The books and other resources listed here are a small sampling of the wealth of information that is available to students of the graphic arts (whether they happen to be in school or not). The list is alphabetical by category.

There are four publishers or distributors who handle a number of these resources. They are a good place to look for further information:

- *The Color Resource* sells a wide range of books on color publishing topics. Call 1-800-827-3311 for their list of offerings.

- *GATF, the Graphic Arts Technical Foundation* publishes books and other materials on graphic arts topics. Their magazine, *GATFWorld,* includes articles on technical topics. Call 1-412-621-6941 for their catalog.

- *Graphic Arts Publishing* handles the books of RIT professor Miles Southworth as well as a number of other books related to prepress and printing. They may be reached at 1-716-346-2776.

- *Peachpit Press* publishes dozens of books on topics related to desktop publishing and electronic prepress. If you are looking for information on your favorite software program, chances are Peachpit will have a book about it. Call them at 1-800-283-9444.

Color, general

Color and Its Reproduction, Gary C. Field, 1988, Graphic Arts Technical Foundation (GATF), Pittsburgh, PA (1-412-621-6941). This text is commonly used in many college printing programs.

Pocket Guide to Color Reproduction, Communication and Control, 2nd Edition, Miles Southworth, 1989, Graphic Arts Publishing Company, Livonia, New York (1-716-346-2776). A small, handy introduction to color.

Principles of Color Technology, 2nd Edition, Fred W. Billmeyer Jr. and Max Saltzman, John Wiley and Sons, New York. This is an accessible source of information on color science. The first two chapters alone provide a wealth of information to newcomers to color, and yet the book goes into a depth of detail that is useful to dedicated students of color.

The Reproduction of Colour in Photography, Printing, and Color, Dr. R.W.G. Hunt, 1987, Fountain Press, Tolworth, England. This thick book is full of charts, formulas, and color reproductions but it is definitely not for beginners.

Two good illustrated booklets on color communication are available from your local X-Rite or Minolta representative: *A Guide to Understanding Color Communication,* X-Rite, and *Precise Color Communication,* Minolta

Color proofing

How to Check and Correct Color Proofs, Everything You Need to Know to Guarantee a Great Printed Piece, David Bann and John Gargan, 1990, North Light Books, an imprint of F&W Publications, Inc., Cincinnati, OH (1-513-531-2222). Nicely done with a lot of color illustrations.

Principles of Color Proofing, A Manual on the Measurement and Control of Tone and Color Reproduction, Michael H. Bruno, 1986, GAMA, Salem, NH (1-603-898-2822). Provides a detailed treatise on the topic of color proofing.

Color separation	*Color Separation Techniques, Third Edition,* Miles Southworth, 1989, Graphic Arts Publishing Company, Livonia, NY (1-716-346-2776). This book is a little dated (the first edition was published in 1974), but it covers a lot of quite technical ground related to color separation.
	Electronic Color Separation, Second Edition, Dr. Rafiqul K. Molla, 1990, R. K. Printing & Publishing Company, Charleston, WV (1-304-340-4295). This book is nicely illustrated with a lot of information on scanner technology.
Color viewing conditions	*ViewGuide, A Guide to the Evaluation, Implementation and Maintenance of D5000 Standard Color Viewing Conditions.* GTI Graphic Technology, Inc. (1-914-562-7066). This document very nicely summarizes the importance of standard viewing conditions, and describes how to provide them.
	Viewing Conditions - Graphic Arts and Photographic Color Transparencies, Prints and Photomechanical Reproductions. This is the American National Standards Institute (ANSI) viewing conditions standard (PH2.30) that is referenced by many other documents. Call ANSI at 1-212-642-4900.
Computers, general	*The Computer Glossary, The Complete Illustrated Desk Reference, Sixth Edition,* Alan Freedman, American Management Association, New York, 1993. Available from the Computer Language Company (1-215-297-5999). A nice dictionary with all sorts of definitions for confusing computer terms.
	Jargon, An Informal Dictionary of Computer Terms, Robin Williams with Steve Cummings, 1993, Peachpit Press, Berkeley, CA (1-800-283-9444). Just released, this is a witty and fun guide to the world of computer lingo.
Densitometry	*Introduction to Densitometry, A User's Guide to Print Production Measurement Using Densitometry,* Peter V. Brehm, 1990, Graphic Communications Association, Arlington, VA (1-703-519-8160). This book looks at the uses of densitometry for printing applications.
Design	*Professional Studio Techniques, Design Essentials,* Luanne Seymour Cohen, Russell Brown, Lisa Jeans, and Tanya Wendling, 1992, Adobe Press, Mountain View, CA (1-800-428-5331). A beautifully illustrated book with plenty of Adobe Illustrator™ and Adobe Photoshop™ examples.
	The Visual Display of Quantitative Information, Edward R. Tufte, 1983, Graphics Press, Cheshire, CT (1-203-272-9187). This book is a classic description of the use (and misuse) of charts and graphs. Includes some intricate and fascinating historical examples.
Flexography	*Flexography, Principles and Practices, Fourth Edition,* Foundation of Flexographic Technical Association (FFTA), 1991, Ronkonkoma, NY (1-516-737-6026). This is the definitive text on flexography.
Fonts	*The Macintosh Font Book, Second Edition,* Erfert Fenton, 1991, Peachpit Press, Berkeley CA (1-800-283-9444). This book is an excellent resource for information on Macintosh™ fonts.
	The Mac Is Not a Typewriter, A Style Manual for Creating Professional-Level Type on Your Macintosh, Robin Williams, 1990, Peachpit Press, Berkeley, CA (1-800-283-9444). A very handy little book that is chock full of great information. Reading this will make your documents look better.
	The PC Is Not a Typewriter, A Style Manual for Creating Professional-Level Type on Your PC, Robin Williams, 1992, Peachpit Press, Berkeley, CA

(1-800-283-9444). This is the PC version of her earlier book, *The Mac Is Not a Typewriter*. Either book is great, but this one is particularly useful in the PC version because of the attention it pays to accessing obscure characters via a variety of keystroke combinations in many DOS and Windows applications.

The Windows 3.1 Font Book, David Angell and Brent Heslop, Berkeley, CA, 1992, Peachpit Press (1-800-283-9444). This book is a good source for font information, particularly related to some of the nitty-gritty Type 1 and TrueType® installation and compatibility issues.

Graphic arts, general

The Pocket Pal, A Graphic Arts Production Handbook, 15th edition, edited by Michael Bruno, International Paper Co., New York, 1992 (1-901-373-4086). This is the classic, in a new edition.

The *Technical Association of the Graphic Arts (TAGA)* publishes its annual proceedings, and the result is an interesting but very technical compendium of issues in the graphic arts. Consider joining TAGA; it's not that expensive, and you get the annual proceedings for free each year that you are a member. Call 1-716-475-7470 for membership information.

Gravure

Gravure, Process and Technology, Gravure Association of America, Gravure Education Foundation, 1991, Rochester, NY (1-716- 436-2150). This is the definitive textbook on gravure.

Halftoning

Digital Halftoning, Robert Ulichney, 1987, The MIT Press, Cambridge, MA (1-617-625-8481). This book is based on a Ph.D thesis, so it is not for the weak of heart, but if you are really interested in blue noise and random dither, it helps to explain a lot about some different (and some quite obscure) methods of halftoning.

Macintosh computers

The Little Mac Book, Robin Williams, 1990, Peachpit Press, Berkeley, CA (1-800-283-9444). A very good first book for a new Macintosh user. Warning: Another (bigger) publisher published a book by the same name. Do not get that book, get the one by Robin Williams.

The Macintosh Bible, Fourth Edition, Zillions of Basic and Advanced Tips, Tricks and Shortcuts, Logically Organized and Fully Indexed, Arthur Naiman, Nancy E. Dunn, Susan McCallister, John Kadyk and a cast of thousands, 1992, Peachpit Press, Berkeley, CA (1-800-283-9444). The subtitle says it all. By all accounts it is a very well-loved book.

Networking

Apple LAN Primer. This is a networking tutorial on CD, so if you have a Macintosh, HyperCard 2.1 and a CD player, you can take advantage of this nicely designed (and immense) HyperCard stack from Apple Computer. It is available from the Apple Catalog (1-800-795-1000).

PostScript

How to Make Sure What You See Is What You Get, Expert Tips for Success in PostScript Output, Peter Fink, Systems of Merritt Special Edition (1-205-660-1240). A nice little booklet with handy information for designers and service bureaus. Systems of Merritt also offers seminars in PostScript™ troubleshooting as well as a variety of publications and software.

PostScript Language Program Design, 2nd edition, Adobe Systems Inc., 1988, Addison-Wesley, Reading, MA. This book, which is commonly referred to as the 'Green' book, is a readable treatise on the PostScript page description language.

PostScript Language Reference Manual, 2nd edition, Adobe Systems Inc., 1990, Addison-Wesley, Reading, MA. This is the new 'Red' book. It contains lots of information on the PostScript page description language, including PostScript Level 2.

Real World PostScript, Techniques from PostScript Professionals, edited by Stephen F. Roth, Addison-Wesley Publishing Co.,1988, Reading, MA. When this book first came out, it was unlike any other. And it is still useful for newcomers to PostScript programming.

Thinking in PostScript, Glenn C. Reid, 1990, Addison-Wesley, Reading, MA. Glenn Reid, who wrote the 'Green' book, does a nice job of explaining the topic of PostScript programming for both novices and experts.

Printing, general

Printing Technology, Third Edition, J. Michael Adams, David D. Faux, and Lloyd J. Rieber, Delmar Publishers, Inc., Albany, NY (1-800-347-7707). Slightly dated as far as prepress goes, but it covers the whole range of printing technologies nicely.

Quality

Quality and Productivity in the Graphic Arts, Miles Southworth and Donna Southworth with chapters by William Eisner, Mark Killmon, Charles Layne, Jay Marathe, and Werner Rebsamen, 1989, Graphic Arts Publishing Company, Livonia, NY (1-800-724-9476). This book has chapters covering quality issues from prepress to the bindery. If Total Quality Management (TQM) is your buzzword, look for this book.

The Quality Control Scanner: Monthly Practical Ideas for Improving your Quality and Productivity. This newsletter is published by Graphic Arts Publishing Company and is produced by Miles Southworth.

Resource editing

Zen and the Art of Resource Editing, The BMUG Guide to ResEdit, Third Edition, 1992, Peachpit Press and Bhagabooks, Berkeley, CA (1-800-283-9444). For those who know and love ResEdit, but particularly for those who don't, this book helps you figure out how to do some pretty cool stuff working inside Macintosh software applications.

Silkscreen printing

Control Without Confusion, Troubleshooting Screen-Printed Process Color, Joe Clarke, 1986, ST Publications, Cincinnati, OH (1-800-925-1110 x373). A compact, nicely illustrated book with lots of information on silkscreen printing.

Trapping

The Color Resource Complete Guide to Trapping, Brian P. Lawler, 1993, The Color Resource, San Francisco (1-415-398-5337). A nicely written book covering both conventional and desktop trapping issues.

Typesetting, history

Machine Writing and Typesetting, The Story of Sholes and Mergenthaler and the Invention of the Typewriter and the Linotype, Frank J. Romano, 1986, GAMA, Salem, NH (1-603-898-2822). For history buffs, this book about turn of the century technology is a fascinating look at a time gone by.

Windows

The Windows 3.1 Bible, Fred Davis, Berkeley CA, 1993, Peachpit Press (1-800-283-9444). *The Macintosh Bible* is more fun, but you'd expect that.