE*, our project-based quarterly for the inquisitive do-it-yourselfer. *MAKE* Volume 10 explores the world of Home Electronics. From a mobile drive-in theater to a sound and light machine to fine-tune your brain, this issue is chock full of circuits and devices that will entertain, educate, and illuminate.
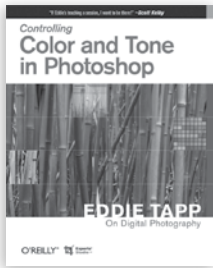
Controlling Color and Tone in Photoshop: Eddie Tapp on Digital Photography
*By Eddie Tapp*
June 2007
ISBN 0-596-52922-8 (ISBN 13: 9780596529222)
176 pages, $29.99 US, $38.99 CAN

The third title in the Eddie Tapp on Digital Photography series, *Controlling Color and Tone in Photoshop* teaches readers how to apply color theory to their work. Tapp demonstrates how the various color settings within Photoshop and in digital cameras work, and how—and how not—to use them. Topics include white balance; non-destructive color editing; rules of thumb and best practices for color correction; color crossover; grayscale; color matching; exposure, shadow and highlight control; high dynamic-range imaging; and more.
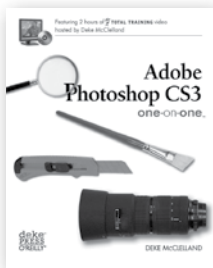
Adobe Photoshop CS3 One-on-One
By Deke McClelland
June 2007
ISBN 0-596-52975-9 (ISBN 13: 9780596529758)
504 pages, $44.99 US, $58.99 CAN

With this book, pioneering computer graphics author Deke McClelland updates his bestselling hands-on tutorial for the latest version of Adobe Photoshop. As with previous editions, *Adobe Photoshop CS3 One-on-One* guides readers step by step through the program's features and functionality. A key appeal of the One-on-One series is the DVD-video material included. Once they read about a particular technique, they can see how it's done first hand in the video. The combination is uniquely effective.

iPhone: The Missing Manual
By David Pogue
June 2007
ISBN 0-596-51374-7 (ISBN 13: 9780596513740)
256 pages, $19.99 US, $25.99 CAN

Written by *New York Times* columnist and Missing Manual series creator David Pogue, this first-to-market book shows readers and tire kickers everything they need to know to get the most out of their new Apple iPhone. Full of humor, tips, tricks, and surprises, *iPhone: The Missing Manual* teaches readers how to extend iPhone's usefulness by exploiting its links to the Web as well as its connection to Macs or PCs; how to save money using internet-based messages instead of phone calls; and how to fill the iPhone with TV shows and DVDs for free.
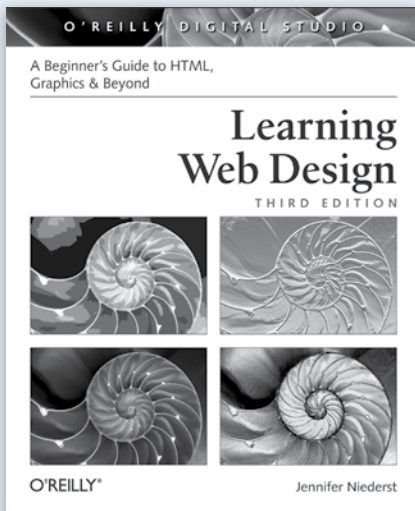
Learning Web Design, 3rd Edition
By Jennifer Niederst
June 2007, ISBN 0-596-52752-7 (ISBN 13: 9780596527525)
504 pages, $39.99 US, $51.99 CAN

Since the last edition of this book appeared three years ago, there has been a major climate change with regard to web standards. Designers are no longer using (X)HTML as a design tool, but as a means of defining the meaning and structure of content. Cascading Style Sheets are no longer just something interesting to tinker with, but rather a reliable method for handling all matters of presentation, from fonts and colors to the layout of the entire page. In fact, following the standards is now a mandate of professional web design.

In this complete revision to her popular book, author Jennifer Niederst Robbins makes sure that readers understand how important these standards are to great web site design. New coverage of CSS, rich media applications, and web standards is included. Exercises that help readers learn various techniques and short quizzes to get up to speed with key concepts will be available online.

June New Releases

Dreamweaver CS3: The Missing Manual

By David Sawyer McFarland
June 2007
ISBN 0-596-51043-8 (ISBN 13: 9780596510435)
800 pages, $44.99 US, $58.99 CAN

Welcome to Dreamweaver CS3. This new version of the popular web design software offers a rich environment for building professional sites, with drag-and-drop simplicity, clean HTML code, and dynamic database-driven web site creation tools. Moreover, it's now integrated more tightly with Adobe's other products: Photoshop, InDesign, Flash, and their siblings. But with such sophisticated features, the software isn't simple.

So say hello to *Dreamweaver CS3: The Missing Manual*, the fifth edition of this bestselling book by experienced web site trainer and author David McFarland. This book helps both first-time and experienced web designers bring stunning, interactive web sites to life. With jargon-free language and clear descriptions, this new edition addresses both beginners who need step-by-step guidance as well as long-time Dreamweaver users who need a handy reference to address the inner-workings of the program.

Dreamweaver CS3: The Missing Manual teaches designers how to construct and manage web sites by examining web-page components and Dreamweaver's capabilities through "live examples." With a complete A – Z guide to designing, organizing, building, and deploying a web site for those with no web design experience, this book:

- Takes you through the basics to advanced techniques to control the appearance of your web pages with CSS

- Shows you how to design dynamic database-driven web sites, from blogs to product catalogs, and from shopping carts to newsletter signup forms

- Teaches you how to master your web site, and manage thousands of pages effortlessly

Witty and objective, *Dreamweaver CS3: The Missing Manual* is a must for anyone who uses this highly popular program, from beginners to professionals. Altogether, it's the ultimate atlas for Dreamweaver CS3.

## Photoshop Lightroom Adventure

By Mikkel Aaland
July 2007
ISBN 0-596-10099-X (ISBN 13: 9780596100995)
344 pages, $39.99 US, $51.99 CAN

After watching—and often helping—Adobe create Photoshop Lightroom from the ground up, bestselling author Mikkel Aaland was ready to see how well it would do. He organized a group of 12 top-notch photographers for a trek to Iceland, "Nature's Light Room" to put the product to the test. In this book, Aaland turns that hands-on knowledge into a complete guided tour of the application, walking you step-by-step through Lightroom's key modules.

With gorgeous examples, this book lets you see the results for yourself. Mikkel Aaland's trademark ability to teach complicated topics on digital imaging with straightforward, easy-to-follow text makes this book a valuable learning tool for anyone serious about creating the best possible images with Lightroom.
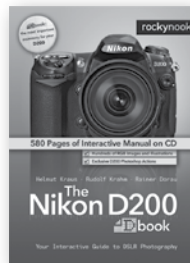
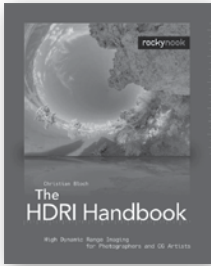### Rocky Nook
The Nikon D200 Dbook

By Jeremy Cloot, Rainer Dorau, Rudolf Krahm
& Helmut Kraus
June 2007, ISBN 1933952148 (ISBN 13: 9781933952147)
500 pages, $44.95 US, $58.95 CAN

Rocky Nook Dbooks are the ideal companion for anyone who wants to get the most from their Nikon D200. With more than 580 digital pages in Acrobat format, you will discover the fundamentals on all aspects of the digital image creation process: digital photography basics, taking pictures, image optimization, lenses, accessories, and much more. Rocky Nook Dbooks go well beyond the Nikon camera manuals and are well-organized, beautifully illustrated introductions to digital photography with the Nikon system. Book and CD package.
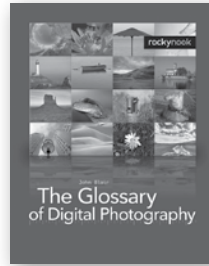
Rocky Nook
The HDRI Handbook
By Christian Bloch
July 2007, ISBN 1933952059 (ISBN 13: 9781933952055)
300 pages, $49.95 US, $58.95 CAN

The HDRI Handbook reveals the secrets behind High Dynamic Range Imaging (HDRI). This cutting-edge imaging technology is a method to digitally capture and edit all light in a scene. It represents a quantum leap in imaging technology, as revolutionary as the leap from black & white to color imaging. Serious photographers will find that HDRI is the final step that places digital ahead of analog. HDRI emerged from the movie industry and was once Hollywood's best kept secret. Now a mature technology, HDRI is available to everyone. The only problem was that it was poorly documented until now. *The HDRI Handbook* is the manual that was missing. In it is everything you need to build a comprehensive knowledge base that will enable you to become really creative with HDRI. This book is packed with practical hints and tips, software tests, workshops, and hands-on tutorials. Whether you are a photographer, 3D artist, compositor, or cinematographer, this book is sure to enlighten you.
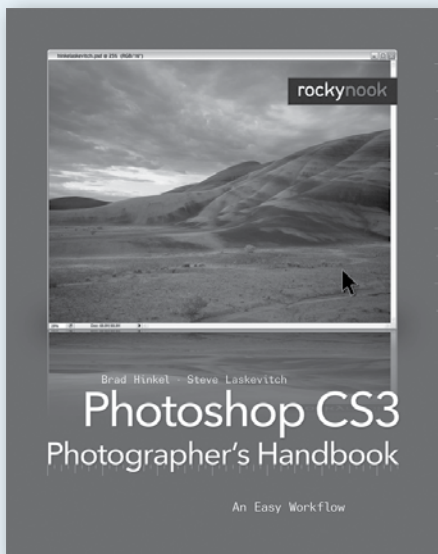
Rocky Nook
The Glossary of Digital Photography
By John Blair
July 2007, ISBN 1933952040 (ISBN 13: 9781933952048)
350 pages, $39.95 US, $51.95 CAN

With the many technical, complex, and interwoven words, and new words being created daily, even veteran photographers have trouble keeping up with the lingo of digital photography. The solution comes to us in *The Glossary of Digital Photography,* which is the most comprehensive publication of its kind to date. With over 1500 words, abbreviations, and acronyms, the *Glossary* strives to help those involved in this cutting-edge industry to understand the language that makes it up. The *Glossary* has been extensively researched to collect the terms currently in use and to provide the most up-to-date meanings of these terms. *The Glossary of Digital Photography* will appeal to advanced amateur photographers with more than an average interest in their hobby; to professional photographers with an interest in digital photography; to students of photography, design, and related fields; and professionals in the design, prepress, printing, and publishing professions.

Rocky Nook
Photoshop CS3 Photographer's Handbook

By Brad Hinkel & Stephen Laskevitch
July 2007, ISBN 1933952113 (ISBN 13: 9781933952116)
260 pages, $35.95 US, $46.95 CAN

Photographers often feel overwhelmed when starting with Photoshop—the sheer number of tools and options make it a difficult tool to get started. Hinkel and Laskevitch have created a step-by-step guide that provides a simple and effective workflow for editing photographs in Photoshop CS3. The book includes an introduction to the basic concepts and tools needed to edit photographs in Photoshop—and then walks through a complete editing workflow. Use the *Photoshop CS3 Photographer's Handbook* to:

- Get a solid foundation towards understanding Photoshop CS3.

- Learn a practical workflow for editing images.

- Learn individual techniques for image editing by following simple step-by-step instructions.

July New Releases

Microsoft Project 2007: The Missing Manual
By Bonnie Biafore
July 2007
ISBN 0-596-52836-1 (ISBN 13: 9780596528362)
552 pages, $39.99 US, $51.99 CAN

Microsoft Project 2007 is designed to help users control the variables on any project, big or small —such as schedules, budgets, communications, and changes—rather than be controlled by them. But Project is complex software, and no user has the time to take on the project of learning it. Written by project management expert Bonnie Biafore, this book teaches readers how to do everything from setting, tracking, and adjusting schedules and budgets to testing scenarios and understanding the impact of changes.

YoungJin
3ds Max 9.0: Accelerated
By YoungJin.com
July 2007, ISBN 8931433719 (ISBN 13: 9788931433715)
320 pages, $29.99 US, $38.99 CAN

3ds Max remains the world's most popular animation software. The hands-on, practical exercises presented in this book will allow new users to quickly master the basics and move on to creating their own animated projects. More than 30 exercises will guide readers to understanding the 3ds command system, 3d concepts, modeling, materials, lighting, cameras, and rendering. All illustrated in full-color in an easy-to-follow tutorial.
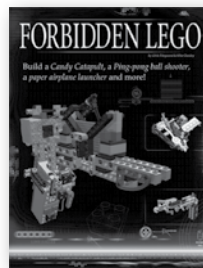
No Starch Press
Forbidden LEGO®
By Ulrik Pilegaard & Mike Dooley
July 2007, ISBN 1593271379 (ISBN 13: 9781593271374)
208 pages, $24.95 US, $30.95 CAN

Written by a former master LEGO® designer, this full color book contains projects that break the LEGO® Company's rules for building with LEGO® bricks—rules against building projects that fire projectiles; cutting or gluing bricks; and using non-standard parts. Many of these are backroom projects that LEGO®'s master designers build under the LEGO® radar, just to have fun. Learn how to build a catapult that shoots M&Ms; a gun that fires LEGO® beams; a continuous fire ping-pong ball launcher; and more! Tips and tricks will give you ideas for inventing your own creative model designs.

No Starch Press
The LEGO® MINDSTORMS™ NXT Idea Book
By the Contributors to NXT Step Blog
July 2007, ISBN 1593271506 (ISBN 13: 9781593271503)
424 pages, $24.95 US, $30.95 CAN

This book's chapters on programming and design, CAD-style drawings, and abundance of screenshots make it easy for the reader to master the LEGO® MINDSTORMS™ NXT kit and to build and program nine example robots. Chapters cover using the NXT programming language (NXT-G) as well as troubleshooting, RoboSurgery, design, software, sensors, Bluetooth, even how to create a NXT remote control.

August New Releases

Eccentric Cubicle
By Kaden Harris
August 2007
ISBN: 0-596-51054-3 (ISBN 13: 9780596510541)
352 pages, $29.99 US, $38.99 CAN

Who says cubicles need to be dreary? In *Eccentric Cubicle,* Kaden Harris introduces Maker die-hards as well as aspiring Makers to a highly entertaining "parallel universe" of almost surreal office-based projects sure to pique the curiosity of even the most jaded office mates. From desktop guillotines and crossbows to mood-enhancing effects and music makers, each project presents a different set of challenges and opens new avenues of Maker lore, with strong emphasis on the basic mechanical theories and principles of the devices under consideration and the fabrication techniques being utilized. Starting with classic, time-honored principals, the Eccentric Genius modernizes and augments his designs with performance enhancements and updated feature sets, precariously balancing form, function, and oddness. Scavenging and repurposing materials and components at every opportunity, the author challenges and inspires readers to modify and adapt the projects and designs presented to meet their own scale, performance, and aesthetic requirements.

PCs: The Missing Manual, 2nd Edition
By Andy Rathbone
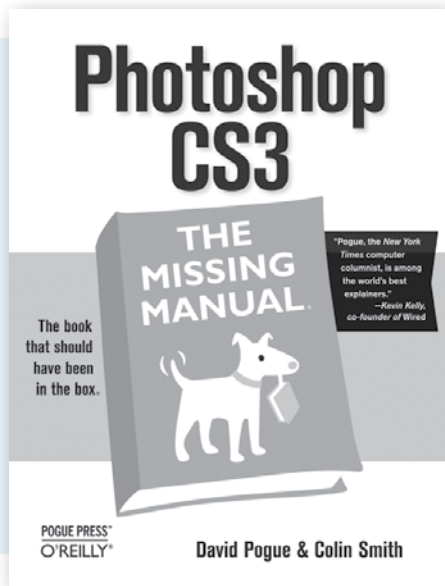*August 2007*
ISBN 0-596-51414-X (ISBN 13: 9780596514143)
600 pages, $24.99 US, $32.99 CAN

Now revised for Windows Vista, the second edition of this guide helps consumers overcome the frustration of using increasingly complex PCs and their digital products. It serves as a complete PC manual for both novices and power users, with advice on how to perform daily tasks like printing, backing up, and burning CDs, along with step-by-step instructions for using browsers and digital media, hooking up peripherals, upgrading video cards, managing storage, and maintaining performance, security, and more.

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Photoshop CS3: The Missing Manual

By David Pogue & Colin Smith
August 2007, ISBN 0-596-51053-5 (ISBN 13: 9780596510534)
656 pages, $49.99 US, $64.99 CAN

Who better than *New York Times* tech columnist and Missing Manuals creator David Pogue to capture every nuance of the newest version of Photoshop? Under Pogue's objective scrutiny and witty Missing Manuals approach, readers of all levels will learn how to use Photoshop's new non-destructive Smart Filters, Quick Selection Tool, automatic layer alignment and blending, and enhanced Adobe Camera Raw. They'll also find out which features work well, and which are not worth their time.
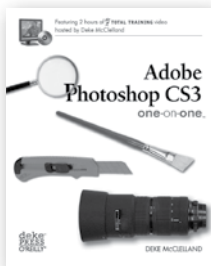
Adobe InDesign CS3 One-On-One

By Deke McClelland
August 2007, ISBN 0-596-52976-7
(ISBN 13: 9780596529765)
504 pages, $49.99 US, $64.99 CAN

With this book, pioneering computer graphics author Deke McClelland updates his bestselling hands-on tutorial for the latest version of Adobe's market-leading page layout/publishing program, InDesign. This new edition guides readers step by step through the program's features and functionality. The appeal of the One-on-One series is the DVD-video material. Each chapter has corresponding video that demonstrates the techniques covered. The combination of text and video instruction is uniquely effective.

Best of Make

Edited by Mark Frauenfelder
August 2007, ISBN 0-596-51428-X
(ISBN 13: 9780596514280)
350 pages, $34.99 US, $45.99 CAN

With the recent surge of interest in tech DIY and the rising popularity of MAKE, *Best of MAKE* will be highly sought after by loyal and passionate MAKE readers seeking a collectible reference resource as well as newcomers to the making movement who want to catch up on what they missed in earlier volumes.

MAKE: Technology on Your Time Volume 11

Edited by Mark Frauenfelder
August 2007, ISBN 0-596-51387-9 (ISBN 13: 9780596513870)
190 pages, $14.99 US, $17.99 CAN

If you like to tweak, disassemble, recreate, and invent cool new uses for technology, you'll love MAKE, our project-based quarterly for the inquisitive do-it-yourselfer. MAKE Volume 11 explores alternative energy and green vehicles.

Illustrated Guide to Astronomical Wonders

By Robert Thompson & Barbara Fritchman Thompson
August 2007, ISBN 0-596-52685-7
(ISBN 13: 9780596526856)
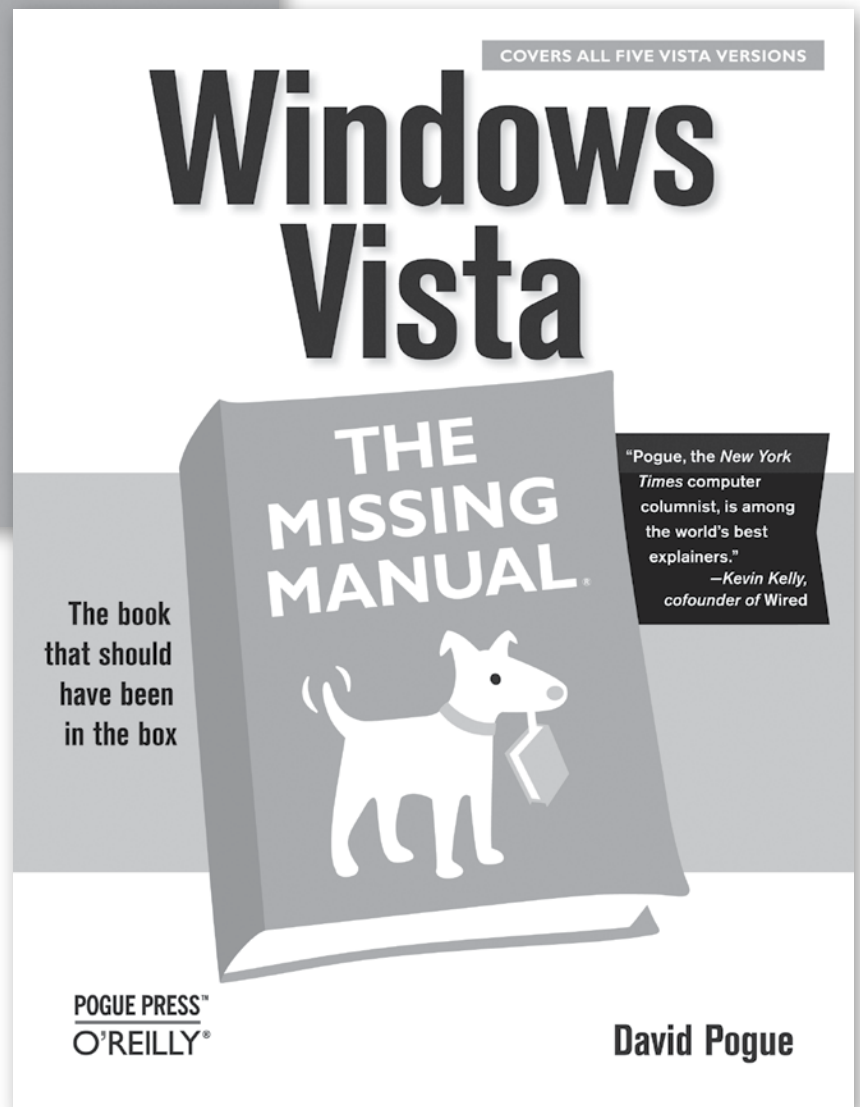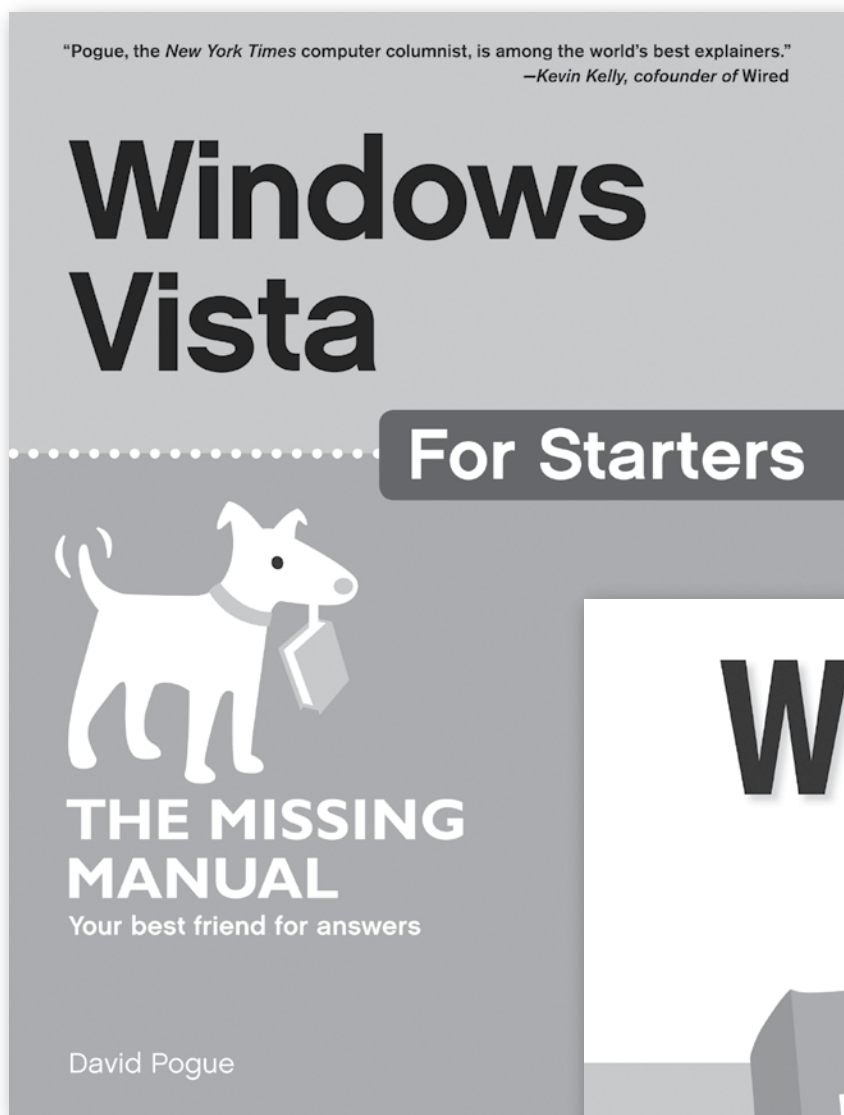*400 pages, $34.99 US, $38.99 CAN*

The *Illustrated Guide to Astronomical Wonders* explains everything a beginner needs to know to get started, and will remain indispensable long after a beginner graduates to intermediate status. This heavily graphical book, with numerous photographs, drawings, star charts, and tables, will address, comprehensively, the two major problems beginning and intermediate astronomers face: which objects to look at and how to find those objects. It provides a solid grounding in the fundamental concepts and terminology of astronomy, and includes specific advice about choosing, buying, using, and maintaining observing equipment. Lists are provided with recommended observing targets for newbies and intermediate observers alike, including details about the best celestial objects. Star charts are sufficiently detailed to allow readers to locate and observe featured objects.

Web 2.0: A Manager's Guide

By Amy Shuen
September 2007, ISBN 0-596-52996-1 (ISBN 13: 9780596529963)
200 pages, $19.99 US, $25.99 CAN

With case studies that demonstrate what Web 2.0 is and how it works in different business situations, this book illustrates how today's web technologies and uses—exemplified by companies like Google—are changing the way companies communicate, interact, and make money. *Web 2.0: A Manager's Guide* uses examples from a wide variety of companies, large and small, to describe Web 2.0 components and how they're used, why the Web 2.0 approach is valuable, and how it will affect the bottom line. It's a lucid overview to this increasing popular and often misunderstood approach.

Best of the Backlist: Missing Manuals

"Pogue, the *New York Times* computer columnist, is among the world's best explainers."
—*Kevin Kelly, cofounder of* Wired

Windows Vista
For Starters

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David Pogue

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Windows Vista

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—*Kevin Kelly, cofounder of* Wired

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David Pogue

Best of the Backlist: Missing Manuals

Windows Vista for Starters:
The Missing Manual
By David Pogue
January 2007
ISBN 0-596-52826-4
(ISBN 13: 9780596528263)
424 pages, $19.99 US, $25.99 CAN

Windows Vista: The Missing Manual
By David Pogue
December 2006
ISBN 0-596-52827-2
(ISBN 13: 9780596528270)
848 pages, $34.99 US, $45.99 CAN

Access 2003 for Starters:
The Missing Manual
By Kate J. Chase & Scott Palmer
October 2005
ISBN 0-596-00665-9
(ISBN 13: 9780596006655)
396 pages, $19.95 US, $27.95 CAN

Access 2007: The Missing Manual
By Matthew MacDonald
December 2006
ISBN 0-596-52760-8
(ISBN 13: 9780596527600)
751 pages, $34.99 US, $45.99 CAN

Access 2007 for Starters:
The Missing Manual
By Matthew MacDonald
January 2007
ISBN 0-596-52833-7
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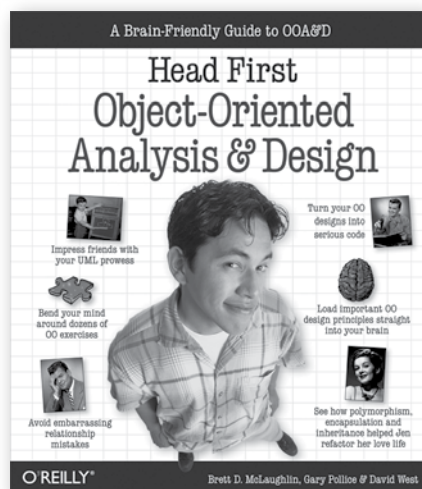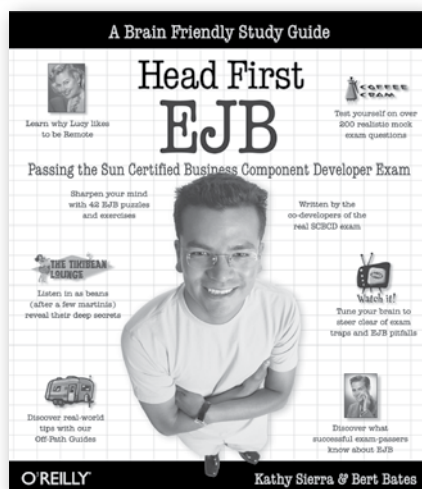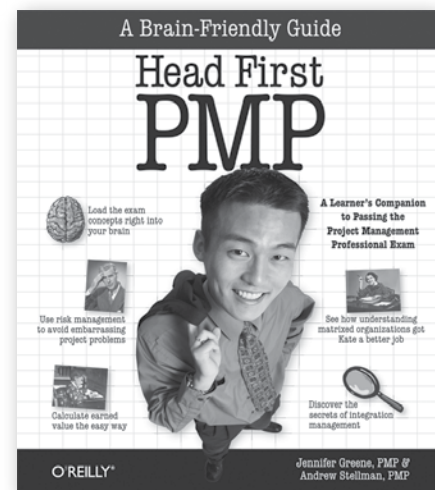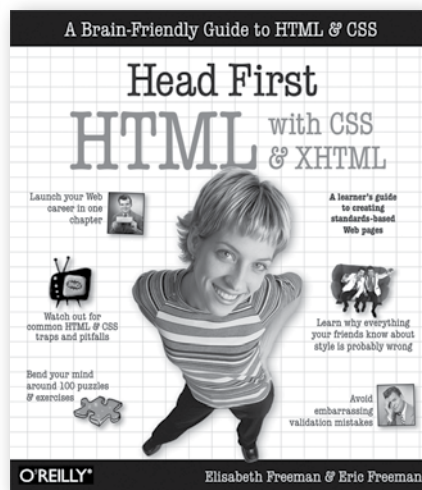*(ISBN 13: 9780596528317)*
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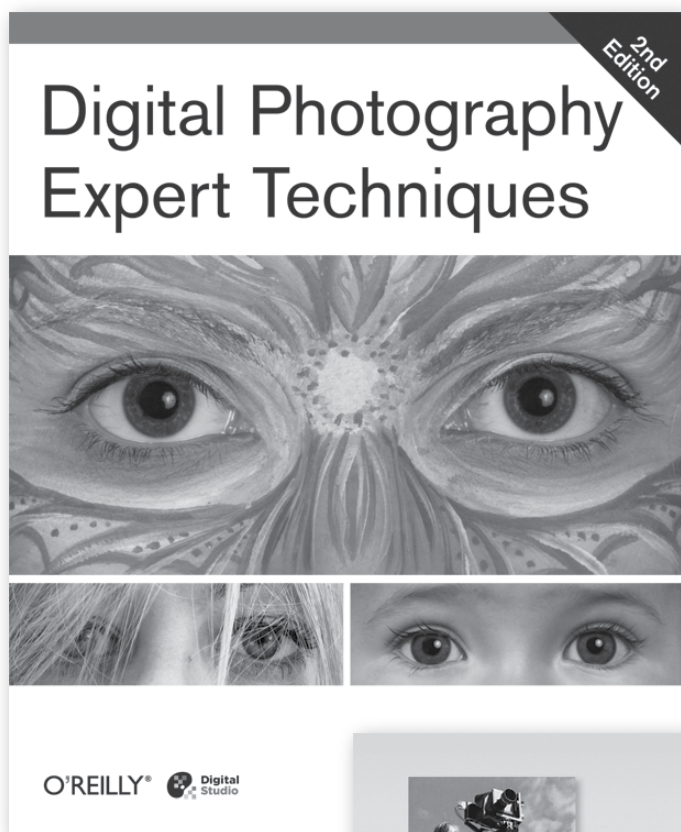
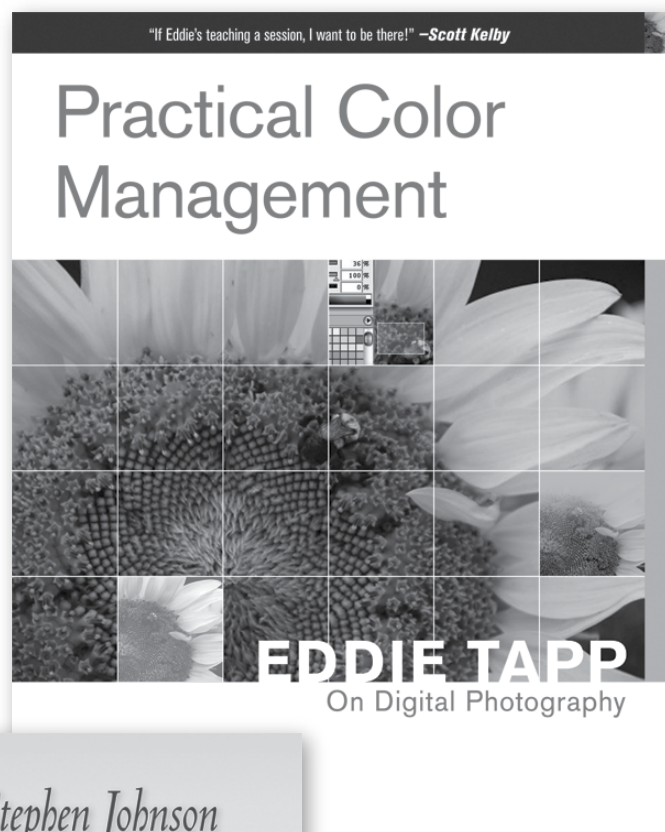**Digital Photography Expert Techniques, 2nd Edition**
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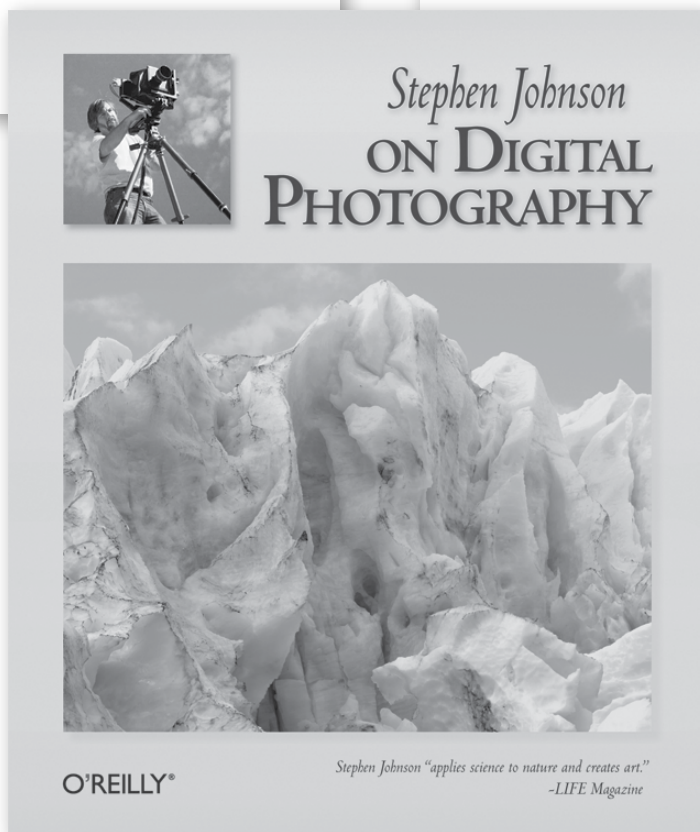**Practical Color Management: Eddie Tapp on Digital Photography**
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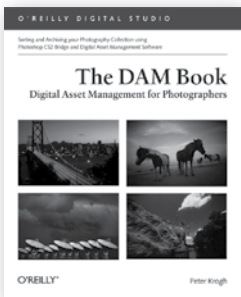

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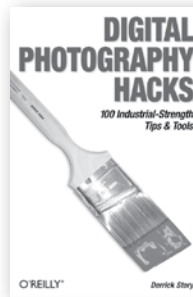
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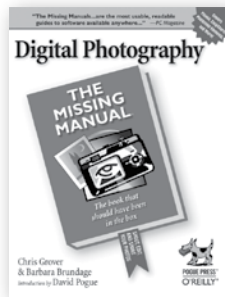
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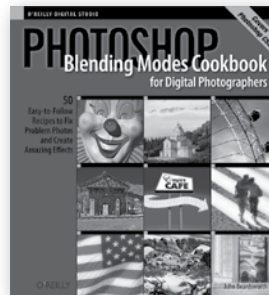*(ISBN 13: 9780596100155)*
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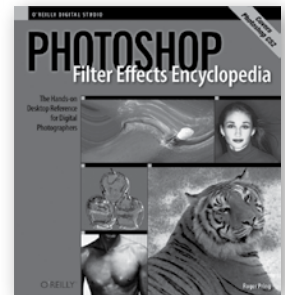*224 pages, $29.95 US, $41.95 CAN*

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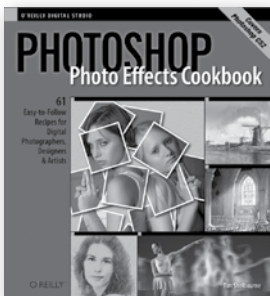*(ISBN 13: 9780596100346)*
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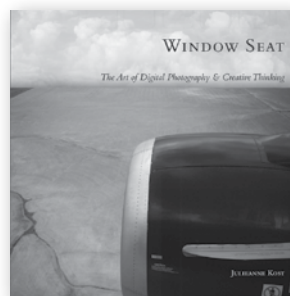*176 pages, $29.95 US, $41.95 CAN*

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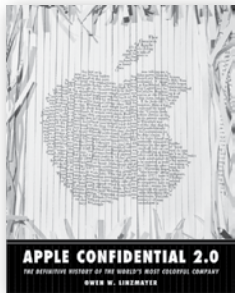*By Eddie Tapp*
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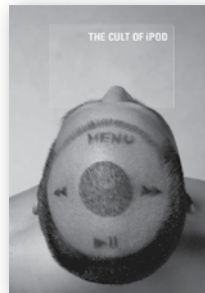
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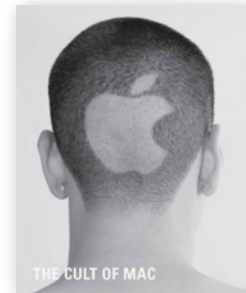*(ISBN 13: 9781593270100)*
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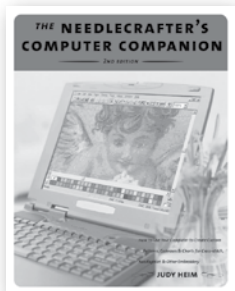
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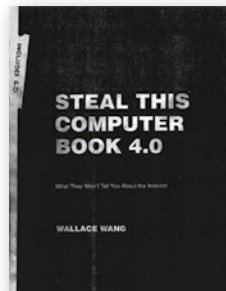
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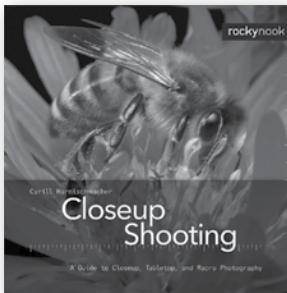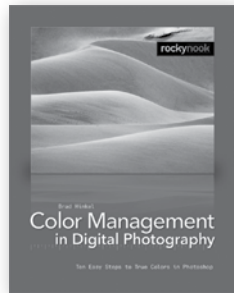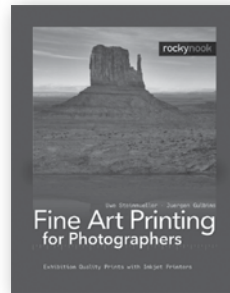

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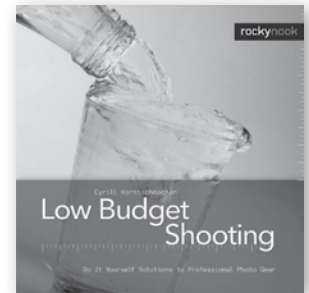
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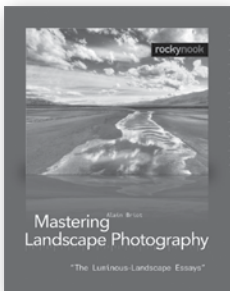
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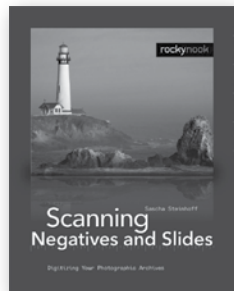
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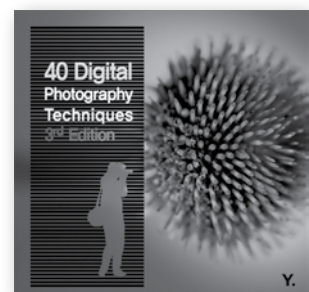
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