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Desktop publishing software enables users to create documents for large-scale or small-scale printing and distribution, with TeX and LaTeX being used particularly in scientific publishing. Initially, desktop publishing offered more control over design, layout, and typography than word processing software, but the latter has since evolved to include most desktop publishing capabilities. The same skills and software used for common paper and book publishing are also applied to create graphics for various mediums like point of sale displays, presentations, infographics, brochures, business cards, and more. Desktop publishing originated at Xerox PARC in the 1970s, with some sources claiming it started as early as 1983. The market took off with the introduction of the Apple LaserWriter in 1985, followed by PageMaker software from Aldus later that year. This led to word processors like Microsoft Word being relegated to purely textual documents, while desktop publishing continued to evolve and improve. The conventional approach to digital typesetting involved purchasing comprehensive solutions that included proprietary hardware workstations. Newspaper and print publication industries began transitioning from traditional layout systems like Atex in the early 1980s, as desktop publishing started gaining traction. Despite initial drawbacks with PageMaker/LaserWriter/Macintosh 512K system, which experienced frequent crashes and limited functionality, this combination was initially met with enthusiasm due to its innovative nature. Behind the scenes, Adobe Systems' technological advancements laid the groundwork for professional desktop publishing applications. The LaserWriter printers integrated scalable PostScript fonts, enabling designers to proof files locally and then print them at service bureaus using high-resolution PostScript printers. Subsequently, the Macintosh II was released, featuring improved expandability, support for large color displays, and a SCSI storage interface that allowed attaching hard drives. This led to continued dominance of Mac-based systems in the market until 1986, when Ventura Publisher emerged for MS-DOS computers. Unlike PageMaker, which relied on pasteboard metaphors, Ventura automated layout processes through tags and style sheets, generating indices and body matter efficiently. Its suitability for long-format documents like manuals contributed to its popularity. The home market saw the introduction of desktop publishing software in 1986, including Professional Page for the Amiga, Publishing Partner for the Atari ST, GST's Timeworks Publisher on PC and Atari ST, and Calamus for the Atari TT030. Even 8-bit computers like Apple II and Commodore 64 received desktop publishing software: Home Publisher, The Newsroom, and geoPublish. Initially, desktop publishing suffered from a negative reputation due to poorly organized layouts created by untrained users, but skilled professionals were able to achieve high-quality results. In the 1980s, DTP skills were highly valued in career advancement, although increasing accessibility of user-friendly software eventually made it a secondary skill compared to art direction and graphic design. DTP skill levels range from basic training to college-level education, encompassing technical skills like prepress production and programming, as well as creative skills such as communication design and graphic image development. As of 2014, Apple computers remain dominant in publishing, despite shifts in popular software from QuarkXPress to Adobe InDesign. The industry has seen limited adoption of Windows-based publishing environments, with some designers having never encountered one in their careers. Desktop publishing involves both digital pages and virtual paper pages for printing, the latter requiring standard physical sizes or custom sizes for trimming. Some desktop publishing programs allow custom sizes for large format printing used in posters, billboards, and trade show displays. Virtual pages for printing have predesignated sizes and can be viewed on monitors in WYSIWYG format, with trim sizes and printable areas accommodating bleed printing limitations. In contrast, web pages are digital pages that do not conform to virtual paper parameters. Master pages serve as templates for automatically applying design styles and linking elements across multiple pages, allowing for easy modification of linked elements without affecting each instance. Page layout involves the orderly arrangement of text, images, and other components on a page, with various types of embedded and linked images requiring different levels of modification control. Desktop publishing has undergone significant changes over the years. Initially, layout programs like those from the early 1980s were mostly focused on text-based features such as margins and line spacing. However, with advancements in technology, modern word processors have evolved to include publishing capabilities that rival many older desktop publishing (DTP) applications. This shift has blurred the lines between word processing and DTP. In the past, DTP software was unique due to its graphical user interface and interactive nature. Programs like WordPerfect and WordStar were primarily text-based, lacking advanced page layout features. In contrast, word processing software excelled at tasks such as indexing and spell checking. As computers became more powerful in the 2010s, vendors aimed to create a single application that could meet most publication needs. DTP has since incorporated digital tools like TeX and troff, which are now easily accessible on modern desktop systems. A key distinction between digital typesetting software and DTP lies in their design approaches. DTP is generally interactive, following the "what you see [onscreen] is what you get" (WYSIWYG) principle, whereas other digital typesetting software operates in batch mode, requiring users to enter markup language without immediate visualization of the finished product. The 2010s saw the emergence of hybrid WYSIWYM (what you see is what you mean) systems that combine DTP and batch processing. These hybrids focus on semantics rather than traditional DTP methods. Additionally, the development of TeX editors has narrowed the gap between desktop publishing and markup-based typesetting. Interestingly, there is also a connection between desktop publishing and hypermedia publishing (e.g., web design). Many web designers still prefer to write HTML without the assistance of a graphical editor like Microsoft FrontPage or Adobe Dreamweaver, as they require more control over the layout and design. This is because WYSIWYG editors often generate excessive code, leading to "code bloat" that can make it difficult to troubleshoot pages. In contrast, desktop publishing primarily focuses on static print or digital media, where similar skills and terminology are applied. Digital typography specializes in font usage for web display, while desktop style sheets apply formatting for print. Web Cascading Style Sheets provide format control for web displays. Desktop publishing involves various computer applications that allow users to create professional-looking documents with ease. According to Pfiffner (2003), p. 45, desktop publishing has undergone significant changes over the years. A study by Angell and Kent (2003) in their "Word 2003 Bible" found that many software programs are capable of creating high-quality documents. Pfiffner's work on desktop publishing also highlights the importance of layout and design. The use of Macintosh computers, as described by Williams (1990), has played a crucial role in the development of desktop publishing. A notable example is the Macintosh Layout Package, which was praised for its speed and power by Thompson (1987). In recent years, software such as QuarkXPress has become less prominent in the industry. Pfiffner's "Inside the Publishing Revolution: The Adobe Story" provides insight into the shift towards digital publishing. Desktop publishing has also been compared to TeX editors, which operate under a WYSIWYM/partial WYSIWYG editing style. The use of desktop publishing software is widespread, and many resources are available for users. 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