

Advanced PostScript is a four-day, hands-on class that discusses in depth the major features of PostScript Levels 2 and 3. This class shows the programmer how to take best advantage of forms, in-RIP separations and trapping, masked images, CID-keyed fonts, and all of the important features of the PostScript language.

The student comes away knowing in detail how everything in Levels 2 and 3 works and why one would want to use each of the features. If you are looking to deepen your PostScript knowledge and learn the boundaries of what PostScript can do, this is the class to take.

Objective

Teach the student how to use the most important features of PostScript Levels 2 and 3.

Prerequisites

PostScript Foundations, PostScript for Support Engineers, or equivalent experience. Students who possess "equivalent experience" must be able to answer all questions on the *Qualifying Questions for Advanced PostScript* page (on the Acumen Training website).

Audience

Printer engineers, software engineers, advanced software and hardware support personnel.

Sign up now!

Acumen Training teaches regularly-scheduled Advanced PostScript classes in Orange County, California, near the Santa Ana/Orange County airport.

If your organization has several people who need to take *Advanced PostScript*, you can arrange to hold a class on your site.

For class schedules and pricing, on-site class information, or to register for a class, please contact John Deubert at Acumen Training any of the following ways:

- Email: john@acumentraining.com
- Web: www.acumentraining.com
- Telephone: 949-248-1241

Course Outline

Day 1

- Introduction
- Forms
- Filters and compression
- Filters and restricting errors
- Filters and forms
- Pattern fills
- Resources

Day 2

- Color spaces
- Color rendering dictionaries
- In-RIP separations
- In-RIP trapping
- Masked Images

Day 3

- Binary encoding
- Idiom recognition
- Function dictionaries
- Smooth shading
- Halftoning

Day 4

- Font writing directions
- CID-keyed fonts
- Composite fonts
- *Copypage* behavior