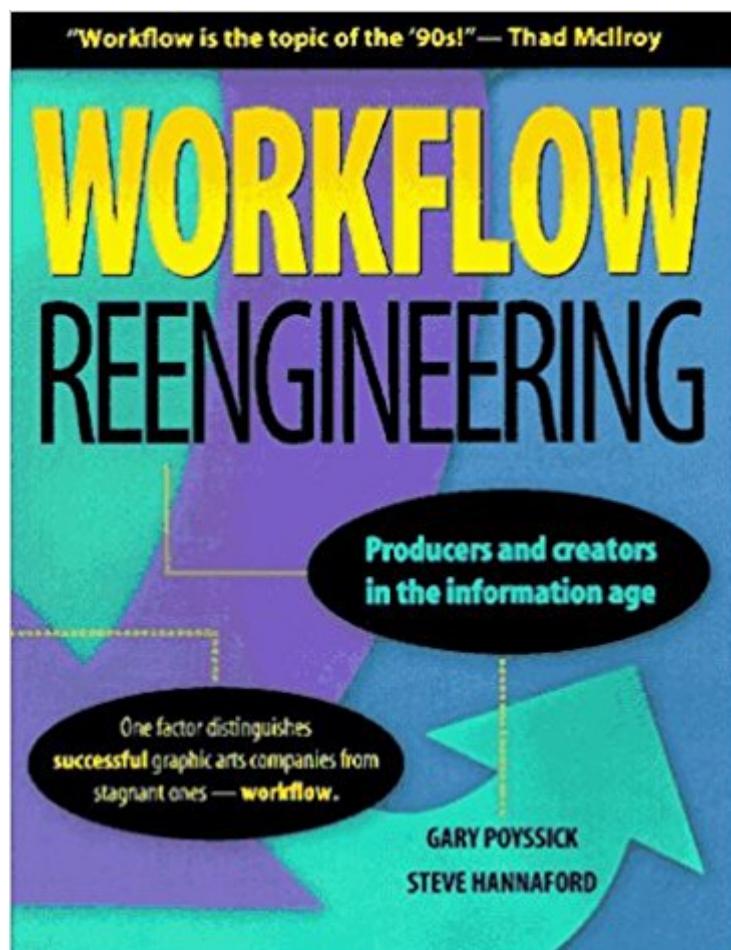


The book was found

Workflow Reengineering



Synopsis

Workflow is the centerpiece of all management in the graphic arts industry and this book will be indispensable to design, production, and prepress professionals.-- Examines the need to rebuild, automate, improve productivity, eliminate waste, and define workflow procedures-- Focuses on the impact of Postscript, PDF, servers, and new technology on workflow development-- Part of the reputable Adobe Press Library

Book Information

Paperback: 257 pages

Publisher: Adobe Pr (January 1996)

Language: English

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Product Dimensions: 0.8 x 7.2 x 9 inches

Shipping Weight: 1.3 pounds

Average Customer Review: 3.5 out of 5 starsÂ See all reviewsÂ (2 customer reviews)

Best Sellers Rank: #4,427,708 in Books (See Top 100 in Books) #20 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Reengineering #1986 inÂ Books > Computers & Technology > Graphics & Design > Desktop Publishing #7278 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia

Customer Reviews

This book is specifically targeted to the graphics arts and, as such, isn't likely to appeal to anyone else. But it is the only volume ever written to address the complex issue of production workflow in the print and publishing industries. The book contains strategic and tactical information, gleaned from a number of interviews and case studies. There is also a section of important "how-to" items, ranging from the use of flowcharting and process mapping techniques to shop floor maintenance tips. Unlike much of the material targeted for the graphic arts, this volume doesn't discuss specific technologies, rather the focus is on establishing the proper processes for effective production. A must-read for anyone interested in improving the efficiency of a publishing operation.

This book deals exclusively with the flow of work through a graphic arts/printing job shop. It is well written, but not a "how-to" book for general business process analysis. If you can get past the graphic arts technical jargon, it does provide a good metaphor for analysis and improvement of

other kinds of work flow.

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Workflow Reengineering Proceedings of the Fourth European Conference on Software Maintenance and Reengineering: Reengineering Week Zurich University of Zurich, Switzerland February 29-March 3-March 2, 2000 The SketchUp Workflow for Architecture: Modeling Buildings, Visualizing Design, and Creating Construction Documents with SketchUp Pro and LayOut The Interior Design Productivity Toolbox: Checklists and Best Practices to Manage Your Workflow Groupware, Workflow and Intranets: Re-engineering the Enterprise with Collaborative Software Creative After Effects 7: Workflow Techniques for Animation, Visual Effects and Motion Graphics Integrating Flash, Fireworks, and FreeHand f/x & Design: Solutions for Web design workflow The Art of Black and White Photography: Techniques for Creating Superb Images in a Digital Workflow Copyright Workflow for Photographers: Protecting, Managing, and Sharing Digital Images Lightroom CC Complete Training: Learn the Entire Photographers Workflow in the new Lightroom CC Creative Workflow in Lightroom: The photographer's guide to managing, developing, and sharing your work Sports Photography Workflow Network Reengineering: The New Technical Imperative (McGraw-Hill Computer Communications Series) Business Reengineering: The Survival Guide Building Enterprise Information Architectures: Reengineering Information Systems The Object Advantage: Business Process Reengineering With Object Technology (ACM Press) Process Innovation: Reengineering Work Through Information Technology The ITSM Process Design Guide: Developing, Reengineering, and Improving IT Service Management Model-Driven Software Migration: A Methodology: Reengineering, Recovery and Modernization of Legacy Systems Reengineering .NET: Injecting Quality, Testability, and Architecture into Existing Systems (Microsoft Windows Development Series)

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