



DESIGN: Illustrator, Photoshop, & InDesign

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@jeninthelib

I.

Getting Started

What's the Holy Grail of design software?



The BIG Three:



Photoshop



InDesign



Illustrator



Photoshop:

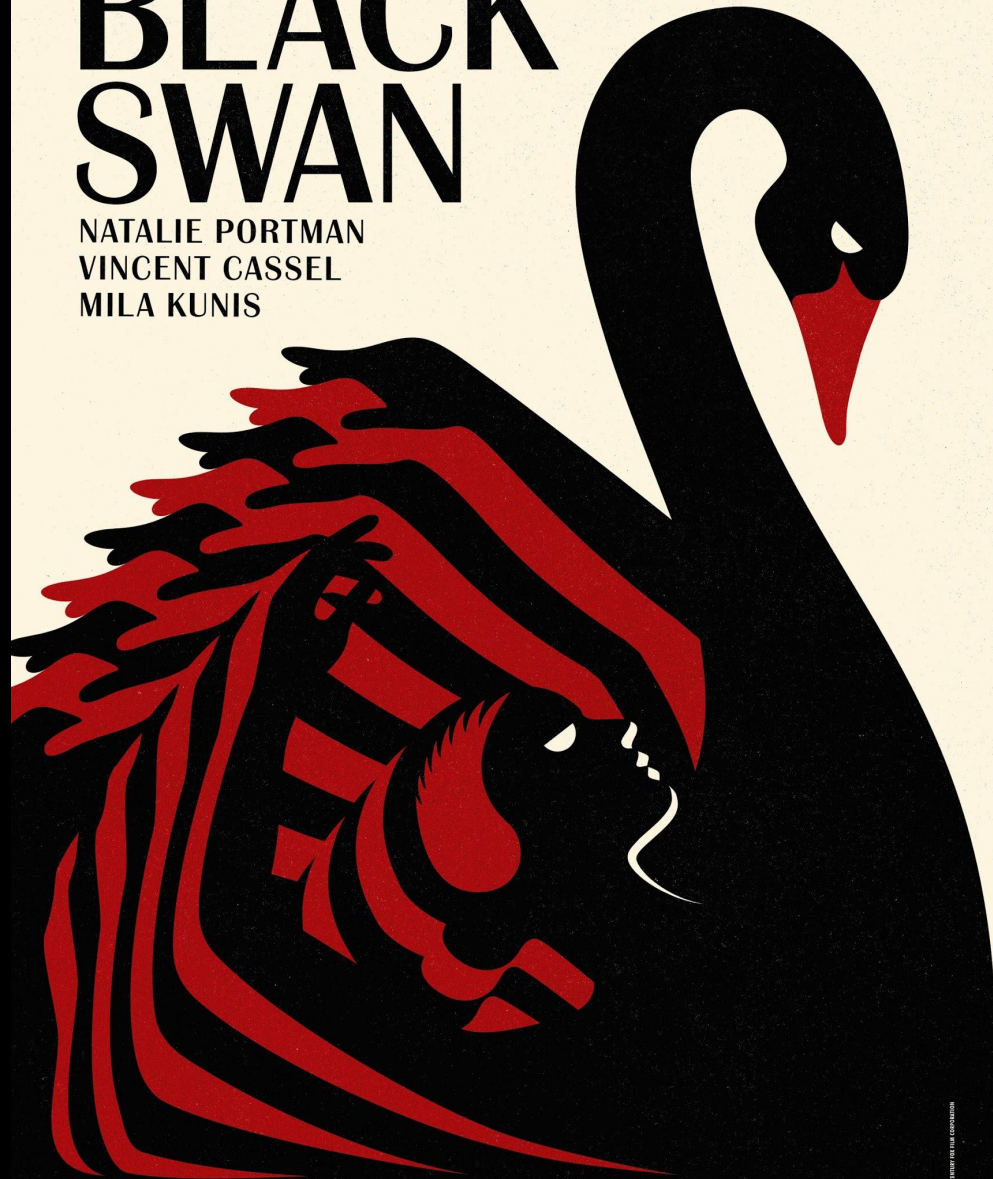
Raster images

Illustrator:

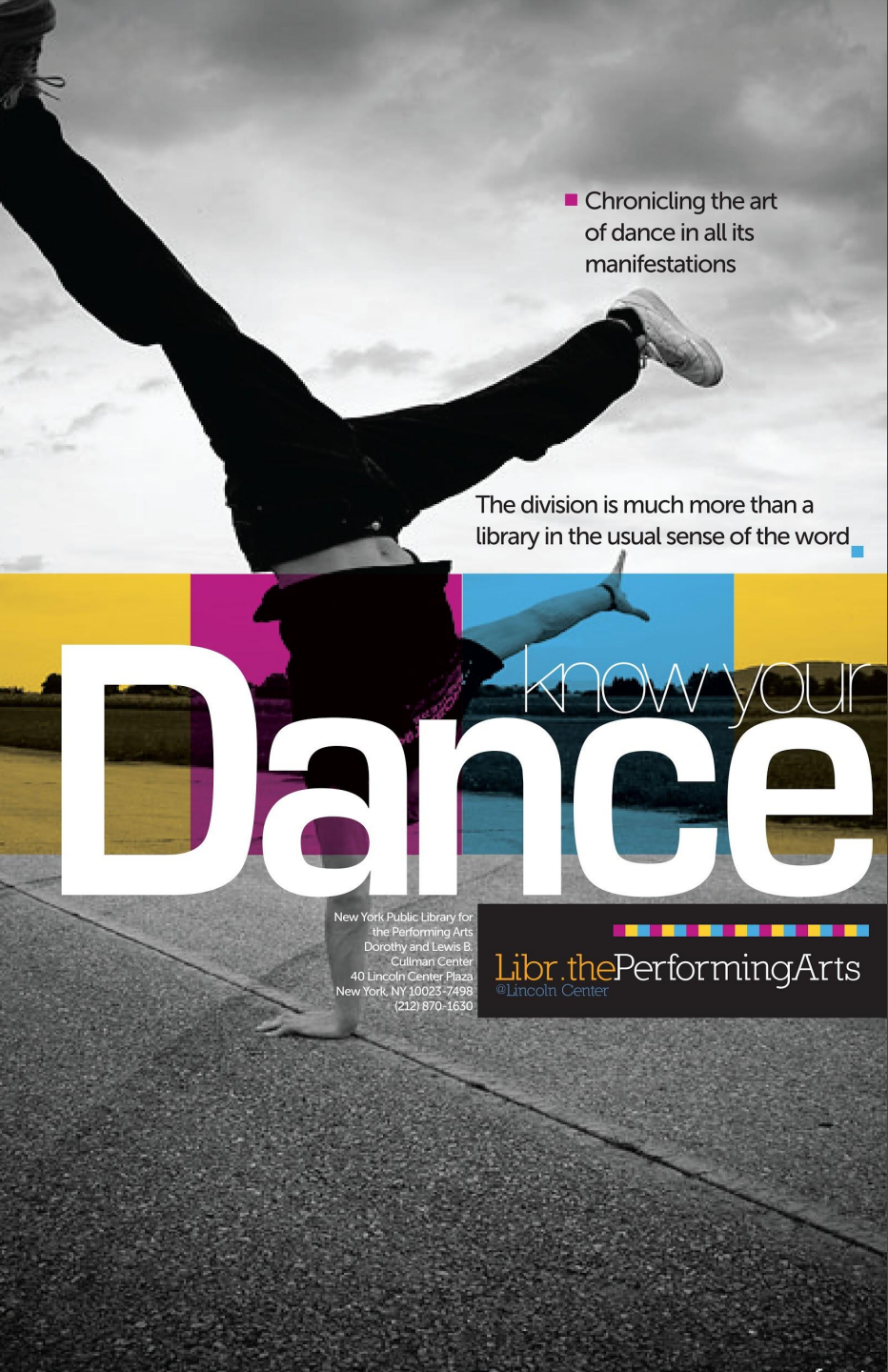
Scalable vector
graphics

BLACK SWAN

NATALIE PORTMAN
VINCENT CASSEL
MILA KUNIS



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manifestations

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InDesign:

Layout of text,
images, and
shapes

(Think *fancy*
Microsoft Word)

Wait? Back up ...
vector what?

"All About Images"

Raster = pixels; resolution dependent.

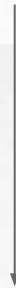


Vector = line art; "keeping track of points and equations of the lines that connect them"; scalable.

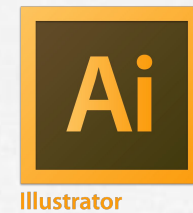
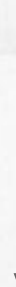


So ...

Raster 



 Vector



What about InDesign?



InDesign



But what Adobe
REALLY wants:

Use All Three!



InDesign



Photoshop



Illustrator



Questions to Ask Yourself:

- What are you working on / creating?
 - Raster image? Vector Image?
 - What file type do you want this masterpiece to be created in?

- What's the easiest software for you to learn?
 - Overlap between the software = choosing whichever best fits your personal needs. (Pro-tip: InDesign is easiest).

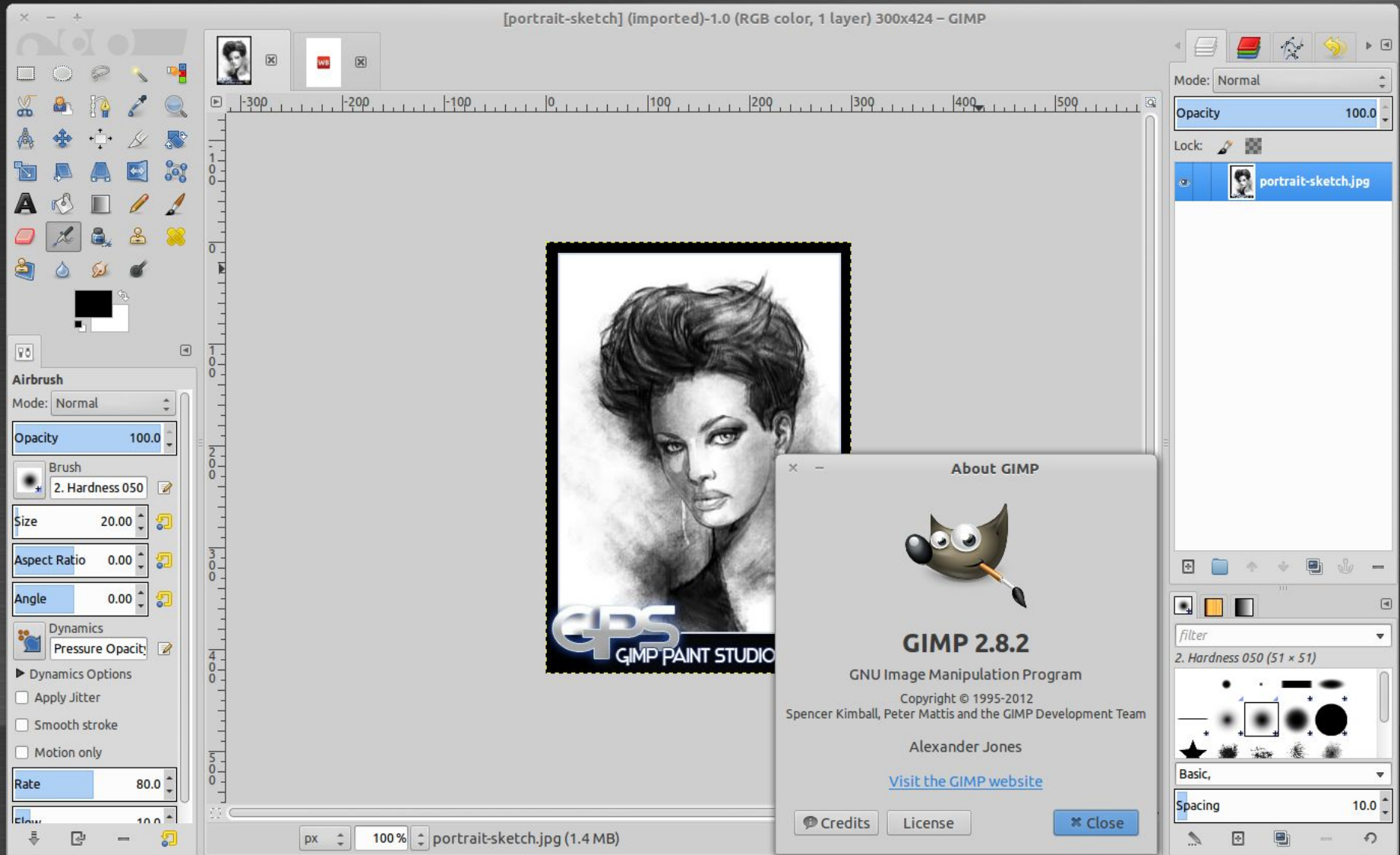


The best things in life are free. The
second best things are very, **very**
expensive.

-Coco Chanel

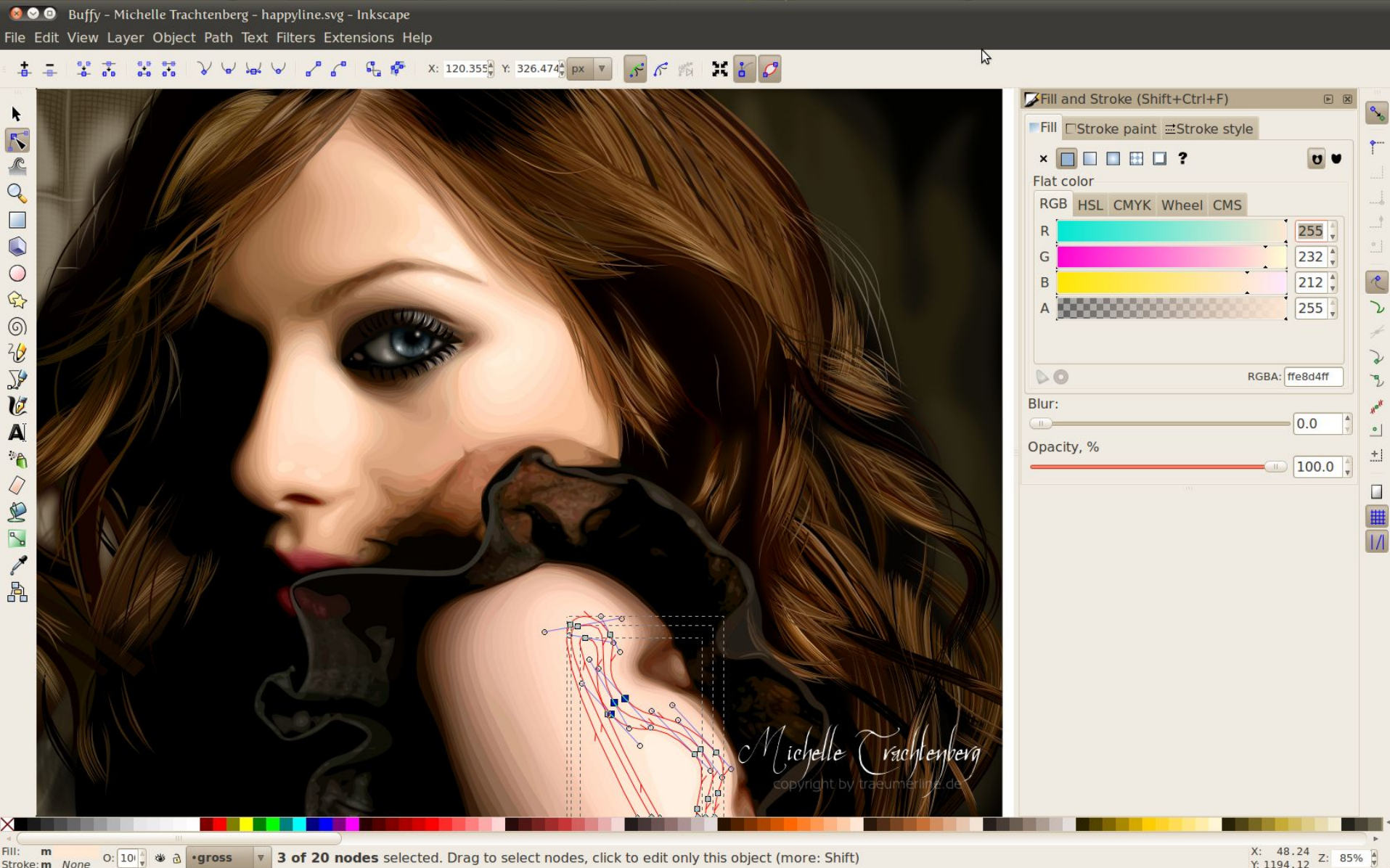
Free Software
Options!

Photoshop Alternative



GIMP

Illustrator Alternative



Inkscape

InDesign Alternative



Scribus

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Author Eismann, Katrin
Published Paris : Pearson, 2013.
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Photoshop : down & dirty tricks for designers. Volume II

Author Barker, Corey
Published [Berkeley, California] : New Riders, [2014]
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Creative Photoshop [electronic resource] : digital illustration and art techniques covering Photoshop CS3

Author Lea, Derek
Published Amsterdam ; Boston : Elsevier/Focal Press, 2007 (Norwood, Mass. : Books24x7.com [generator])
Online [Click here for full text.](#)
Format [Book](#), [Online](#)

Beyond Photoshop [electronic resource] : advanced techniques integrating Photoshop with Illustrator, Poser, Painter, Cinema 4D and ZBrush

Author Lea, Derek
Published Amsterdam ; Burlington, MA : Elsevier/Focal Press, 2010.
Online [Z_eBook - Media Technology 2010 \[Z_EBMT10\]](#)
Format [Book](#), [Online](#)

3D Photoshop

Author Caplin, Steve
Published [San Jose, California] : Adobe Press, 2013., c2014
Online [Safari Technical Books \(Current File\)](#)
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Photoshop CC

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Black and White in Photoshop CS4 and Photoshop Lightroom : A complete integrated workflow solution for creating stunning monochromatic images in Photoshop CS4, Photoshop Lightroom, and beyond

Author Alsheimer, Leslie
O'Neil Hughes, Bryan
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Adobe Photoshop CS2 A - Z

Author Philip Andrews
Peter Bargh
Citation 2005
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Precision Photoshop

Author Schwartz, Lopsie
Citation 10/31/2014
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Author Andrews, Philip
Galer, Mark
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Author Martin Evening
Citation 7/18/2013
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The Photoshop Darkroom 2 : Creative Digital Transformations

Author Davis, Harold
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(Of course you do)

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100%

(Psst -- that's our success rate)

Thanks!



Any questions?

You can find me at:

@jeninthelib

jcb2257@columbia.edu or ref-sci@columbia.edu

Getting Started with 3D Modeling

(1) What/what kind of thing do I want to design?

e.g. machine parts
freeform sculptures

(2) What software do I have access to?

e.g. free downloads
available through school/department/library

(3) What software do I already know?

Getting Started with 3D Modeling

e.g. Machine parts



parametric
hard surface
physical production

e.g. Videogame character →

organic
flexible
colorful/textured

Digital Art, VFX, “Organic”



3ds Max



Maya



Blender



Sketchup



Games, Robots and More players
The place to be







GRAFIT
STUDIO

Parametric, Solid, “Industrial”



Inventor



Solidworks

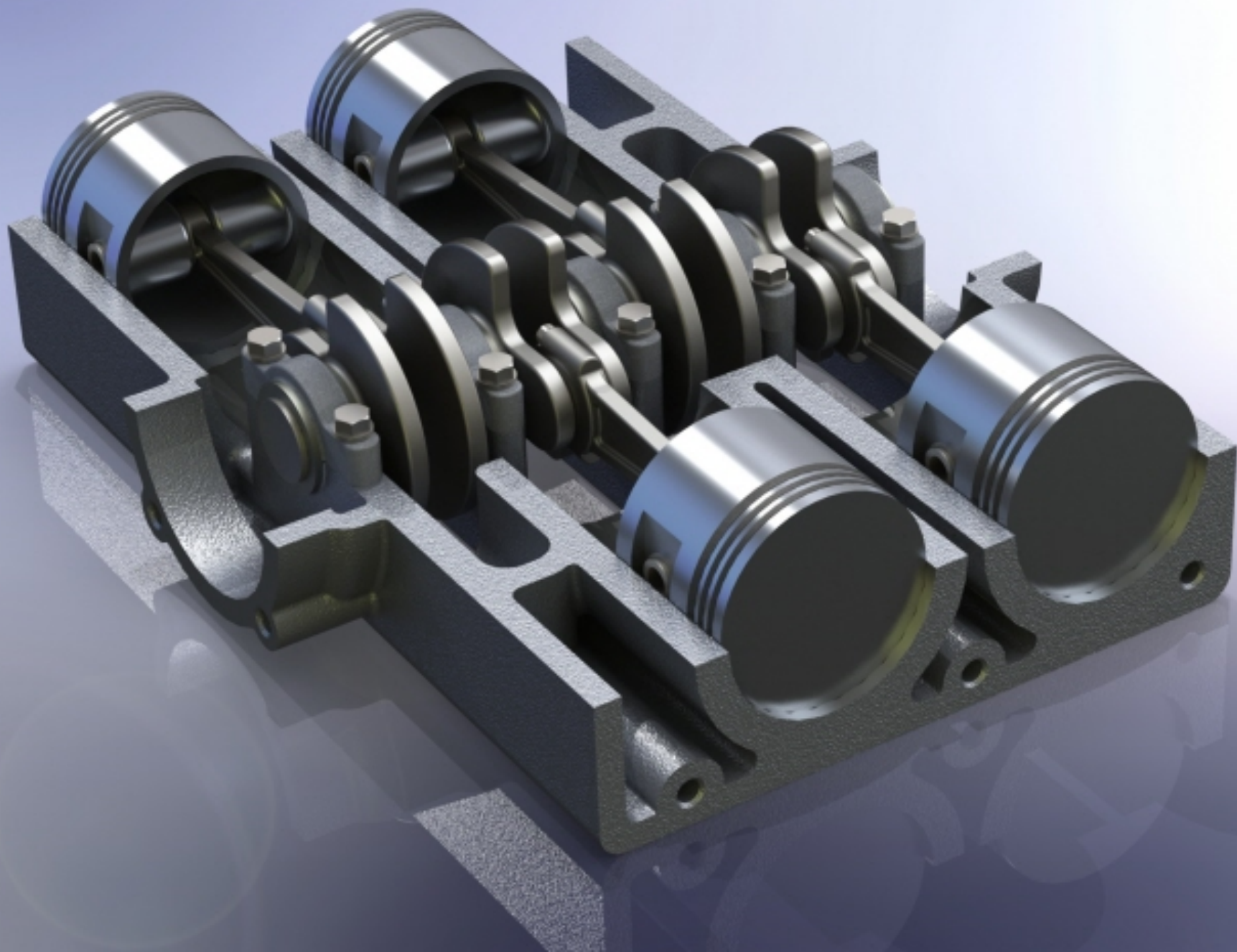


Rhino

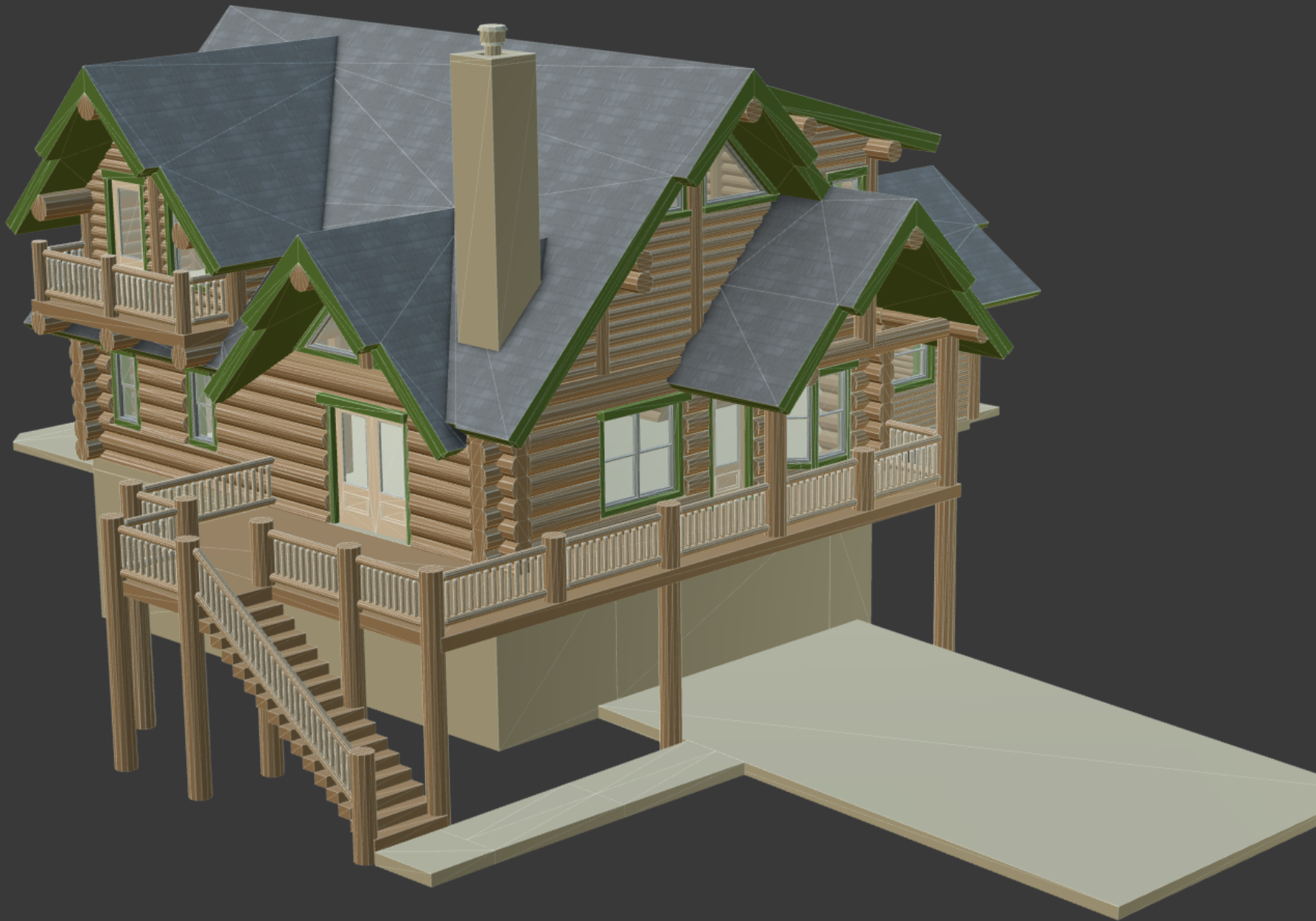


AutoCAD









FREE STUFF



Tinkercad



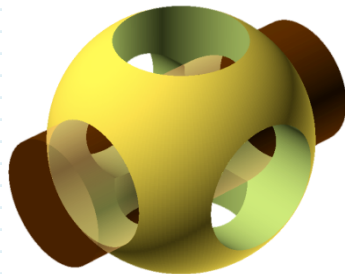
123D Design



Sculptris



Blender



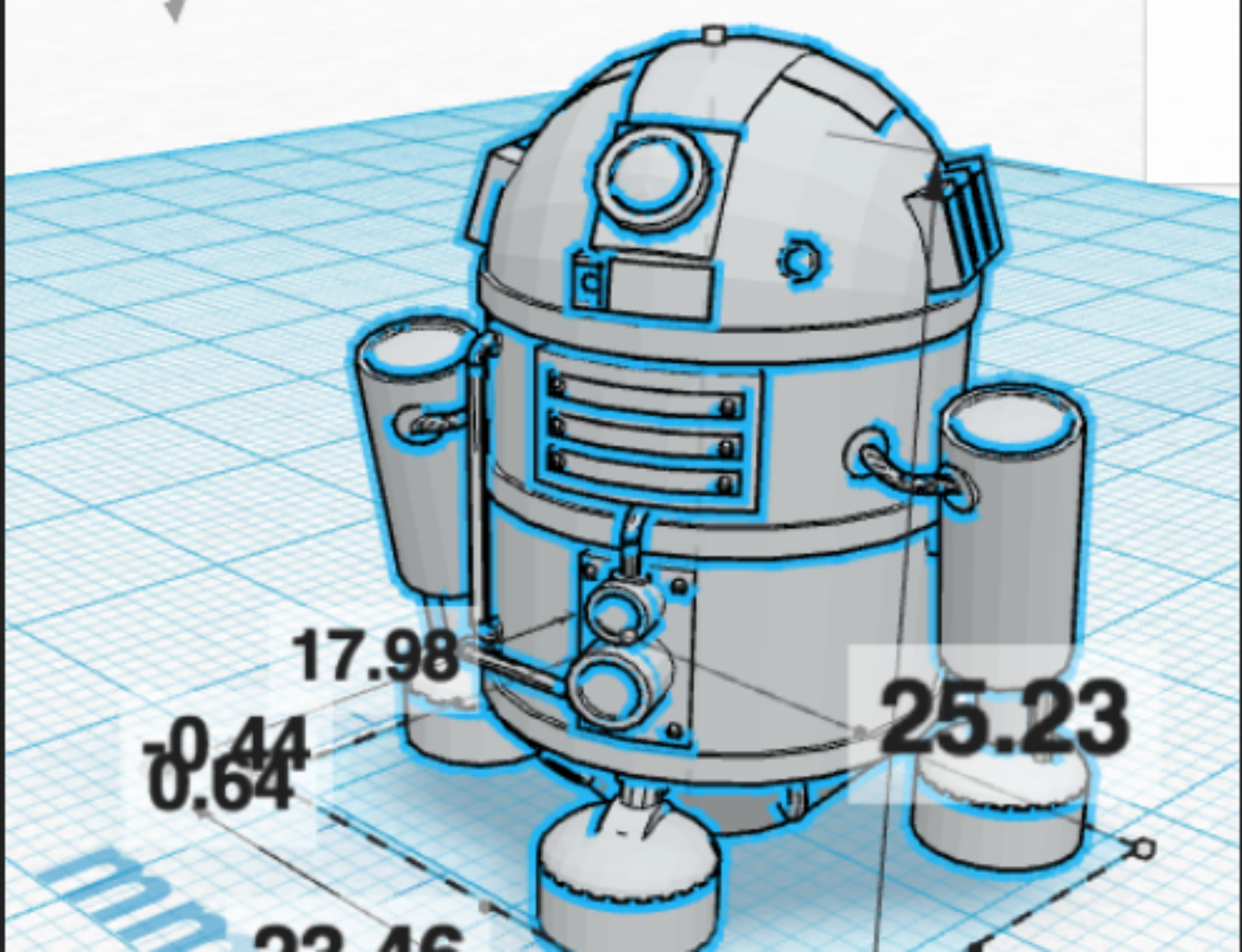
OpenSCAD

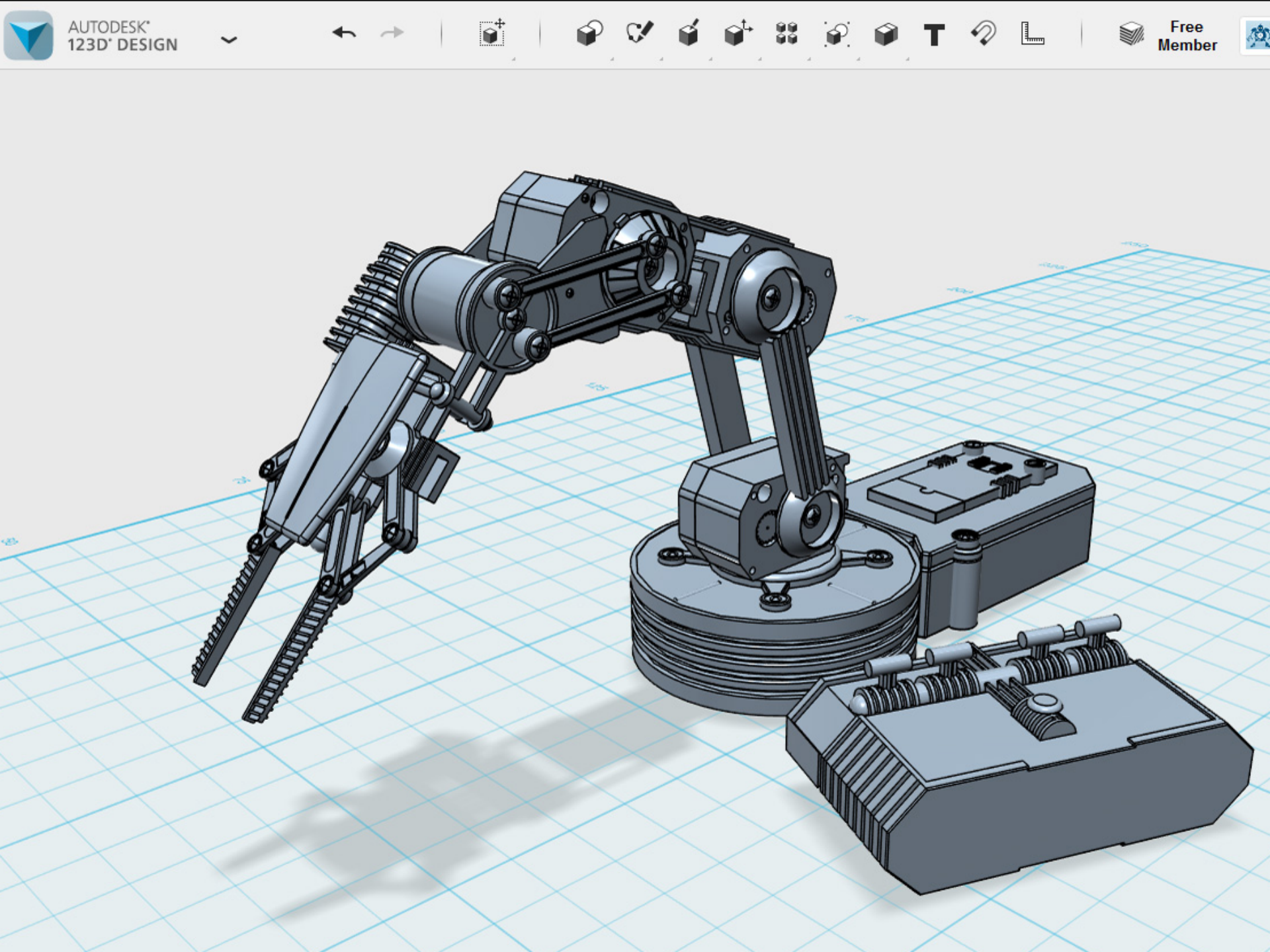


Sketchup



Fusion 360





Sculptris Artist: Barry Croucher



sculptris

```

union() {
  // head
  translate([0, 0, 120])
  difference() {
    union() {
      // teardrop shape
      sphere(20);
      translate([0, 0, 20 * sin(30)])
        cylinder(30, 20 * cos(30), 0);

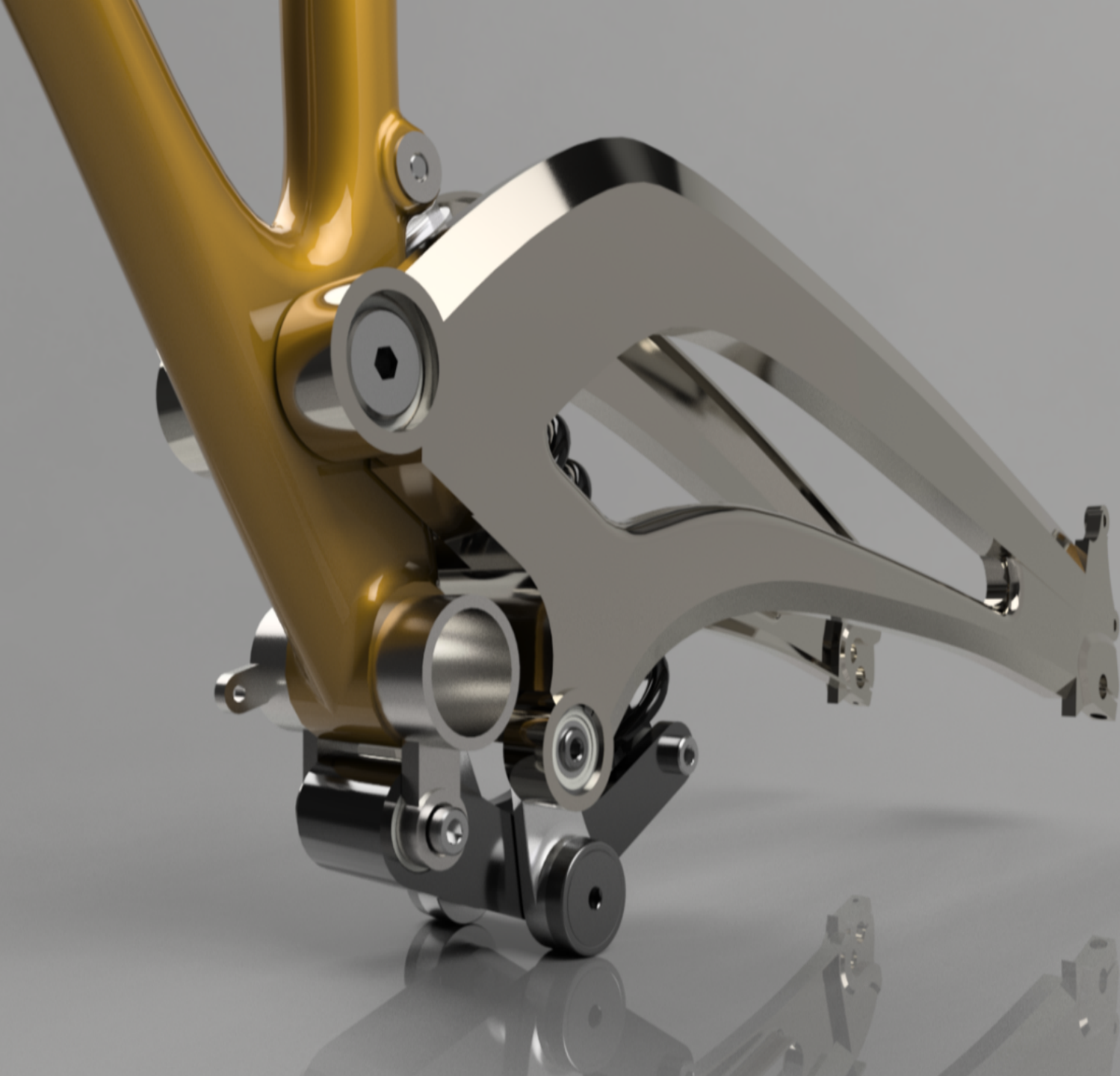
      // dollop
      translate([0, 0, 30 + 20 * sin(30)])
        sphere(6);
    }
    //cut out slot
    rotate([45, 0, 0])
      translate([-20, 0, 0])
        cube([40, 5, 40]);
  }
  // neck
  cylinder(120, 18, 12);

  // base
  cylinder(20, 35, 25);


  // collar
  translate([0, 0, 90])
    intersection() {
      cylinder(20, 20, 0);
      translate([0, 0, 7])
        mirror([0, 0, 1])
          cylinder(20, 20, 0);
    }
}

```





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1. Surfacing with SOLIDWORKS

Author Corbett, Gabriel
Published ©2015, Carpenteria, CA lynda.com, 2015.
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2. Weldments with SolidWorks

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3. SolidWorks 2012 Essential Training

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4. SolidWorks 2014 Essential Training

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SolidWorks 2010 [electronic resource] : no experience required

Author Ruiz, Alex, 1974-
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Author Ruiz, Alex, 1974-
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Applied SolidWorks [electronic resource]

Author Hansen, L. Scott
Published New York : Industrial Press, 2006 (Norwood, Mass. : Books24x7.com [generator])
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Mastering SolidWorks : The Design Approach, Second Edition

Author Zeid, Ibrahim
Published [Place of publication not identified] : Peachpit Press, 2014.

Blender Animation

<https://www.youtube.com/watch?v=QhANqnGVFU4>

Sketchup Animation

<https://www.youtube.com/watch?v=tiW9RTeRuol>

Fusion 360 Animation

<https://www.youtube.com/watch?v=pozZzX0A-uM>

Solidworks Animation

https://www.youtube.com/watch?v=H9_kLASIMY8

Graphing

which tool is best?

Ellie Ransom
ellie.ransom@columbia.edu

Excel

R

Stata

SPSS

Matlab

Mathematica

STATISTICS

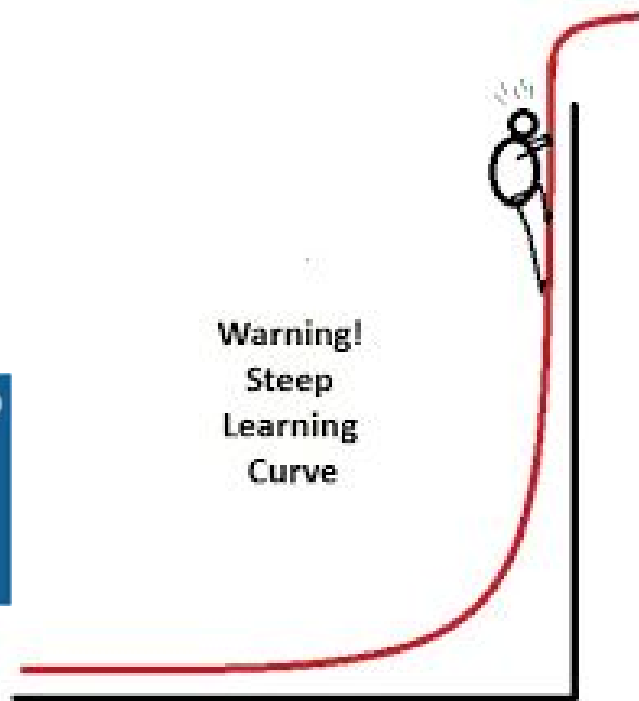
Does Size Matter?

That depends....





What's easy?



What's easy?

What about my discipline?

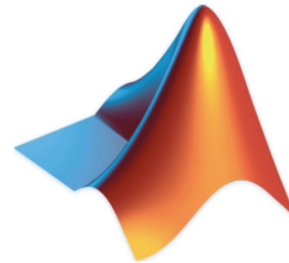
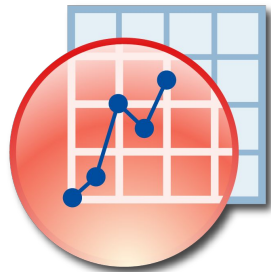
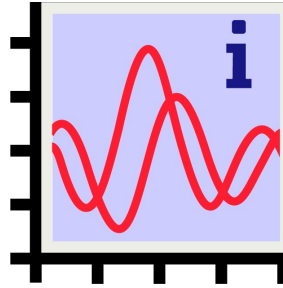
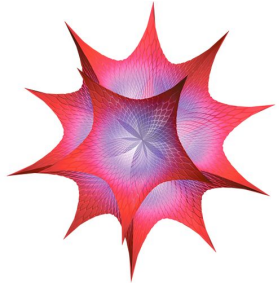




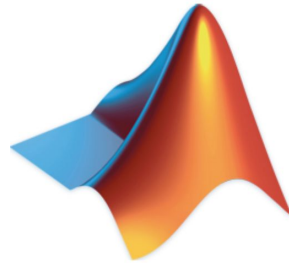
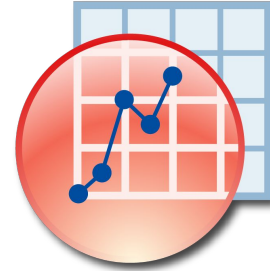
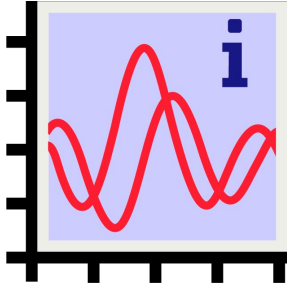


MATHEMATICS

What's out there?

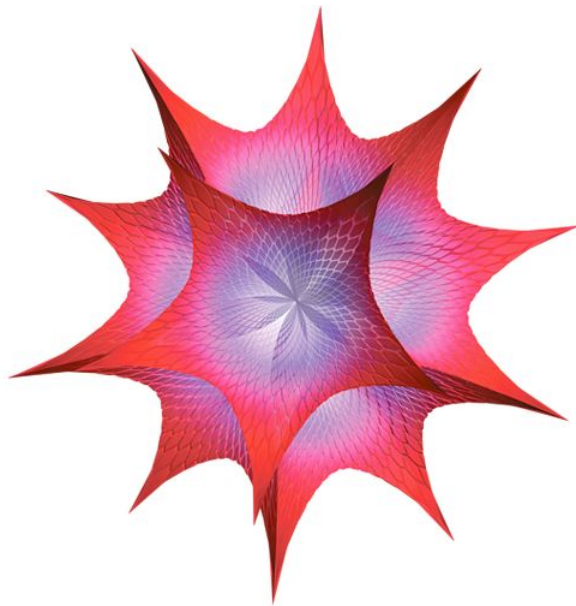


Do you prefer a GUI?

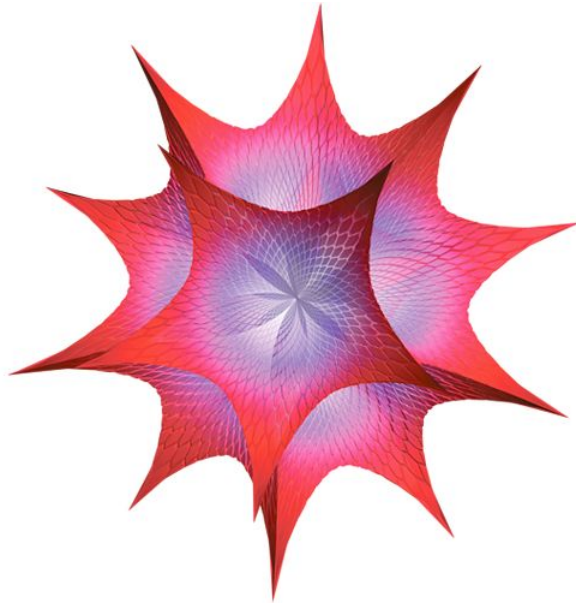


meh...

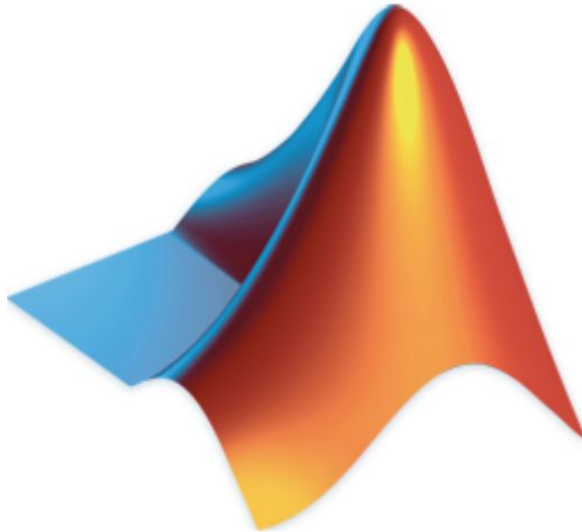
Do you prefer full control?



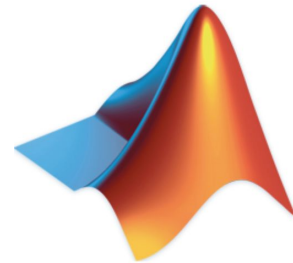
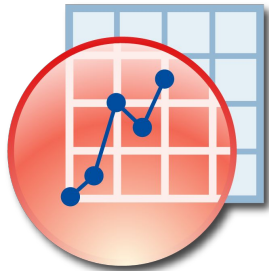
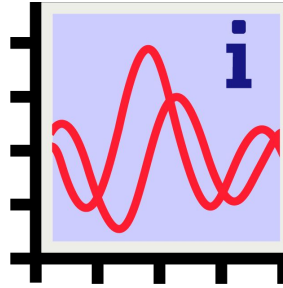
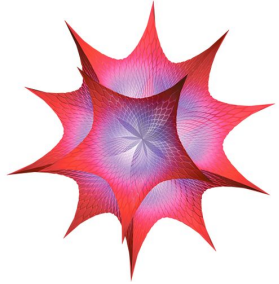
Do you need to calculate integrals?



Do you want a strong community?



What about my discipline?





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Published Burlington, Mass. : Butterworth-Heinemann, c2009 (Norwood, Mass. : Books24x7.com [generator])
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Learning MATLAB [electronic resource]

Author Driscoll, Tobin A. (Tobin Allen), 1969-
Published Philadelphia, PA : Society for Industrial and Applied Mathematics, c2009.
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MATLAB primer [electronic resource]

Author Davis, Timothy A.
Published Boca Raton, FL : CRC Press, c 2011.
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MATLAB primer [electronic resource]

Author Siamon, Kermit

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