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In the next few weeks we'll be adding a review of Fireworks and Adobe's much anticipated Creative Cloud service (which will give users access to all Adobe apps for a monthly fee of £38 per month - for annual subscribers - and £57.17 for month-by-month subscribers).Traditional Suites are still available, and will come in the following flavours (and for a full list of options, visit Adobe's Buying Guide):Design Standard CS6 (£1032, or £219 to upgrade); includes Acrobat X Pro, Illustrator, InDesign and PhotoshopWeb Premium CS6 (£1509, or £298 to upgrade); includes Acrobat X Pro, Dreamweaver, Fireworks, Flash Pro, InDesign, Illustrator and Photoshop ExtendedProduction Premium CS6 (£1509, or £298 to upgrade); includes After Effects, Audition, InDesign, Illustrator, Photoshop Extended, Premiere Pro, Prelude, SpeedGrade and Adobe Story.Master Collection CS6 (£2223, or £397 to upgrade); includes Acrobat X Pro, After Effects, Audition, Dreamweaver, Fireworks, Flash Pro, Flash Builder, InDesign, Illustrator, Lightroom, Photoshop Extended, and Premiere Pro.Whether you opt for a standalone app, a Creative Cloud subscription, or one of the various Adobe Suites, we've got all the info you need, including pricing, top features, and those all important system specs. Dive in our Adobe CS6 review!NOW READ THE REVIEWS!Adobe CS6: Photoshop CS6 Adobe Photoshop CS6 hero Adobe Photoshop CS6 is a major upgrade. Montage artists and retouchers will appreciate the new Blur and Liquify filters, the HUD controls and the ability to sort layers by type, and designers will value the new text and Shape tools. Get the full Photoshop review now!Adobe Dreamweaver CS6 hero image The web doesn't stay still, and new browsers and new technologies mean changes to your sites. With the explosion in mobile browsing, those changes are now bigger than ever before. Get the full Dreamweaver CS6 review now!Adobe CS6: Illustrator CS6 Adobe Illustrator CS6 hero image Adobe Illustrator is the industry standard tool for vector drawing and illustration, used by a wide variety of creative professionals including editorial illustrators, identity designers, textile and pattern designers, UI designers, motion artists and many others. Get the full Illustrator CS6 review now!Adobe CS6: After Effects CS6 Adobe After Effects CS6 hero image Adobe After Effects has a huge user base in motion graphics and animation, so any update to the power of this venerable workhorse will be eagerly scrutinised by those working in broadcast and cross-media applications... Get the full After Effects CS6 review now!Adobe CS6: InDesign CS6 Adobe InDesign CS6 hero image Although Adobe InDesign CS6 perhaps isn't the most glamorous or exciting of the apps within the CS6 roster, for designers and creative professionals alike, who use it extensively on a daily basis, any new additions are certainly worth taking note of. Get the full InDesign CS6 review now!Adobe CS6: Flash Pro CS6 Flash Pro CS6 hero image Welcome to the new version of Adobe Flash Pro - Flash Pro CS6 (or 12 if you want to keep count). Over the last 24 months web development has seen a change in focus. Where rich content was the bastion of Flash and Flex, now HTML5 and various JavaScript libraries have taken on some of that responsibility. Get the full Flash Pro CS6 review now!Adobe CS6: Premiere Pro CS6 Premiere Pro is Adobe's stalwart desktop video editing tool, often outperforming rivals at the consumer end, but failing to make an impression on a broadcast market. Improvements to the Mercury Playback Engine may change that. Get the full Premiere Pro CS6 review now!Adobe CS6: Creative Cloud preview creativecloud The Adobe Creative Cloud was announced on the 23rd April, providing creatives with a new way of accessing Adobe CS6, as well as other tools such as Typekit. Adobe has announced Creative Cloud availability from the 23rd May, and here's the nitty-gritty. Get the lowdown on Creative Cloud preview. TODAY'S BEST DEALS The launch of any new iteration of the Creative Suite is hyped to the extreme by Adobe, which knows that there's an army of fanatics out there eager to lap up every new whizz-bang feature, tweak and addition regardless of how subtle some of them may seem to be the slightly more jaded reviewer. Amidst all this hoopla, Photoshop, without exception, takes the lion's share of the limelight, followed by Illustrator and After Effects, leaving InDesign languishing in fourth place in the attention and column inches stakes.Although Adobe InDesign CS6 perhaps isn't the most glamorous or exciting of the apps within the CS6 roster, for designers and creative professionals alike - who use it extensively on a daily basis - any new additions are certainly worth taking note of. The question is, though, after such a major overhaul with CS5, and then subsequent 5.5, what substantial additions can this new version offer that would warrant the cash outlay to upgrade?The previous two versions of InDesign saw Adobe put the focus very much on all things digital, with the ability to design and preflight layouts not only for print and digital devices, in conjunction with the Adobe Digital Publishing Suite (Adobe DPS). With the launch of Adobe InDesign CS6 the onus still remains on the digital side of things, but digital alongside print, with the main additions being workflow based tools aimed to ease the load of designers.Although some would argue that constantly turning the iPad from portrait to landscape to consume content actually proves to be a frustrating user experience, the truth remains that digital designers are expected to output designs in both orientations. This is not a problem that the digital designer bears alone, and long has it been necessary for print literature to be outputted in numerous different formats across a range of collateral.Alternate layout in InDesign CS6The Alternate Layout feature in Adobe InDesign CS6 aims to alleviate some of the stresses and strains associated with multi platform design by enabling you to adapt your primary InDesign file for different orientations, sizes and specs whilst leaving the control squarely in your hands. Found under the Layout menu, the Alternate Layout feature will duplicate all of the content within the same document to a different page size or orientation that you specify within the dialog box. The new pages panel displays both layouts side by side and even allows you to split the InDesign window so that you can compare and contrast both layouts side by side. In the Alternate Layout dialog box you can specify the size and orientation of additional layouts The enhanced pages panel displays all your layouts clearly as well as giving you the option to split the display window On its own, and without any finessing, the results that the Alternate Layout function yield can be quite clumsy. Adobe InDesign CS6 will simply place the content in the exact position it was in the original page, leaving design elements either sheared off in a smaller size, or your whole layout floating in the middle in a much larger size. Where this new function does start to become interesting is when you apply Liquid page rules found under the Options section of the Alternate Layout dialog box as this is where you can tell InDesign to repurpose the content in a specific manner.As a rule of thumb, the scale option should be used when repurposing content to a page that has the same aspect ratio and orientation, Re-Centre is good for porting over content to a similar device and orientation but at a larger size. Guide based is best for simple pages with minimal images or design elements and Object based rules allow you to customise how each individual object will be reinterpreted for the new page. Working closely with the Liquid page rules is the liquid layout panel, again found under the layout menu. This is where you can specify how individual objects will behave once re-sized, choosing to auto-fit, re-size with the page or pin to one or all of the page edges.The liquid page rules drop down tells InDesign how to reinterpret design elements in Alternate Layouts The Liquid Layout dialog allows you to set specific parameters before creating your Alternate Layout Ham-fisted resultsIn theory, the new Alternate Layout feature is a great idea but, having spent quite some time playing around with the different options, I was left wondering exactly how useful it would prove in the real world? Any designer worth their salt will already have their own working practices in place, with grids, templates and styles set up for multiple different outcomes. It's true that there's no such thing as a "design" button, and Adobe acknowledges that this new function can only take you so far, but the often ham-fisted results that it delivers will simply not wash with professional designers working with very complex, design heavy documents.Having said that, there are instances where I can see this being of use, and the ability to split the pages panel and even the window is a great addition. For quickly porting all your graphics and design elements over to a new format it works brilliantly, and if you have very simply designs then the liquid page rules might just do most of the work for you. Another area where this new feature will potentially come into its own, and prove a godsend, is with the release of Apple's new iPad. With its super high-resolution retina display, the new iPad has meant that designers are having to scale everything up and, as the aspect ratio is exactly the same, Adobe InDesign CS6 should make it a breeze.Sticking with the workflow theme, Adobe InDesign CS6 has introduced enhancements to its linking capabilities meaning that it's now possible to update text, images and even interactivity not only within the same document but across multiple documents. When you have linked content across multiple documents, a parent and child relationship is created and whenever you edit the original (parent) content then all the other instances will display alerts and it's as easy as double clicking the alert icon to update that instance.Enhanced linking means that instances of the same graphic are updated even when used in separate documents. A warning icon appears in all instances when the parent asset is edited Content Collector in InDesign CS6Where the new linking capabilities come in to their own is with the introduction of the Content Collector tools - another new addition to Adobe InDesign CS6. Found in the tools bar, the content collector tool allows you to collect content, place it in the content conveyor and then using the content placer tool, re-use it in any other document, keeping links in tact. By default, a placed item will be removed from the conveyor but there is the option to keep it in the conveyor so that it's available for any document. The new content conveyor tool allows easy management and distribution of design elements across documents. Giving your assets a kick!What's great about the Content Collector tools is that you can collect multiple items at once and a number will be displayed to indicate the number of items. When you come to place them you can choose to place an individual item or all of them at once and InDesign will remember the relationship between all the elements making it very quick and easy to serialise a design. It's very easy to see how this new addition could be instantly built into a designer's workflow, making the tedious task of updating logos and folios across a whole magazine or publication, for example, an absolute breeze.Graphics can be distributed in groups from the Content Conveyor and InDesign will place them maintaining the relationship between all elements Best of the rest!There are numerous other additions and updates, including Adobe's continuing refinement of its digital tools whereby you're now able to export both orientations to a tablet device in one go, and also include functionality such as overlays. It's also much easier to create interactive PDF forms directly from InDesign, making it possible to specify exactly how check boxes and signature fields will look before exporting to PDF.Elsewhere, there are much smaller updates that are by no means the big sellers but often prove to be of use to a designer every day. Take the text-handling improvements for example, a list of recently used fonts now appears at the top of your font list which you may think "Big deal" but if you've got hundreds of fonts on your system then trawling through them all to find the one you need is beyond tiresome.A small update but a welcome one, recently used fonts are now displayed at the top of your font list More text smarts in InDesign CS6Other text enhancements include the ability to set text frames to expand or shrink as the copy extends, setting whether or not the width, height - or both - auto-size, and also specifying minimum height and widths of the frame. This function could prove useful on documents where live copy is written straight onto the page, and the layout isn't set in stone, allowing the designer to set the parameters.Advanced text handling allows text frames to grow and stretch as the copy flows Small is beautiful!In addition to the enhanced text capabilities, the Align tool has also had a tweak allowing you to choose a key object to use as the anchor and then pick an alignment option. Although these may seem like tiny adjustments, and are footnotes on Adobe's billing of the new features, it's little things like this that, when combined, can make a more substantial difference to a daily workload. It also shows that Adobe has listened to designers and their grievances over little things that just don't work.The enhanced align tools allow you to align to a key object that's outlined with a bold blue line PRICE!Full £556 (ex VAT), Upgrade £155 (ex VAT), £38.11/month as part of annual Creative Cloud subscription and £57.17/month as part of month-by-month Creative Cloud subscription. For details on where to buy, please visit the Adobe Store.SYSTEM SPECsFor system specifications for Adobe InDesign CS6, and other apps in Adobe CS6, please visit our Adobe system specs page.After Effects CS6Dreamweaver CS6Flash Pro CS6Illustrator CS6Photoshop CS6Premiere Pro CS6TODAY'S BEST DEALS Adobe Photoshop CS6 is largely an under-the-bonnet release, bringing a few new tools and filters but concentrating on greater speed, efficiency and ease of use. But the improvements are great, and this Photoshop CS6 review will reveal all!Those looking for the much-heralded Deblur filter will be disappointed: it's far too early for inclusion this time around. In fact, those looking for big splashy show-off features in Photoshop CS6 will also be looking in vain. (Check out reviews of the other apps in Adobe CS6.)Before you begin, you should ensure that your copy of Photoshop CS6 is the most recent release version. A security exploit, enabling malicious users to compromise your system, was reported at the start of September. Simply go to Help>Updates in Photoshop CS6 and apply all updates. Users of Creative Cloud will have these updates pushed to their system when they next connect to the service.Photoshop CS6 makes full use of your computer's Graphics Processing Unit (GPU), which provides tremendous acceleration in many areas. So the Liquify filter, previously a sluggish experience, is accelerated to provide smooth, real-time smearing even with brushes up to the new maximum limit of 15,000 pixels; the new Oil Paint feature adds a paint-like texture, with controls that operate on the full-screen preview in real time. Of course, all this depends on you having a fast enough processor and graphics card; although CS6 will run on Windows XP/Mac OS X 10.6 with just 1Gb RAM, you do need a hardware-accelerated OpenGL graphics card to get the most out of it.The Liquify filter in Photoshop CS6 is now smooth as silk, with real-time operation even at huge image sizes and with brushes up to 15,000 pixels in diameter. The new features!The first thing you notice about Photoshop CS6 is its new interface. You now have the choice between four base colours, from near-black to pale grey - so Photoshop can look more like Lightroom if you choose. Everything has been subtly tweaked, from the hundreds of redesigned icons (the Pen and Lasso tools now indicate their active hotspots more clearly) to a crisper, more consistent layout.Photoshop CS6's new dark look will appeal to photographers, as it's less distracting. The ability to filter layers by type is also a major enhancement. A new Head Up Display system (HUD) in Photoshop CS6 provides key information right at the cursor. This is context sensitive, so will show dimensions when dragging out a marquee, angles when rotating a selection, and so on. It also applies to the three new Blur filters, each of which provides a different type of blur - Field, Iris and Tilt Shift - with strength and radius controls directly on the image, rather than just in a side panel. All three new filters are also GPU accelerated for real-time previews.Tilt-Shift is just one of the three new Blur filters in Photoshop CS6, each of which works in real time thanks to GPU acceleration. The controls are placed directly on the image for ease of access Photoshop CS6 filters!There's just one new tool in Photoshop CS6, the Content-Aware Patch tool, which takes the technology introduced in CS4 (Content-Aware Scaling) and CS5 (Content-Aware Fill) and extends it to a tool that allows us to select and move or extend objects in a scene, patching their original location more or less seamlessly. In practice, the results depend very much on having the right image; it's a great idea, but doesn't always come up with the goods.The new Content-Aware Patch tool in hotoshop CS6 can both move and extend objects - working well with organic objects, less well with man-made structures. A major new filter is Adaptive Wide Angle, which allows you to correct camera distortion simply by drawing over lines that should be straight. A hugely powerful tool, it allows even stitched panoramas with multiple perspectives to be corrected into a single landscape shot.The new Adaptive Wide Angle filter in Photoshop CS6 does a great job of correcting camera distortion; simply drag over straight lines to make the adjustment. Also good for photographers is the enhanced Camera Raw dialog, which now has more powerful versions of tools such as Clarity (there's now no halo effect, even at maximum strength) and Defringing (the controls are gone, replaced by a single checkbox which just does the job). For the first time in Photoshop CS6, it's also possible to apply localised noise reduction. Enhancements to Camera Raw in Photoshop CS6 include a greatly improved Clarity control, as well as the ability to apply localised noise reduction using adjustment brushes. Lighting Effects filter in Photoshop CS6The Lighting Effects filter has had a major overhaul, ditching the previous tiny preview in favour of a full-screen, GPU-accelerated preview that shows changes in real time. It's of particular benefit to Mac users, for whom Lighting Effects disappeared in Adobe Photoshop CS5 unless they were running the program in sluggish 32-bit mode.Tool enhancements!Designers will love the new Paragraph and Character Style panels in Photoshop CS6, which allow favourite combinations to be set and adjusted at will - as well as the fact that Shapes layers are now true vector objects, which means you can now apply strokes inside, outside and centred on paths, as well as being able to stroke open paths. Those strokes can now be dotted and dashed, and can be filled with gradients.Adobe Photoshop CS6 will now not only save in the background, allowing you to carry on working while it's saving, but will also auto-save a version every few minutes so that, in the event of a crash, you can pick up from where you left off. If you still manually revert to a saved file, though, it will always go back to the one you deliberately chose to save, rather than its own intermediate version.Photoshop CS6 Crop tool!The Crop tool has been reworked so that cropping now pans the image behind the crop window. It seems a little unintuitive at first, until you rotate a crop, when it suddenly makes sense: now, the image rotates behind the window, so you can see how it will look without having to crane your neck as you did previously.The Select Color Range tool now has an option to select skin tones - and, within it, a separate option to select faces. In practice, it works remarkably well: it's not perfect, and when used in conjunction with a mask on an Adjustment Layer it will require some manual fine-tuning, but it's a big help.The Select Color dialog in Photoshop CS6 can now select skin tones automatically, with a special Face Detection mode that performs well - even when the subjects are wearing hats and sunglasses. Extending Actions in Photoshop CS6Actions, the means by which you can automate repetitive tasks, have been extended so that they can now store brush movements as well as menu and selection choices. This means that for the first time it's possible to record an entire painting operation, and have it played back with a single keystroke.Layer tweaking!Photoshop CS6 includes a lot of small enhancements that will generally make make life easier for those working on complex artwork. The Layers panel now has built-in filtering, so you can choose to view just layers set to Hard Light mode, or those containing text, or Smart Objects, or Adjustment Layers - or just about any parameter you can think of. It's now possible to change opacity, light mode and colour coding on multiple layers, so if you search for all the text layers in a document you can change them all to yellow for easy reference. The Mask and Adjustment panels have now been combined in a new Properties panel, which is resizable for ease of adjustment.It's also now possible not only to use Layer Groups as the basis of Clipping Masks, but to apply Layer Effects to an entire Group - previously, they could be applied only to individual layers. And the Eyedropper tool has now been tweaked so that it can sample underlying layers as if intervening Adjustment Layers weren't there, which makes patching and retouching very much easier.Beyond image editing in Photoshop CS6!Users of the Regular edition of Photoshop CS6 will be delighted to learn that movie editing capability has made the leap over from the Extended edition. This means everyone can now edit movies right inside the app: you can apply all the standard selection of filters and distortions to moving images, as well as adding animated layers on top.You'll still need to buy the Extended edition if you want to use the 3D Layer tools, which have had a major overhaul in this release. New HUD controls allow you to extrude, revolve and twist 3D objects directly in the middle of the artwork, as well as adding bevels and inflation.Changing light direction is simply a matter of shift-clicking on a shadow and dragging to where you want it. There are many more 3D enhancements, including text and Bezier outlines on extruded shapes that can be edited after extrusion has been applied, and the ability to define a Ground Plane inside the Vanishing Point filter, and then use it as the basis for snapping 3D objects and locating shadows.The ability to define a ground plane in Vanishing Point in Photoshop CS6 means you can integrate 3D objects into your scene with greater ease - and greater realism. Now available as part of a Creative Cloud subscription, Photoshop weighs in at around 670MB. Once you've signed up for Adobe's new service, you simply download an installer app, which keeps tabs on the apps you have on your system. And this isn't software 'in the cloud'; Adobe Photoshop CS6 is still installed on your system, and you don't have to stay connected to the web to use the app. This means that the initial download can take a fair bit of time, so ensure you factor this in before you start the installation process.We've only just started using Creative Cloud, but the option to store your files in the cloud, quickly drag and drop images into the browser, create colour swatches from your pics, and add the ASE swatch files to Photoshop is already getting us excited. There's not a huge amount of integration with Photoshop just yet, but with the option to roll out incremental updates via the Creative Cloud service, we can't wait to see what Adobe has in store over the coming months.Photoshop CS6 pricing!Full £556 (ex VAT), Upgrade £159 (ex VAT), £38.11/month as part of annual Creative Cloud subscription and £57.17/month as part of month-by-month Creative Cloud subscription. For details on where to buy, please visit the Adobe Store.Photoshop CS6 system specsFor system specifications for Adobe Photoshop CS6, and other apps in Adobe CS6, please visit our Adobe system specs page.Designer views of Photoshop CS6We've spoken to a number of designers from across the creative landscape - from 3D, web design, illustration and more - and asked them to reveal their favourite new features in Photoshop CS6. Here's what they had to say! (Click below to see their views.)Dan Mall on Layers improvements in Photoshop CS6"Cmd+J formerly only duplicated single layers; now you can use it to duplicate groups, vectors... anything in the Layers palette. I'm a heavy keyboard user in Photoshop CS6 because it helps me use the app much faster than I can with a mouse, and this shortcut is one of my most used go-tos."Dan Mall is founder and director at SuperFriendly. He is also technical editor at A List Apart, and - via his love/obsession for typography - he is also the co-founder of Typedia and swiTR.Tom Muller on saving and the new UI in Photoshop CS6"The best thing for me, without a doubt, is the ability to save files in the background. Gone are the days when I have to stare at my screen while a 500 MB file is being saved, trying to will the progress bar to go faster so I can continue. Now I can work on 2-3 files without having to momentarily break up my workflow while I save another. Also, the new interface modes are great. Took a few days to get used to it, but the dark UI makes a ton of difference."Tom Muller is a graphic designer and art director, and operates out of hellMuller Ltd. You can also find Dan on Twitter, and he's well worth following.Brian Hoff loves search and styling in Photoshop CS6"Layer searching and paragraph/character styles were two features released in Photoshop CS6 that I've been frantically waiting for since starting in Photoshop. They are both a huge timesaver. Autosave and auto recovery are also extremely useful - especially for those 'unexpected' quits."Brian Hoff is a graphic designer based in New York. He mostly works on websites, user interfaces and brand identities, concentrating on "solving problems by balancing usability and accessibility with memorable, timeless designs".Mike Griggs is another fan of auto-save in Photoshop CS6"The key items I like about Photoshop CS6 aren't the fancy content aware tools, lovely as they are, but the deeper infrastructure changes. The standout is the background save and file auto-recovery, which has secured my work on more than one occasion. It is reassuring to see files save by themselves when you quit, which easily justifies the upgrade."Mike Griggs is a 3D, vfx and digital expert, and is also a valued member of the growing Creative Blog Contributor Network.Ade Mills loves the crash protection in Photoshop CS6"One long overdue improvement in Photoshop CS6, and definitely my fave feature, is the auto-recovery and background saving. How Adobe never featured this before baffles me but it's a relief that it's now there. So many projects have seen setbacks or different end results due to a crash mid-flow. Sometimes it's hard to stop mid-flow to save, as it breaks your concentration."Ade Mills is a graphic designer and artist currently studying BA Hons in Digital Media Design at Brighton University.Geof Crowl loves how Photoshop CS6 snaps to whole pixels"My favorite feature in Photoshop CS6 is how well it snaps to whole pixels. I haven't seen any mention or advertisement of this feature anywhere, but it was definitely the one I noticed the most. It saves a lot of time and reduces my headaches by at least 20%. CS5 was terrible at dealing with this. It lead to soft vector objects unless every object was carefully tweaked with the transform tool to attain pixel perfection."Geof Crowl is a designer and developer at interactive design consultancy Welikesmall.Mike Lane on his favourite UI improvements"Some love it and some hate it, some may not call it a 'feature', but I'm a huge fan of the new dark UI and more logical enhancements of panels and tools. I do a fair amount of my work at night and in darkened rooms and the charcoal UI has helped me immensely with not only reducing eye strain, but also allowing the interface to blend into the background far better than previous versions. It's easier than ever for me to focus on the project at hand and let the UI simply fade away. Switching to other apps afterward can be a pretty jarring experience, but that just goes to show what a huge difference this makes."On a more functional level, applying layer styles and clipping masks to entire groups is a tremendous time saver when building things such as buttons. No more copying and pasting styles. The new type styles and crop tool are also fantastic additions in CS6 that I use daily."Mike Lane is a senior UX designer, with 15 years of experience in web and graphic design. You can follow him on Twitter here.Sam Hampton-Smith on scripted pattern fill"An excellent addition to Photoshop CS6 is the new scripted pattern fill feature. I love how genuinely randomly positioned elements can produce unexpected effects, especially anything in the Layers palette. I'm a heavy keyboard user in Photoshop CS6 because it helps me use the app much faster than I can with a mouse, and this shortcut is one of my most used go-tos."Dan Mall is founder and director at SuperFriendly. 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