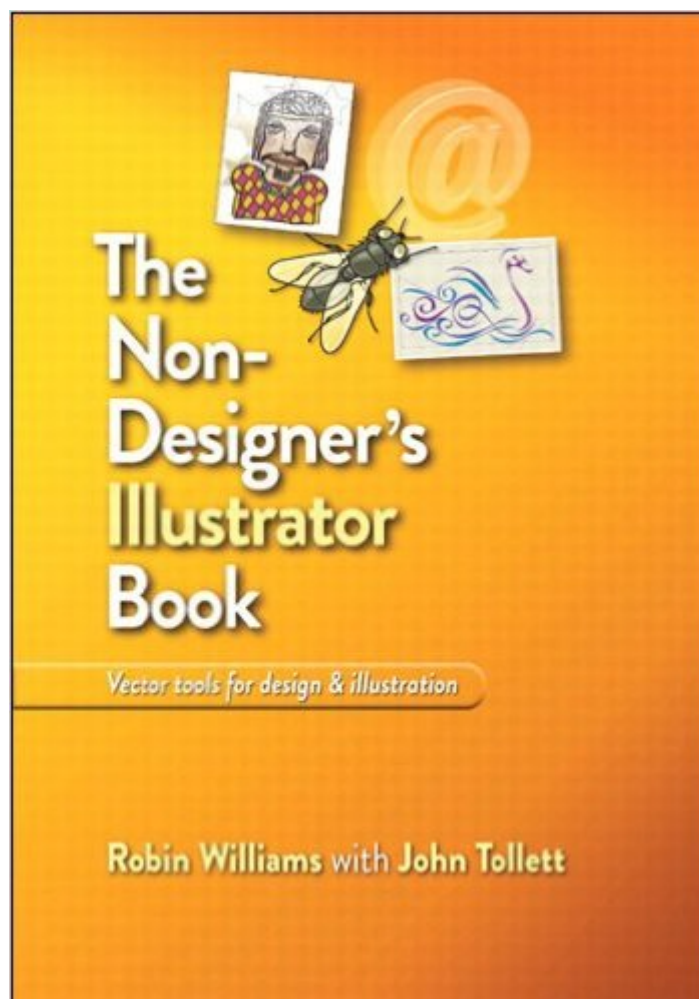# The Non-Designer's Illustrator Book

Synopsis

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-Designerâ ™s series from best-selling authorsÂ Robin WilliamsÂ andÂ John TollettÂ 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-designerâ ™s guide to IllustratorÂ techniques, youâ ™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 IllustratorÂ CS5.5â ™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

Book Information

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Web Graphics

Customer Reviews

I have worked with the Adobe suite of products since they first came out. I find this book to be the best logical introduction to Illustrator I've ever seen. It is far easier to understand than the software publisher's Classroom in a Book. Instead of just explaining how to do something, the author often explains why, too -- something absent in many software how-to books. I teach computer software classes, and I would recommend this book to anyone wanting to learn this program.

I'm a long-time Illustrator user and instructor. This book is helping me explain some of the more difficult elements of this program to students in my online class. The language is non-intimidating, and for people who are trying to figure out the Pen tool on their own, very helpful! A great addition to Ms. Williams' repertoire.

Excellent book.Easy to understand and to learn the software. If your are starting you will do easy and fast very nice drawings.I bought it to learn the software, now I'm working every day with Illustrator.I recomend it for begginer.Very good book.

This was one of four books required for my current college class. I was really happy to find the kindle version so I could save some money. It actually has turned out to be really easy to read and search through while I am using Illustrator. I would recommend this to anyone learning Illustrator.

This book is a great introduction to vector-based drawing. Its well-designed presentation covers most of the basics of Illustrator CS5. It's easy to handle while you're working, the paper has a nice feel and the layout is easy on the eyes. Complementing the text are hundreds (literally) of excellent full color illustrations that show at a glance how a tool works, the result of a particular operation, etc. For beginners this book is a great place to start.Unfortunately its scope is so limited that entire areas of the program are left out or only briefly introduced (3D, perspective, creating transparency to name a few). A book for beginners should be limited to the essentials but a fundamental concept like "transparency" i.e. overlapping objects / text should be discussed in depth since it's part of nearly everything created with vectors. It certainly deserves more attention than the one overly-simple example of an opacity mask we get here.But despite its limitations the book offers a simple, well-ordered examination of the most basic uses of Illustrator CS5 and I highly recommend it for

that; it's the best book I've seen if you're completely new to vector drawing. For everyone else who's ready to see just how complex (and beautiful) vector art can be I recommend Real World Adobe Illustrator CS5 by Mordy Golding or Sharon Steuer's series of "WOW" books.

ALL the Non-Designer books are great in my opinion, and I'm a professional designer. This series of books covers all the tutorials, formatting, design standards, keyboard shortcuts, tips and trick of Illustrator. As a professional designer, I have to know a LOT of programs - probably a dozen or so graphics apps in all. Personally, I can't remember EVERY DETAIL ABOUT all those programs. These books will get you up and running quickly, if you're new to the program, and they serve as a GREAT reference to have around whenever you need to look something up. They'er written so anyone can understand the concpets and functions of the program. I own the whole series, and eagerly await future publications.

I purchased "The Non-Designer's InDesign Book" from this author first (a few years ago) and used it in an introductory InDesign class I taught. The book is easy to understand for beginners, and even had a few tips that, as a professional, *I'd* forgotten about! I was heart-broken to hear the InDesign book is no longer in print, so thought it smart to purchase the Photoshop and Illustrator book by the same author.

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