



Real World Scanning and Halftones (3rd Edition)

David Blatner, Glenn Fleishman, Steve Roth, Conrad Chavez

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With the advent of desktop publishing came the democratization of graphic design. Which means that these days, with the right equipment, just about anyone can produce graphically sophisticated documents--or clumsy ill-conceived messes. To make sure you end up with the former, you need this comprehensive guide! Realizing that many of today's desktop publishers come to the task with no formal design or graphics training, authors **David Blatner, Glenn Fleishman, Steve Roth, and Conrad Chavez**, detail both the theory and practice of producing top-notch scans and halftones. Through tips, techniques, step-by-step instructions, and real-world examples, you'll learn how to scan, sharpen, and output your images as well as how to correct color and tone. Throughout, the emphasis is on not just how to perform a given task but why it makes sense to do so in a certain way. Filled with sure-fire techniques and practical discussions of today's software and hardware, when it comes to halftones and scans, this guide covers it all!

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