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Adobe has announced the sixth version of its Creative Suite along with a new subscription-based service called Creative Cloud, giving you access to an entire set of Adobe programs for $49.99 per month. Creative Cloud comes with several different options to suit the service to what you need. The $49.99-a-month plan gets access to every program Adobe does and the student and teacher edition comes in for just $29.99 per month. Adobe's most popular program, Photoshop, will be available for a standalone subscription of $19.99 per month. In addition to accessing Abobe tools, Creative Cloud users will also receive 20GB of online storage, Abobe publishing services, access to 700 fonts, and a community site to share work. If the subscription model is not your thing, standard product packages, including master, design and production collections will be available for purchase as well. You can pre-order CS6 and Creative Cloud services right now, and Adobe will probably announce the official release date for a live streaming press conference today at 10 a.m. Moscow time. Hit up the link below to pre-order, check out different pricing plans, and see everything new in CS6. Adobe's creative cloud through TechCrunch and GizmodoAdobe is releasing its new Creative Cloud and Creative Suite 6 today, and it's clear it wants to push More Photoshop CS6 was released as a public beta today to give designers the ability to integrate the new version into their creative workflows - and so Adobe can evaluate users' reactions to the changes, new features and enhancements that have been included in the update. The Photoshop CS6 beta will be available as a free download from Adobe Labs until the program is officially released sometime in the first half of 2012. Prices have yet to be confirmed. Amazon Prime Day Deals: See all the best deals right now! Commenting on the launch of the Photoshop CS6 beta, Winston Hendrickson , Vice President of Products at Adobe Creative Media Solutions said in a press release: Photoshop CS6 will be a wake-up release that pushes the boundaries of image innovation with incredible speed and performance. And to see if this is true, just take a look at our overtaking

of the 10 biggest changes, features and enhancements from Photoshop expert Steve Kaplin:1. Text style sheets With Photoshop CS6 designers can now define text styles, both on-point and character-based, in much the same way as in InDesign. Each style can store font, size, lead, justification, hyphen and other information about text structure. Changing the style definition will change each instance of the style used in the current document, and the button on the style bar allows you to change styles according to the current instance.2. The best lighting effectsPhotoshop CS6 light effects filter light effects was overhaul and shows full-screen preview effect - which means using alpha channel as a bump card is now more longer than ever. In addition to being able to move light, focus, size and location directly to a work of art, you can now adjust the intensity as well as using a rotary dial in the center of the light. New smart cursors include pop-up information, such as the size of a rectangular tent as it stretches, the angle of free transform, and so on. All information is contextual and varies depending on what you do. In addition, new filters and 3D tools now have adjustment controls right in the middle of a work of art to keep the ability to look elsewhere. The panel layer searchThe layers panel now has buttons that allow layers to filter by type - so click to show only text layers, or adjusting layers, or smart objects, and so on. You can also search for layers by name, or by mode (for example, find all the layers of hard light in a document) or by attribute (visible, masked, using extended mixing, and so on). Excellent when dealing with complex documents. The better cropPhotoshop CS6 Harvest Tool Harvest tool has been redesigned so that dragging to another location in the image is now panning the image rather than the area of crops. In addition, the rotation action will rotate the image, as seen in the crop tool selection area. It makes a lot more sense, but if you really can't get on with it - it seems counterintuitive at first - you can go back to the old method. The GPU accelerationPhotoshop CS6 can now take full advantage of your computer's GPU, which means a huge increase in speed for many operations. The Liquify tool, for example, was previously notoriously slow to download and sluggish with large files; Now it's perfectly sleek, even with huge file sizes - and now it supports brushes up to a mind-blowing 15,000 pixels in diameter. GPU acceleration applies to many other areas of Photoshop CS6.7. The new BlurPhotoshop CS6 filters blur three new Blur tools - Field, Iris and Tilt-Shift - use the new GPU system to create an instant, very adjustable and very smooth blur. Blur's new tools also use head-up display controls, so all controls are placed directly on the image to adjust the internal and external blur radius, the amount of blurring, and blurring of the shape. Blurs also include Bokeh sliders for adjustable flash light.8. Aware movingThe new Content Aware Move tool lets you select an object and move it to another location in the image. The object will be blended smoothly in its new location, and the place from which it has been moved will be fixed to remove all its traces. The system is variable in operation, but is capable of good results with the right image. Extend makes it easier to stretch objects.9. The merged PropertiesA New Properties panel takes over the previous Mask and Adjustment Layers panel, displaying the information in one place. It's scalable, which means you can make the curve chart as much as you like. New New New The panels are also sensitive to context and are populated only when there is something to be displayed; therefore, when working with 3D models, it also contains information pertaining to the model aspect you are currently working on.10 Major 3D improvements to the Photoshop CS6 3D Simulation Photoshop CS6's 3D model capabilities (available only in the extended edition) have had massive interface repairs, with controls for extrusion, bevel, twist, cone and more contained in head-up display right on the work of art. For the first time, the text can now be edited, both glyphs and font, after it has been extruded and placed in a work of art. Many more enhancements make 3D modeling easier than ever before. Now you've heard that highlights, what do you think? Adobe gave you what you wanted? What would you like to add or leave? Let us know in the comments below... I want to learn Photoshop CS6 completely from basic to advanced step by step. I've tried many times in the past, but after 1-2 days I stopped it and I lost patience because I wasn't getting proper guidance and tutorials. I got upset and stopped him. But now I want to learn Photoshop again because it's very useful and I need to learn it. So I want advice from you on how I should start. Tell us some good websites for good tutorials in light language, video tutorials will be of great help to me. I don't even know the names of the tools and their use. Please tell me how to start with the baseline and then go to the advanced level. Any assistance in this regard will be appreciated. I'm a complete newbie to Photoshop, so think for me and help me. I have the latest Photoshop CS6 extended and the Photoshop 7.0 version installed on my Windows 7 laptop. This gives you a really good starting point on where to start photoshop training, and recommends a lot of good resources. I DON'T OWN THIS PAINTING BY CLINT EAST WOOD. I hope my tutorial is easy to understand, I try it with others, using bullets to group the steps that go together in one slide, please tell me what you think of my instructable and leave comments and/or photos of your editing. Ahead of the anticipated spring launch of Photoshop CS6, Adobe has begun posting teaser videos on YouTube that demonstrate some seriously awesome functionality. Today, following the critics' introduction of Aware Fill content and healing in CS5, Adobe has demonstrated the Content aware Move and Extend.Move allows you to draw a choice around and object and just drag it elsewhere; Photoshop fills the background and ensures that everything is lined up. Extend allows you to expand an object by drawing a selection and then dragging it; Photoshop is filling the gap again. Watch the video below, destroy that puddle of drool and then continue reading. If you've never seen or heard of Adobe functionality Aware, it's basically a set of algorithms that try to precisely fill the space - kind of like an automatic clone brush. Content, aware of and healing is usually very effective, but sometimes algorithms are wrong. With the content of Aware Move, you basically tell Photoshop what region the images should be copied with. In previous sneak peeks, Adobe has revealed from camera Raw 7, which has a new processing engine; Demonstrated some productivity gains; and gloated about the (long overdue) addition of a dotted and dotted tool line. Each video was uploaded a week after the next one, so stay tuned for February 20 and 27 - we're sure Adobe has a few more tricks up its sleeve for CS6. If you've watched one of the videos, you may have noticed another significant change: Photoshop CS6 will be wearing the same dark gray skin that adorns Lightroom, Premiere, and most of its other tools. The idea is that you have to focus more on the image than the interface - not the head of the day, and it's really quite amazing that it took Adobe so long to darken the skin by default. We'll have more Photoshop CS6 coverage over the next few weeks, so stay tuned. Configured.