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Adobe Dimension empowers graphic designers to create high-quality photorealistic imagery using 2D and 3D assets -- and if you have an Adobe Creative Cloud subscription, it's already included. Adobe Dimension Classroom in a Book (2020 release) offers complete hands-on training in 14 lessons that help you master it quickly and easily. Straight from Adobe Press, this is the latest in our best-selling series of official Adobe software training guides -- packed with self-paced lessons and downloadable files designed by Adobe training experts. Each chapter contains a project that builds on your growing knowledge of the program, and end-of-chapter review questions reinforce each lesson. Long-time Adobe design consultant and educator Keith Gilbert covers all you need to know about building scenes, applying and editing surface materials, customizing lighting, rendering, and much more -- even if you've never worked with 3D tools before! The online companion files include all the necessary assets for students to complete the projects featured in each chapter as well as eBook updates when Adobe releases new features for Creative Cloud customers. And all buyers of the book get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive

multiple-choice quizzes. The fastest, easiest, most comprehensive way to learn Adobe Photoshop Lightroom Classic 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 Photoshop Lightroom Classic 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. You can follow the book from start to finish or choose only those lessons that interest you. Purchase of this book includes valuable online features. 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, and videos that walk you through the lessons step by step What you need to use this book: Adobe Photoshop Lightroom Classic (2021 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 Photoshop Lightroom Classic software. "Contains 15 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"--Page 4 of cover. Covers the basics of learning Adobe Dreamweaver and provides countless tips and techniques to help you become more proficient with the program-- This volume is of interest to science educators, graduate students, and classroom teachers. The book will also be an important addition to any scholarly library focusing on science education, science literacy, and writing. This book is unique in that it synthesizes the research of the three leading researchers in the field of writing to learn science: Carolyn S. Wallace, Brian Hand, and Vaughan Prain. It includes a comprehensive review of salient literature in the field, detailed reports of the authors' own research studies, and current and future issues on writing in science. The book is the first to definitely answer the question, "Does writing improve science learning?". Further, it provides evidence for some of the mechanisms through which learning occurs. It combines both theory and practice in a unique way. Although primarily a tool for research, classroom teachers will also find many practical suggestions for using writing in the science classroom. The fastest, easiest, most comprehensive way to learn Adobe Dreamweaver CS4 Adobe Dreamweaver CS4 Classroom in a Book contains 11 lessons. The book covers the basics of learning Adobe Dreamweaver and provides 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. Learn how to create and manage web sites, build rich interactive interfaces, incorporate graphics, text, and video, and use Photoshop Smart Objects. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." --Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book 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. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: · If you are able to search the book, search for "Where are the lesson files?" · Go to the very last page of the book and scroll backwards. · You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow

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The fastest, easiest, most comprehensive way to learn Adobe Photoshop CS4 Fourteen lessons in Adobe Photoshop CS4 Classroom in a Book cover basic and advanced techniques in Adobe Photoshop, the world's best image-editing software. Learn how to retouch digital photos, work with layers and masks, navigate the workspace, prepare images print, and explore the latest features. Tips, extra-credit exercises, and step-by-step lessons help you become more productive using Photoshop. Learn to correct and enhance digital photos, create image composites, transform images in perspective, and prepare images for print and the web. Combine images for

extended depth of field, and try out the new 3D features in Adobe Photoshop CS4 Extended.

“The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book 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. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear. This book contains 15 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Creative professionals seeking the fastest, easiest, most comprehensive way to learn InDesign CS6 choose Adobe InDesign CS6 Classroom in a Book from the Adobe Creative Team. The 16 project-based lessons show readers step-by-step the key techniques for working with InDesign CS6. Readers learn what they need to know to create engaging page layouts using InDesign CS6. This completely revised CS6 edition covers the new tools for adding PDF form fields, linking content, and creating alternative layouts for digital publishing. The companion CD includes all the lesson files that readers need to work along with the book. This thorough, self-paced guide to Adobe InDesign CS6 is ideal for beginning users who want to master the key features of this program. Readers who already have some experience with InDesign can improve their skills and learn InDesign's newest features.

“The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book 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. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear. Teaching and learning within higher education continues to evolve with innovative and new practices such as flipped teaching. This book contributes to the literature by developing a much deeper understanding of the complex phenomenon of flipped classroom approaches within higher education. It also serves as a practical guide to implementing flipped classroom teaching

in academic practice across different higher educational institutions and disciplines. Part 1 of this book (Practice) describes the considerations involved in flipped classroom teaching, including the challenges faced in transforming teaching and learning within higher education. Further, it reviews the educational concepts on which the flipped classroom is based, including a selected history of similar innovations in the past. The final sections of Part 1 explore the tools needed for flipping, the design steps, assessment methods and the role of reflective practice within flipped teaching environments.

Part 2 of the book (Practices) provides a range of case studies from higher educational institutions in different countries and disciplines to demonstrate the many shapes and sizes of flipped classrooms. Many of the challenges, such as engaging students in their own learning and shifting them from spectators in the learning process to active participants, prove to be universal.

The fastest, easiest, most comprehensive way to learn Adobe Muse

The all-new Adobe Muse is the best tool for designing websites using the latest web standards without writing code. Project-based lessons show readers key techniques for working with Muse. Official training series from Adobe Systems Inc., developed with the support of Adobe product experts. Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Muse choose Adobe Muse Classroom in a Book from the Adobe Creative Team at Adobe Press. The 10 project-based lessons in this book show readers step-by-step the key techniques for working in Muse. Readers will learn Muse from the ground up and create websites using the latest web standards without writing code. They will learn how to plan projects using site maps and master pages; design pages and add interactivity through buttons, links, and widgets; access 500 Typekit web fonts included with subscription to Muse; and publish a website via Business Catalyst or standard web hosting. The companion disc includes lesson files so readers can work along with the book.

Adobe Animate Classroom in a Book (2022 release) contains 11 lessons that cover the basics and beyond, providing countless tips and techniques to help students become more productive with the program. Students can follow the book from start to finish or choose only those lessons that interest them. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with new VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and AI-driven lip syncing. Learn to focus the action on different parts of the Stage with the Camera tool and create a realistic sense of space with the Layer Depth panel. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The 2022 release of Adobe Animate provides significant new controls for animation with puppet warping and improvements to layer parenting, and enhancements to paint brush preferences and symbol options. Learn to use the revamped Asset Warp tool for a modern rigging approach to animating shapes and bitmap images. Work with a more robust set of playback options for graphic symbols that provide total control over looping. Quickly publish to social media channels with support for SVG, WebGL, HTML5, animated GIFs, and HD video. Seamless collaboration through Adobe Creative Cloud makes Adobe Animate the ideal development environment for creative animation and multimedia. Purchasing this book includes valuable online extras. Follow the instructions in the book's Getting Started section to unlock access to: Downloadable lesson files students need 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 What's needed to use this book: Adobe Animate (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 Animate software. The fastest, easiest, most comprehensive way to learn Adobe Photoshop Lightroom Classic! 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, developed with the support of Adobe product experts. Adobe Photoshop Lightroom Classic Classroom in a Book (2020 release) contains 12 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. Purchase of this book includes valuable online features. 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, and videos that walk you through the lessons step by step The fastest, easiest, most comprehensive way to learn Adobe Illustrator 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, developed with the support of Adobe product experts. 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. You can follow the book from start to finish or choose only those lessons that interest you. Purchase of this book includes valuable online features. Follow the instructions in the books 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, and videos that walk you through the lessons step by step What you need to use this book: Adobe Illustrator (2021 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. Effective inclusion in the classroom shouldn't be a burden; it should be the most rewarding aspect of a teacher's role. In this innovative guide to supporting the most vulnerable students, experts Daniel Sobel and Sara Alston help primary and secondary teachers understand the barriers to children's learning. Emphasising the importance of meeting needs rather than focusing on diagnosis, they provide proven differentiation methods that maximise learning for the whole class, while reducing stress and saving time for the teacher. Guiding teachers through all the different phases of a single lesson, from starters to plenaries, the unique format of The Inclusive Classroom will help bring inclusion to the forefront of any lesson plan. Each chapter contains simple, effective actions to differentiate and improve learning outcomes for students vulnerable to underachievement, including those traditionally labelled SEN, EAL, pupil premium, looked after and young carers. Also provided are back-up ideas for when things don't go to plan, real-life anecdotes from teachers, and instructions on how to rethink traditional diagnoses and instead prioritise strengths and participation needs. Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CS6 choose Adobe Premiere Pro CS6 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 19 project-based lessons in this book show readers step-by-step the key techniques for working in Premiere Pro CS6. Readers learn to take a project from beginning to end where they'll get the basics on things like organizing media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing sound, compositing the footage, adjusting color, using multicamera editing techniques, authoring DVDs, and much more. This completely revised CS6 edition covers new features, including the Warp Stabilizer effect for stabilizing uneven, shaky footage. Powerful

new trimming techniques are explored in detail and an entire chapter covers the new expanded multicamera editing features. The new interface in Adobe Premiere Pro 6 offers many new capabilities to the editor who needs quick results and this book covers the workflows required to get the job done. Best of all, the companion DVD includes lesson files so readers can work step-by-step along with the book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book 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. Note from the publisher: If you experience any issues accessing the files on the DVD please contact ask@peachpit.com to receive a link to the online file downloads Learn video compositing, motion graphics design, and animation using Adobe After Effects Adobe After Effects Classroom in a Book (2023 release) uses real-world, project-based learning to cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. For beginners and experienced users alike, you can follow the book from start to finish or choose only those lessons that interest you. Learn to: Create, manipulate, and optimize motion graphics for film, video, the web, and mobile devices Animate text and images, customize a wide range of effects, track and sync content, rotoscope, manipulate timing, correct color, and remove unwanted objects Customize cameras and lighting to create compelling 3D content Design Motion Graphics templates for editing in Adobe Premiere Pro Deform and animate objects and video using robust Puppet tools 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. 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, and videos that walk you through the lessons step by step What you need to use this book: Adobe After Effects (2023 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 After Effects software. The 2021 release of Adobe Animate provides more expressive tools, easy customization options to streamline your workflow, powerful controls for animation, and extensive in-app resources to get beginners up and running quickly. Learn to use the new Assets panel to organize, save, and share graphics and animation assets. Work smarter with customization to the Timeline and new productivity shortcuts including Quick Share for exporting animations to your favorite social media channels. Use rig mapping to apply armatures and animations created with the Bone tool to different graphics. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other Adobe applications through Adobe Creative Cloud make Adobe Animate the ideal development environment for creative animation and multimedia. The fastest, easiest, most comprehensive way to learn Adobe Animate, 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, developed with the support of Adobe product experts. Adobe Animate Classroom in a Book (2021 release) 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

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website code) and shows students how to plan a web site. They then learn to design individual web pages, adding styled text, images, and interactive elements to make their designs attractive and engaging. Along the way, the book provides guidance and best practices for working with code, and in the end shows how to publish a finished site to the Web. The online companion files include all the necessary assets for students to complete the projects featured in each chapter as well as eBook updates when Adobe releases new features for Creative Cloud customers. Students get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes. While Active Learning Classrooms, or ALCs, offer rich new environments for learning, they present many new challenges to faculty because, among other things, they eliminate the room's central focal point and disrupt the conventional seating plan to which faculty and students have become accustomed. The importance of learning how to use these classrooms well and to capitalize on their special features is paramount. The potential they represent can be realized only when they facilitate improved learning outcomes and engage students in the learning process in a manner different from traditional classrooms and lecture halls. This book provides an introduction to ALCs, briefly covering their history and then synthesizing the research on these spaces to provide faculty with empirically based, practical guidance on how to use these unfamiliar spaces effectively. Among the questions this book addresses are:

- How can instructors mitigate the apparent lack of a central focal point in the space?
- What types of learning activities work well in the ALCs and take advantage of the affordances of the room?
- How can teachers address familiar classroom-management challenges in these unfamiliar spaces?
- If assessment and rapid feedback are critical in active learning, how do they work in a room filled with circular tables and no central focus point?
- How do instructors balance group learning with the needs of the larger class?
- How can students be held accountable when many will necessarily have their backs facing the instructor?
- How can instructors evaluate the effectiveness of their teaching in these spaces?

This book is intended for faculty preparing to teach in or already working in this new classroom environment; for administrators planning to create ALCs or experimenting with provisionally designed rooms; and for faculty developers helping teachers transition to using these new spaces. "The official training workbook from Adobe." Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop Classroom in a Book (2020 release) from Adobe Press. The 15 project-based lessons show key step-by-step techniques for working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2020 release covers features like the new Object Selection tool, saving Cloud Documents for easy access from Photoshop on other devices such as the Apple iPad, removing objects with upgraded Content-Aware Fill, applying styles and objects such as gradients and shapes, instantly using redesigned Presets panels, and much more! 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 Creative professionals, web designers, and UX professionals seeking the fastest, easiest, most comprehensive way to learn Adobe XD (2020 release) choose Adobe XD Classroom in a Book (2020 release) from the best-selling series of hands-on software training workbooks from Adobe Press. The 11 project-based lessons in this book guide users step-by-step through key techniques in XD for designing and prototyping cutting edge content for websites, mobile apps, and presentations. You'll set up a project, create graphics, add images and text, organize content, and work with components and Libraries. You'll learn how to add effects and work more efficiently

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