

*PostScript Foundations* is a five-day, hands-on class that teaches the student how to write programs in the PostScript language. It discusses the major mechanisms and features common to all versions of the PostScript language.

This class lays the foundation for writing PostScript code for producing documents or modifying currently-existing documents. It discusses PostScript programming, efficiency and underlying language structure.

## Objective

The student will learn how the PostScript language works and to write programs that employ all the main capabilities of the language. The student will know the principles of writing fast, efficient code in PostScript.

## Prerequisites

Familiarity with computer concepts. Previous programming experience helps but is not necessary.

## Audience

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

## Sign up now!

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

If your organization has several people who need to take *PostScript Foundations*, it may be to your advantage to arrange 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](mailto:john@acumentraining.com)
- Web: [www.acumentraining.com](http://www.acumentraining.com)
- Telephone: 949-248-1241

## Course Outline

### Day 1

- Background to PostScript
- Basics: fonts, the coordinate system
- CTM Operators: *scale*, *translate*, *rotate*
- Paths: lines, line width
- Gray and colors
- The Graphics State
- Circular arcs

### Day 2

- Operand stack
- Procedures and variables
- Loops
- Comparison and conditional execution
- Clipping
- Font transformation

### Day 3

- User Space and Device Space
- PostScript objects and data types
- Scanner/Tokenizer
- The four stacks
- Binding
- Bezier curves
- Even-odd and winding rules
- Line caps, joins, and dash
- Memory management
- The *setpagedevice* operator

### Day 4

- File operations & Filters
- Transformation matrices
- Images
- Color and Color Spaces
- Variations on show
- Error handling

### Day 5

- Font dictionary contents
- Changing and creating fonts
- Encapsulated PostScript