

Essentials of Photoshop

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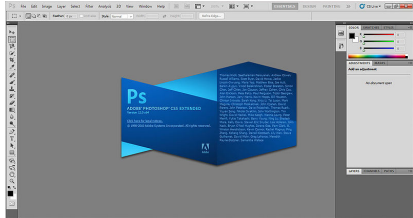
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Adobe Photoshop

	
	
Adobe Photoshop CS5 x64 running on Windows 7 x64	
Developer(s)	Adobe Systems
Stable release	CS5 (12.0.1) / June 30, 2010
Written in	C++
Platform	Mac OS X, Microsoft Windows
Available in	27 languages
Type	Raster graphics editor
License	Proprietary software ^[1]
Website	adobe.com/photoshop ^[2]

Adobe Photoshop is a graphics editing program developed and published by Adobe Systems.

Adobe's 2003 "Creative Suite" rebranding led to Adobe Photoshop 8's renaming to Adobe Photoshop CS. Thus, Adobe Photoshop CS5 is the 12th major release of Adobe Photoshop. The CS rebranding also resulted in Adobe offering numerous software packages containing multiple Adobe programs for a reduced price. There are two versions of Photoshop: **Basic** and **Extended**, with Extended having extra features available. Adobe Photoshop Extended is included in all of Adobe's Creative Suite offerings but Design Standard, which has the Basic version.

Development

Early history

In 1987, Thomas Knoll, a PhD student at the University of Michigan, began writing a program on his Macintosh Plus to display grayscale images on a monochrome display. This program, called Display, caught the attention of his brother John Knoll, an Industrial Light & Magic employee, who recommended Thomas turn it into a full-fledged image editing program. Thomas took a six month break from his studies in 1988 to collaborate with his brother on the program, which had been renamed ImagePro.^[3] Later that year, Thomas renamed his program Photoshop and worked out a short-term deal with scanner manufacturer Barneyscan to distribute copies of the program with a slide scanner; a "total of about 200 copies of Photoshop were shipped" this way.^[4]

During this time, John traveled to Silicon Valley and gave a demonstration of the program to engineers at Apple and Russell Brown, art director at Adobe. Both showings were successful, and Adobe decided to purchase the license to distribute in September 1988.^[3] While John worked on plug-ins in California, Thomas remained in Ann Arbor writing program code. *Photoshop* 1.0 was released in 1990 for Macintosh exclusively.^[5]

Features

Photoshop has ties with other Adobe software for media editing, animation, and authoring. The **.PSD** (Photoshop Document), Photoshop's native format, stores an image with support for most imaging options available in Photoshop. These include layers with masks, color spaces, ICC profiles, transparency, text, alpha channels and spot colors, clipping paths, and duotone settings. This is in contrast to many other file formats (e.g. .EPS or .GIF) that restrict content to provide streamlined, predictable functionality.

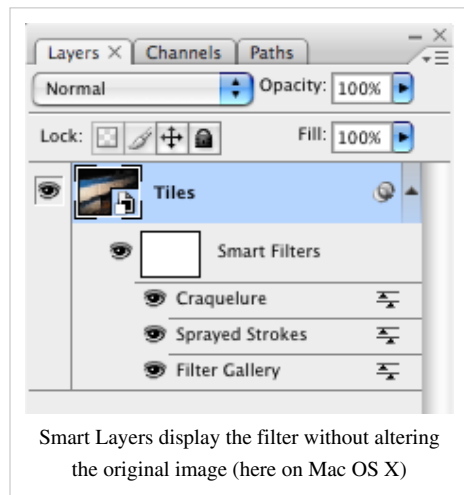
Photoshop's popularity means that the .PSD format is widely used, and it is supported to some extent by most competing software. The .PSD file format can be exported to and from Adobe Illustrator, Adobe Premiere Pro, and After Effects, to make professional standard DVDs and provide non-linear editing and special effects services, such as backgrounds, textures, and so on, for television, film, and the Web. Photoshop is a pixel-based image editor, unlike programs such as Macromedia FreeHand (now defunct), Adobe Illustrator, Inkscape or CorelDraw, which are vector-based image editors.

Photoshop uses color models RGB, lab, CMYK, grayscale, binary bitmap, and duotone. Photoshop has the ability to read and write raster and vector image formats such as .EPS, .PNG, .GIF, .JPEG, and Adobe Fireworks.

CS3

New features propagating productivity include streamlined interface, improved Camera Raw, better control over print options, enhanced PDF support, and better management with Adobe Bridge. Editing tools new to CS3 are the Clone Source palette and nondestructive Smart Filters, and other features such as the brightness and contrast adjustment and Vanishing Point module were enhanced. The Black and White adjustment option improves control over manual grayscale conversions with a dialog box similar to that of Channel Mixer. Compositing is assisted with Photoshop's new Quick Selection and Refine Edge tools and improved image stitching technology.^[6]

CS3 Extended contains all features of CS3 plus tools for editing and importing some 3D graphics file formats, enhancing video, and comprehensive image analysis tools, utilizing MATLAB integration and DICOM file support.^[7]



Smart Layers display the filter without altering the original image (here on Mac OS X)

CS4

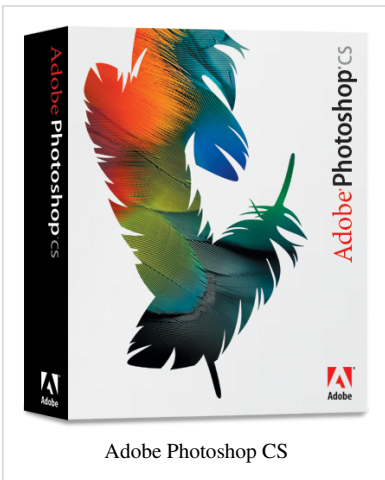
Photoshop CS4 features a new 3D engine allowing painting directly on 3D models, wrapping 2D images around 3D shapes, converting gradient maps to 3D objects, adding depth to layers and text, getting print-quality output with the new ray-tracing rendering engine. It supports common 3D formats; the new Adjustment and Mask Panels; Content-aware scaling (seam carving^[8]); Fluid Canvas Rotation and File display options.^[9] On 30 April, Adobe released Photoshop CS4 Extended, which includes all the same features of Adobe Photoshop CS4 with the addition of capabilities for scientific imaging, 3D, and high end film and video users. The successor to Photoshop CS3, Photoshop CS4 is the first 64-bit Photoshop on consumer computers (only on Windows – the OS X version is still 32-bit only.)^[10]

CS5

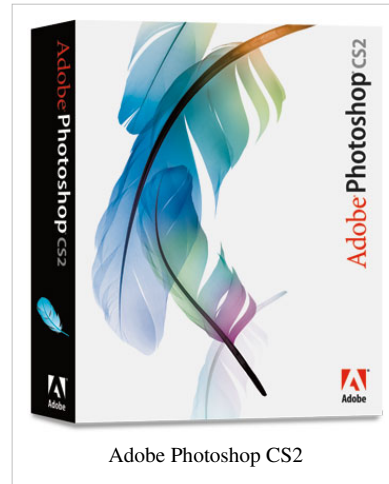
Photoshop CS5 was launched on April 12, 2010.^[11] In a video posted on its official Facebook page, the development team revealed the new technologies under development, including three dimensional brushes and warping tools.^[12]

A version of Adobe Photoshop CS5 Extended was used for a Prerelease Beta. A large group of selected Photoshop users were invited to beta test in Mid-February of 2010.

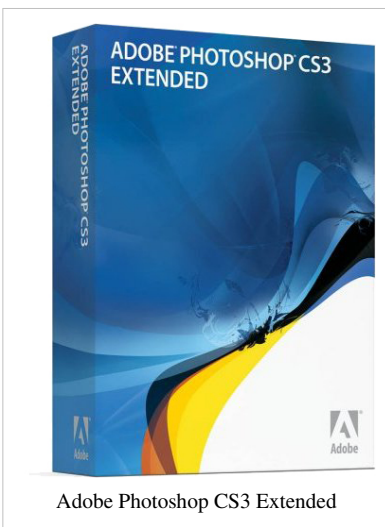
Version history



Adobe Photoshop CS



Adobe Photoshop CS2



Adobe Photoshop CS3 Extended

Version	Platform	Codename	Release date	Significant changes
0.63	Macintosh		October 1988	
1.0	Macintosh		February 1990	
2.0	Macintosh	<i>Fast Eddy</i>	June 1991	<ul style="list-style-type: none"> • Paths • CMYK Color • EPS Rasterization
2.5	Macintosh	<i>Merlin</i>	November 1992	<ul style="list-style-type: none"> • 16 bit per channel support
	Windows	<i>Brimstone</i>		
	IRIX, Solaris		November 1993	

3.0	Macintosh	<i>Tiger Mountain</i>	September 1994	<ul style="list-style-type: none"> • Tabbed Palettes • Layers
	Windows, IRIX, Solaris ^[13]		November 1994	
4.0	Macintosh, Windows	<i>Big Electric Cat</i>	November 1996	<ul style="list-style-type: none"> • Adjustment Layers • Actions (macros) • Multiple Undo (Amount set in preferences)
5.0	Macintosh, Windows	<i>Strange Cargo</i>	May 1998	<ul style="list-style-type: none"> • Editable type (previously, type was rasterized as soon as it was added) • History Palette with History Brush (Enhanced undo) • Color Management • Magnetic Lasso
5.5	Macintosh, Windows	<i>Strange Cargo</i>	February 1999	<ul style="list-style-type: none"> • Bundled with ImageReady • Save for Web • Extract
6.0	Macintosh, Windows	<i>Venus in Furs</i>	September 2000	<ul style="list-style-type: none"> • Vector Shapes • Updated User Interface • "Liquify" filter • Layer styles/Blending Options dialog
7.0	Mac OS Classic/Mac OS X, Windows	<i>Liquid Sky</i>	March 2002	<ul style="list-style-type: none"> • Made text fully vector • Healing Brush • New painting engine
7.0.1	Mac OS Classic/Mac OS X, Windows		August 2002	<ul style="list-style-type: none"> • Camera RAW 1.x (optional plugin)
CS (8.0)	Mac OS X, Windows	<i>Dark Matter</i>	October 2003	<ul style="list-style-type: none"> • Camera RAW 2.x • Highly modified "Slice Tool" • Shadow/Highlight command • Match Color command • Lens Blur filter • Smart Guides • Real-Time Histogram • Detection and refusal to print scanned images of various banknotes ^[14] • Macrovision copy protection based on Safecast DRM technology • Scripting support for JavaScript and other languages • Hierarchical layer groups • 16 bit per channel layers, painting, and adjustments • Support for files over 2 Gigabytes • Documents up to 300,000 pixels in either dimension

CS2 (9.0)	Mac OS X, Windows 2000 / XP	<i>Space Monkey</i>	April 2005	<ul style="list-style-type: none"> • Camera RAW 3.x • Smart Objects • Image Warp • Spot healing brush • Red-Eye tool • Lens Correction filter • Smart Sharpen • Smart Guides • Vanishing Point • Better memory management on 64-bit PowerPC G5 Macintosh machines running Mac OS X 10.4 • High dynamic range imaging (HDRI) support (32 bit per channel floating point) • More smudging options, such as "Scattering" • Modified layer selection, such as ability to select more than one layer.
CS3, CS3 Extended (10.0)	Universal Mac OS X, Windows XP SP2 or later	<i>Red Pill</i>	April 16, 2007	<ul style="list-style-type: none"> • Native support for the Intel-based Macintosh platform and improved support for Windows Vista • Revised user interface • Feature additions to Adobe Camera RAW • Quick Select tool • Alterations to Curves, Vanishing Point, Channel Mixer, Brightness and Contrast, and the Print dialog • Black-and-white conversion adjustment • Auto Align and Auto Blend • Smart (non-destructive) Filters • Mobile device graphic optimization • Improvements to cloning and healing • More complete 32 bit / HDR support (layers, painting, more filters and adjustments) • Faster launching
CS4, CS4 Extended (11.0)	Universal Mac OS X, Windows xp-sp2(sp3 recommended), Vista,7	<i>Stonehenge</i>	October 15, 2008 ^[15]	<ul style="list-style-type: none"> • Smoother panning and zooming and fluid canvas rotation • OpenGL display acceleration in Photoshop • Native support for 64-bit on Windows Vista x64 • Adjustments panel • Auto-blending of images • Masks panel • Improved Adobe Photoshop Lightroom workflow • Content-aware scaling • Better raw image processing • Extended depth of field • Dramatically enhanced color correction • Auto-alignment of layers • New file display options (tabbed document display and n-up views) • New file management and workspaces with Adobe Bridge CS4

CS5, CS5 Extended (12.0)	Mac OS X v10, Windows XP-SP3,Vista,7	<i>White Rabbit</i>	April 30, 2010 ^[16]	<ul style="list-style-type: none"> • Content Aware Fill • Puppet Warp Tool • 64 bit for Macintosh • Bristle Tips • Mixer Brush • Automatic Lens Correction • Improved Camera RAW processing • Camera RAW grain control • Improved Ray Tracing (Extended) • Repousse 3D extrusion tool (Extended) • Image based lights (Extended)
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Release history

Version	Platforms	Code name	Release date	Notable features
1.0	Mac OS		February 1990	<ul style="list-style-type: none"> • Color correction with Balance, Hue, and Saturation • Image optimization for output • Curves • Levels • Clone tool
2.0	Mac OS	<i>Fast Eddy</i>	June 1991	<ul style="list-style-type: none"> • Paths • Rasterizer for Adobe Illustrator® files • Support for CMYK color • Duotones • Pen tool
2.5	Mac OS, Windows, IRIX and Solaris		1993	<ul style="list-style-type: none"> • Palettes • Support for 16-bit files
3.0	Mac OS, Windows, IRIX and Solaris	<i>Tiger Mountain</i>	September 1994	<ul style="list-style-type: none"> • Layers • Tabbed Palettes
5.0	Mac OS, Windows	<i>Strange Cargo</i>	May 1998	<ul style="list-style-type: none"> • International Color Consortium (ICC)-based color workflows • Multiple Undo (History Palette) • Magnetic Lasso • Editable Type
5.5	Mac OS, Windows		February 1999	<ul style="list-style-type: none"> • ImageReady bundled with Photoshop • Save for Web • Extract • Image slicing and rollover effects
6.0	Mac OS, Windows	<i>Venus in Furs</i>	September 2000	<ul style="list-style-type: none"> • Vector Shapes • Updated user interface • Liquify filter • Layer styles/Blending Options dialog
7.0	Mac OS, Windows	Liquid Sky	March 2002	<ul style="list-style-type: none"> • Healing Brush • Made text fully vector • New painting engine • Photoshop file browser
CS (8.0)	Mac OS, Windows	<i>Dark Matter</i>	October 2003	<ul style="list-style-type: none"> • Shadow/Highlight command • Match Color command • Lens Blur filter • Real-Time Histogram • Highly modified Slice tool • Hierarchical Layer groups

CS2 (9.0)	Mac OS, Windows	<i>Space Monkey</i>	April 2005	<ul style="list-style-type: none"> • Adobe Bridge 1.0 • Smart Objects • Image Warp • Spot Healing brush • Red-Eye tool • Lens Correction filter • Smart Sharpen • Vanishing Point • Smart Guides • HDR imaging support
CS3 (10.0)	Mac OS, Windows	<i>Red Pill</i>	April 2007	<p>Two versions: Basic and Extended</p> <p>Basic:</p> <ul style="list-style-type: none"> • Smart Filters • Native Intel Macintosh support • Quick Selection tool • Refine Edge tool • Automatic layer alignment and blending <p>Extended:</p> <ul style="list-style-type: none"> • 3D visualization and texture editing • MATLAB integration • Measurement and counting tools • DICOM format support • Motion graphics and video layers • Movie Paint • Vanishing Point with 3D support • Image stack processing
Express	Internet		March 27, 2008	
CS4 (11.0)	Mac OS, Windows	<i>Stonehenge</i>	September 23, 2008	<p>Two versions: Basic and Extended</p> <p>Basic:</p> <ul style="list-style-type: none"> • Adjustments panel • Masks panel • Smoother panning and zooming • Fluid canvas rotation • Common user interface • Content Aware Scaling <p>Extended:</p> <ul style="list-style-type: none"> • Breakthrough 3D editing and compositing • Enhanced motion graphics • Volume Rendering • Easier data collection and analysis
CS5 (12.0)	Mac OS, Windows	<i>White Rabbit</i>	May 25, 2010 (sale)	<p>Two versions: Basic and Extended</p> <p>Basic:</p> <ul style="list-style-type: none"> • Complex selections made easy • Content-Aware Fill • HDR Pro and HDR Toning • Puppet Warp • Mixer Brush and Bristle Tips <p>Extended:</p> <ul style="list-style-type: none"> • Easy 3D extrusions with Adobe Repoussé • Quick shadow creation and image-based lights • Rich 3D materials library • Motion-based content editing • Image analysis and measurement

Language availabilities

Photoshop is available in the following languages:

Brazilian Portuguese, Chinese Simplified, Chinese Traditional, Czech, Danish, Dutch, English, Finnish, French, German, Hungarian, Italian, Japanese, Korean, Norwegian, Polish, Romanian, Russian, Spanish, Swedish, Turkish and Ukrainian.^[17]

The Arabic, Greek, Hebrew, Middle Eastern, and North African language versions are available from Winsoft.^[17]

Plugins

Photoshop functionality can be extended by add-on programs called Photoshop plugins which act like mini-editors that modify the image. The most common type are filter plugins that provide various image effects. They are located in the 'Filter' menu. Photoshop plugin API has become a standard, and many other image editors also support Photoshop Plugins.

Adobe Camera Raw (also known as ACR and Camera Raw) is a special plugin, supplied free by Adobe, used primarily to read and process raw image files so that the resultant images can be processed by Photoshop.^[18] It is invoked by attempting to open such a file, rather than from the 'Filter' menu, but like other plugins is listed in the 'Help > About Plug-In' menu (as "Camera Raw"). It can also be opened via the Adobe Bridge by clicking on any image and selecting 'File > Open in Adobe Camera Raw'.

Cultural impact

Photoshop and derivatives such as *Photoshopped*, *Shopped*, and *Shooped* are sometimes used^[19], but such derivatives are discouraged by Adobe^[20] because they constitute abuse of Adobe's registered trademark.

Shooped is originally thought to have come from 4chan where it was used for 'shoop posts' and a common meme called "shoop da whoop". It has grown to mean any altering of a photo and has caused spin off websites to regularly use it such as 4chan; 'The Pit' in Ultimate-guitar and sites such as shooped.org.

See also

- Adobe Photoshop Express
- Adobe Photoshop Elements
- Adobe Photoshop Lightroom
- Photoshop contest
- Image editing
- Comparison of raster graphics editors

External links

- Official website^[21]
- Photoshop^[22] at the Open Directory Project

References

- [1] <http://adobe.com/products/eulas/>
- [2] <http://adobe.com/photoshop>
- [3] Schewe, Jeff (2000). "Thomas & John Knoll" (<http://www.photoshopnews.com/feature-stories/photoshop-profile-thomas-john-knoll-10/>). *PhotoshopNews*. . Retrieved 2007-06-15.
- [4] Story, Derrick (2000-02-18). "From Darkroom to Desktop—How Photoshop Came to Light" (http://www.storyphoto.com/multimedia/multimedia_photoshop.html). *Story Photography*. . Retrieved 2007-06-15.

- [5] Hornby, John (2007-06-05). "How Adobe's Photoshop Was Born" (<http://web.archive.org/web/20071011051727/http://siliconuser.com/?q=node/10>). *Story Photography*. Archived from the original (<http://siliconuser.com/?q=node/10>) on 2007-10-11. . Retrieved 2007-06-15.
- [6] "Adobe Photoshop CS3 Product overview" (http://www.images.adobe.com/www.adobe.com/products/photoshop/photoshop/pdfs/photoshop_overview.pdf) (PDF). *Adobe official site*. 2007. . Retrieved 2007-06-17.
- [7] "Adobe Photoshop CS3 Extended - Product overview" (http://www.adobe.com/products/photoshop/photoshopextended/pdfs/photoshopex_datasheet.pdf) (PDF). *Adobe Official site*. 2007. . Retrieved 2007-06-17.
- [8] Adobe uses graphics chip for faster Photoshop CS4 (http://news.cnet.com/8301-13580_3-10048014-39.html) - Posted by Stephen Shankland (September 22, 2008) CNET News.
- [9] features: digital filters, image editing (<http://www.adobe.com/products/photoshop/photoshopextended/features/?view=topnew>) - Adobe Photoshop CS4 Extended.
- [10] PC World - Adobe Announces Creative Suite 4 (<http://www.pcworld.com/article/id,144119-c.graphicsmultimedia/article.html>) five.
- [11] "Adobe Creative Suite 5 Launch" (<http://cs5launch.adobe.com/>). Adobe Systems Incorporated. . Retrieved 2010-03-24.
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- [18] Digital camera raw file support (<http://www.adobe.com/products/photoshop/cameraraw.html>)
- [19] Macworld Staff. "Photoshop through the Years" (<http://www.macworld.com/2000/08/bc/28photoshop/>). .
- [20] "PROPER USE OF THE PHOTOSHOP TRADEMARK" (<http://www.adobe.com/misc/trade.html#section-4>). .
- [21] <http://www.adobe.com/products/photoshop/>
- [22] http://www.dmoz.org/Computers/Software/Graphics/Image_Editing/Photoshop/

Adobe Photoshop Lightroom Preset

Presets are a fast way of performing a group of functions or effects on a photograph automatically. Workflow can be substantially accelerated by applying a preset to multiple images. Presets can be created, saved, and exported for other photographers to use, it is also possible to import presets that other users have created to gain a specific effect.

Filter Forge

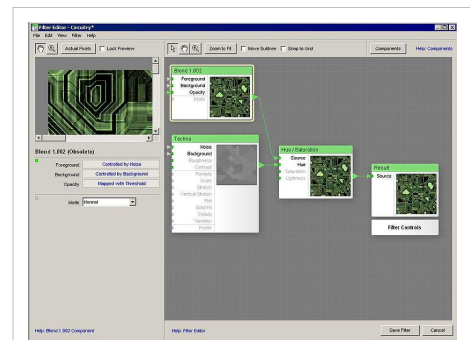
Filter Forge is a standalone application and plugin for Adobe Photoshop and compatible 8bf plugin hosts that allows users to apply programmable image processing filters and to define them with a visual node-based filter editor. A similar approach is practiced in such applications as Genetica ^[1] and DarkTree ^[2]; Filter Forge's salient characteristics include floating point processing, antialiasing, and support for producing bump maps and normal maps (in addition to textures). Filter usage relies on a simple, non-customizable UI with a list of presets and the input controls (sliders, lists, colour pickers...) that have been included in the filter dataflow.

The repertoire of nodes is fairly standard, with unusually rich support for curves, remapping scalar values and for mapping images to parameters (with antialiasing); the lack of arbitrary formulas makes certain kinds of filters more (sometimes significantly) difficult to implement. There is no support for modules, macros, or any other kind of node grouping, which leaves copying and pasting nodes along with their connections as the only option to manage complex filters.

Another unusual feature of Filter Forge is the web-based filter library ^[3] of thousands of user-submitted filters (which are concise XML documents) that can be opened with the program and previewed with a built-in browser.

External links

- Filter Forge homepage ^[4]
- Filter Forge tutorial at The Photoshop Roadmap ^[5]



A filter is opened in Filter Editor

References

- [1] <http://www.spiralgraphics.biz/genetica.htm>
- [2] http://www.darksim.com/html/dt25_description.html
- [3] <http://www.filterforge.com/filters/>
- [4] <http://www.filterforge.com>
- [5] <http://www.photoshoproadmap.com/Photoshop-blog/2006/08/30/creating-a-wet-and-muddy-rocks-texture/>

Harry's Filters

Harry's Filters is a plugin for Adobe Photoshop, which includes a set of 69 different image effects. There are 9 main effect categories including, among others, warp, pattern or color effects.^[1] Each main category then contains a series of parameters to fine tune the effect.^[2]


The plugin also features a "jump" button, which selects a random effect and applies it to the picture.^[2] It serves mainly to quickly experiment with the various effects. Each effect configuration can be saved and reused later on.^[1]

References

[1] Harry's Filters 3.0: 69 Free Image Effects (<http://graphicssoft.about.com/b/2004/02/18/harrys-filters-30-69-free-image-effects.htm>)

[2] <http://www.extremetech.com/article2/0,2845,1981070,00.asp>

IconBuilder

	
Developer(s)	The Iconfactory
Stable release	8.5.1 / 2007
Operating system	Mac OS X, Windows 98, 2000, NT, ME or XP
Platform	Photoshop, Elements or Fireworks
Type	icon editor plugin
License	Commercial, \$79
Website	[1]

IconBuilder is a popular^[2] plugin for Adobe Photoshop, Adobe Photoshop Elements and Macromedia Fireworks for the editing and creation of computer icons created and used by The Iconfactory. It supports all icon sizes for both Mac OS X and Microsoft Windows. IconBuilder was created when there was no official tool from Apple Computer for making icons in the .icns format introduced by Mac OS 8.5.

The Windows version is at version 2.0, lagging far behind the Macintosh version. The Mac OS 9 version is frozen at 3.1. Version 8 adds support for Windows Vista's 256×256 icons.

Alternatives are Folder Icon Maker X and Viou.^[2]

Features

- Create icons of any size, up to 1,024×1,024 pixels.
- Supports Mac OS X icon drop state.
- Export to multiple file formats simultaneously.
- Import existing icons.
- File integrity checks.

See also

- Icon editor
- Favicon

References

[1] <http://iconfactory.com/software/iconbuilder>

[2] Larry Ullman, Marc Liyanage, *Mac OS X Panther timesaving techniques for dummies*, For Dummies, 2004, ISBN 0764558129, p. 127 (<http://books.google.com/books?id=P8mvCz-NOvcC&pg=PA127&dq=photoshop+iconbuilder&cd=9#v=onepage&q=photoshop+iconbuilder&f=false>)

- Leslie Ayers (7 June 2007) *How to Make Your Own Icon* (http://www.maclife.com/article/how_to_make_your_own_icon), Mac Life, also appeared in print Mac How-To, Spring 2007, p. 86 ([http://books.google.com/books?id=2gIAAAAAMBAJ&pg=PT87&dq="iconbuilder"+photoshop&num=50&](http://books.google.com/books?id=2gIAAAAAMBAJ&pg=PT87&dq=)

client=safari&cd=2#v=onpage&q="iconbuilder" photoshop&f=false)

- Steve Caplin (May 2003) IconBuilder Pro 4.0 (<http://www.macuser.co.uk/reviews/41707/iconbuilder-pro-40.html?searchString=iconbuilder>), MacUser Product Reviews

External links

- IconBuilder website (<http://iconfactory.com/software/iconbuilder>)
- Ko Maruyama (5 Oct 2005) IconBuilder 8 The IconFactory lets you take a closer look at art (<http://creativemac.digitalmedianet.com/articles/viewarticle.jsp?id=35010-0>), Digital Media Online

National Association of Photoshop Professionals

The **National Association of Photoshop Professionals** is an organization founded by Scott Kelby and has more than 75,000+ members worldwide.

Photoshop User Magazine

The NAPP organisation produces the *Photoshop User Magazine* which is the organisation magazine where members can each time read the latest happenings as well as several columns by trainers on Photoshop from around the world.

Photoshop User TV

PUTV is a weekly podcast hosted by Scott Kelby, Dave Cross, and Matt Kloskowski. It usually contains three tutorials on Photoshop or related Adobe software as well as news about events or classes. Previous names have been Photoshop TV and briefly NAPP TV. Since the start of spring 2008, they are now airing on live tv at Fox Business Channel.

External links

- NAPP Website ^[1]
- Photoshop User TV ^[2]

References

[1] <http://www.photoshouser.com/>

[2] <http://www.photoshousertv.com/>

SVG Kit for Adobe Creative Suite

Developer(s)	Scand Ltd.
Stable release	2010 (1.0.0) / May 21, 2010
Written in	Java, C++, objective C++
Operating system	Microsoft Windows, Mac OS X
Type	Plug-in
License	Shareware
Website	svg.scand.com ^[1]

SVG Kit for Adobe Creative Suite is a plug-in, which adds full-functional support of SVG ^[2] images to Adobe InDesign and Adobe Photoshop. Because of the fact, that Adobe's SVG support is limited (the most up-to-date version of Adobe Creative Suite at a current point in time is CS5), it is possible to work with SVG directly only in Adobe Illustrator. To avoid quality losses and edit vector graphics in InDesign or Photoshop, the only alternative is to convert SVG image to EPS vector format first. SVG Kit gives opportunity to work with SVG like with any other supported type, which makes it efficient for design and desktop publishing purposes, when usage of numerous vector image files is assumed.

SVG Kit for Adobe Creative Suite is based on Apache Batik ^[3] 1.7 with custom patches.

SVG Kit for Adobe InDesign features.

- All InDesign graphics editing commands and options are supported.
- All the effects are applied to SVG image content (text, figures, etc.) instead of image bounding box.
- Adobe InDesign Server is supported (Windows only), so it is possible to use SVG images in automated printing process in the same manner as EPS and other ones.
- SVG images 1.0, 1.1 and 1.2 specification support.
- Correct support of PDF flattening, RGB and CMYK color spaces and SVG export to EPS as a vector image. No menus are added - everything is integrated into existing commands, like "Place" and "Export".
- Ability to export SVG to ePub documents and Adobe Dreamweaver projects.

SVG Kit for Adobe Photoshop features.

- Advanced conversion from SVG to PSD: image will be disassembled automatically, depending on SVG figures, opacity and effects. All intercepted polygons will be moved to different layers, for further image editing.
- Transparency effect is realized in specific way: if possible, it is applied not to the raster object itself, but to the whole layer.

Supported OS and Adobe Creative Suite software.

- *for Mac OS X:* MacOS X 32 and 64 bit, Creative Suite CS4 / CS5
- *for Windows:*
 - for Windows 32 and 64 bit, Creative Suite CS3, CS4 and CS5 32bit
 - for Windows 32 and 64 bit, Adobe InDesign Server 32 bit CS3 and CS4
 - for Windows 64 bit, Adobe InDesign Server 64 bit CS4 or CS5, Adobe Photoshop 64 bit CS4 or CS5

There are also installation packages without Java machine, for those systems, with Java machine installed.

See also

- List of vector graphics editors
- List of desktop publishing software

External links

- SVG Kit homepage ^[1]
- SVG clipart under a Creative Commons license ^[4]

References

[1] <http://svg.scand.com>

[2] <http://www.w3.org/Graphics/SVG/>

[3] <http://xmlgraphics.apache.org/batik/>

[4] <http://openclipart.org/>

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