

by Theano Nikitas



## 3D Tools for Photographers, Illustrators & Graphic Designers

by Autodesk

\$59.99; Sybex/Wiley;

[www.wiley.com](http://www.wiley.com)

We didn't check the price on this book until after we decided to review it. Yes, it's pretty startling and you'll need Maya Complete 8, Adobe Photoshop and Adobe Illustrator to make good use of the tutorials inside. You do, however, get a DVD with the Autodesk Paint FX Plug-in for Photoshop, an author interview, textures, scene files and Maya Personal Learning Edition software. So if this fits your profile and your budget or you're really into 3D, then read on.

This is a project-oriented book in the sense that there are step-by-step tutorials, but you can easily transfer those skills to your personal work. The book is broken up into four "projects" starting with Photo-realism. This section covers a number of topics including matching perspective and textures (including a separate chapter on using photographic textures). As an example, the first tutorial walks you through the process of importing a photograph of a kitchen complete with table and chairs and adding various objects to the table like a teapot and apples. Other exercises in this section include building 3D children's building blocks (cubes), complete with a letter of the alphabet and shadows.

The other three "project" sections cover a variety of tasks including compositing, flash format output, patterns, illustration, brushes and texture and how to create a background from scratch. The tutorials are well written and easy to understand, although we recommend that you come into this with some 3D experience.

This well-illustrated book is as attractive as it is helpful. And while we'd highly recommend this 300-plus page soft cover if it were less expensive, we have to suggest that you thoroughly check out the contents before you buy just to make sure that this is the right book for you.

## Adobe Flash CS3 Professional Video Studio Techniques

The Definitive Guide to Creating Video for the Web

by Robert Reinhardt

\$54.99; Adobe Press;

[www.adobepress.com](http://www.adobepress.com)

It seems as though we ended up with two very expensive books in this issue of Bookmark, including this book about Adobe Flash CS3. So be sure to get your hands on a copy at the bookstore or library to make sure it meets your needs. We'll give you our opinion, of course, but it's your money so you should still check out the book's contents even after you've read our review.

As more and more people have the opportunity to post video to the Web, Flash has become increasingly indispensable, especially if you want to do more than just show off a simple video clip. That's where this book comes in with its advanced techniques and detailed instructions.

A DVD is bundled with the book, so you'll have the files you need to complete the exercises. But please check the author's blog — <http://blogs.flashsupport.com/robert/> — for updates, including possible missing files on the DVD.

Thankfully, Reinhardt starts off with what he appropriately calls "Working Foundations," a section that you should read thoroughly unless you're highly experienced with Flash. We also found it helpful to review the Appendices (Software Installation, Flash Video Project Checklist, Encoding Flash Video and Troubleshooting Flash Video) before jumping into a project.

In the middle, you'll find a wide range of suggestions and directions that cover everything from initial preparation and tools to uploading your footage to the Web. You'll also learn how create your own video player, build indices and playlists, add captions and much more.

This isn't for the faint of heart since Reinhardt goes into details you may not find elsewhere. But if you want to present your Flash video professionally and in a way that will draw viewers to your site, then this may be the book for you.



