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The EDCF Guide to Digital Cinema
Production McFarland

Popular Mechanics inspires, instructs and influences readers to help them master the modern world. Whether it's practical DIY home-improvement tips, gadgets and digital technology, information on the newest cars or the latest breakthroughs in science -- PM is the ultimate guide to our high-tech lifestyle.

Popular Science "O'Reilly Media, Inc."

Going beyond the technological building blocks of 3DTV, 3D Television (3DTV) Technology, Systems, and Deployment: Rolling Out the Infrastructure for Next-Generation Entertainment offers an early view of the deployment and rollout strategies of this emerging technology. It covers cutting-edge advances, theories, and techniques in end-to-end 3DTV systems to provide a system-level view of the topic and what it takes to make this concept a commercial reality. The book reflects the full-range of questions being

posed about post-production 3D mastering, delivery options, and home screens. It reviews fundamental visual concepts supporting stereographic perception of 3DTV and considers the various stages of a 3DTV system including capture, representation, coding, transmission, and display. Presents new advances in 3DTV and display techniques Includes a 24-page color insert Identifies standardization activities critical to broad deployment Examines a different stage of an end-to-end 3DTV system in each chapter Considers the technical details

related to 3DTV—including compression and transmission technologies. Discussing theory and application, the text covers both stereoscopic and autostereoscopic techniques—the latter eliminating the need for special glasses and allowing for viewer movement. It also examines emerging holographic approaches, which have the potential to provide the truest three-dimensional images. The book contains the results of a survey of a number of advocacy groups to provide a clear picture of the current state of the industry, research trends, future directions, and underlying topics.

The Directory of Video, Multimedia & Audio-visual Products CRC Press

Digital technology is touching all aspects of our lives from cell phones to digital cameras. Going digital can be exhilarating for some, but stressful for others. Deciding on the right digital product can be difficult when you look at all the choices that are available in the market place. The new edition of Consumers' Report Digital Buying Guide 2006 can guide consumers in selecting a digital product and easing their anxieties about their purchase. The experts provide hundreds of smart ways

to: "Save money and find the best values in computers, plasma televisions, cell phones, cameras, DVD players and more" "Get the right high speed Internet connection or go wireless" "Establish a communication link between your home computers (networking)" "Weeding out spam and protecting your computer from security and privacy threats" "Shoot, enhance, and send digital pictures by email" "Download music from the internet" "Create a home theater with high-definition TV" "Enjoy the latest video games online or off" "Plus: Exclusive e-Ratings of the best shopping websites" Popular Mechanics Elex Media Komputindo A professional introduction to the end-to-end process of digital filmmaking! The EDCF Guide to Digital Cinema Production sheds light on the ongoing and confusing transition from analog to digital technology in film production. In addition to a complete analysis of technical concerns, this text deals with a number of issues where European and Hollywood priorities differ. It adds fuel to the discussion on "Photo-Chemical Fundamentalism" and the future of traditional film-based cinematography.

With special emphasis on new HD production techniques for the big cinema screen, this guide is the one and only resource available from a European perspective. The EDCF Guide to Digital Cinema Production provides film professionals and decisions-makers in European cinema with an excellent basis for discussions on how to handle the transition from analog to digital technology. Look no further for: * Several production case studies, among them Ingmar Bergman's last film "Saraband" (2003) and Lars von Trier's "Dogville" (2003). * Surveys of HD Systems & Cameras and "The 37 MFAQ on HD Production." * Expert reports on Audio Recording for HD and the Digital Intermediate Process. * Detailed European initiatives in Digital Cinema. * An up-to-date survey of the problematic standards situation for Digital Cinema. * A comprehensive look at archiving - the "Achilles Heel" of digital production. * The pros and cons of producing feature films digitally - a unique and professional view of "the agony and ecstasy." Editor-in-Chief Lasse Svanberg is a founding member of EDCF. He was DoP on 14 feature films

1966-81, founded TM (Technology & Man) Magazine at the Swedish Film Institute in 1968 and was its Chief Editor until 1998. He was elected Fellow of BKSTS 1979, Fellow of SMPTE 1995 and granted Professor's title by the Swedish Government 2002. He is the author of six books on the history and possible future of film, video and television. The European Digital Cinema Forum (EDCF) was constituted in June 2001 as joint Swedish-British-French effort to establish a European forum for discussions, information exchange and industrial activities in the field of Digital Cinema. This project was initiated because digital production, digital distribution and digital exhibition of film is the most radical technical change facing the film industry since sound film was introduced.

Popular Photography Pearson Education Presents a collection of reviews, ratings, and advice on a wide range of consumer products, including electronics, air conditioners, cell phones, automobiles, dryers, home theaters, and more.

Popular Science Penguin
How do you find your way in an age of information overload? How can you filter

streams of complex information to pull out only what you want? Why does it matter how information is structured when Google seems to magically bring up the right answer to your questions? What does it mean to be "findable" in this day and age? This eye-opening new book examines the convergence of information and connectivity. Written by Peter Morville, author of the groundbreaking *Information Architecture for the World Wide Web*, the book defines our current age as a state of unlimited findability. In other words, anyone can find anything at any time. Complete navigability. Morville discusses the Internet, GIS, and other network technologies that are coming together to make unlimited findability possible. He explores how the melding of these innovations impacts society, since Web access is now a standard requirement for successful people and businesses. But before he does that, Morville looks back at the history of wayfinding and human evolution, suggesting that our fear of being lost has driven us to create maps, charts, and now, the mobile Internet. The book's central thesis is that information literacy, information architecture, and

usability are all critical components of this new world order. Hand in hand with that is the contention that only by planning and designing the best possible software, devices, and Internet, will we be able to maintain this connectivity in the future. Morville's book is highlighted with full color illustrations and rich examples that bring his prose to life. *Ambient Findability* doesn't preach or pretend to know all the answers. Instead, it presents research, stories, and examples in support of its novel ideas. Are we truly at a critical point in our evolution where the quality of our digital networks will dictate how we behave as a species? Is findability indeed the primary key to a successful global marketplace in the 21st century and beyond. Peter Morville takes you on a thought-provoking tour of these memes and more -- ideas that will not only fascinate but will stir your creativity in practical ways that you can apply to your work immediately. "A lively, enjoyable and informative tour of a topic that's only going to become more important." --David Weinberger, Author, *Small Pieces Loosely Joined* and *The Cluetrain Manifesto* "I envy the young scholar who finds this inventive

book, by whatever strange means are necessary. The future isn't just unwritten--it's unsearched." --Bruce Sterling, Writer, Futurist, and Co-Founder, The Electronic Frontier Foundation "Search engine marketing is the hottest thing in Internet business, and deservedly so. Ambient Findability puts SEM into a broader context and provides deeper insights into human behavior. This book will help you grow your online business in a world where being found is not at all certain." --Jakob Nielsen, Ph.D., Author, *Designing Web Usability: The Practice of Simplicity* "Information that's hard to find will remain information that's hardly found--from one of the fathers of the discipline of information architecture, and one of its most experienced practitioners, come penetrating observations on why findability is elusive and how the act of seeking changes us." --Steve Papa, Founder and Chairman, Endeca "Whether it's a fact or a figure, a person or a place, Peter Morville knows how to make it findable. Morville explores the possibilities of a world where everything can always be found--and the challenges in getting there--in this wide-ranging, thought-provoking

book." --Jesse James Garrett, Author, *The Elements of User Experience* "It is easy to assume that current searching of the World Wide Web is the last word in finding and using information. Peter Morville shows us that search engines are just the beginning. Skillfully weaving together information science research with his own extensive experience, he develops for the reader a feeling for the near future when information is truly findable all around us. There are immense implications, and Morville's lively and humorous writing brings them home." --Marcia J. Bates, Ph.D., University of California Los Angeles "I've always known that Peter Morville was smart. After reading *Ambient Findability*, I now know he's (as we say in Boston) wicked smart. This is a timely book that will have lasting effects on how we create our future. --Jared Spool, Founding Principal, User Interface Engineering "In *Ambient Findability*, Peter Morville has put his mind and keyboard on the pulse of the electronic noosphere. With tangible examples and lively writing, he lays out the challenges and wonders of finding our way in cyberspace, and explains the mutually dependent evolution of our

changing world and selves. This is a must read for everyone and a practical guide for designers." --Gary Marchionini, Ph.D., University of North Carolina "Find this book! Anyone interested in making information easier to find, or understanding how finding and being found is changing, will find this thoroughly researched, engagingly written, literate, insightful and very, very cool book well worth their time. Myriad examples from rich and varied domains and a valuable idea on nearly every page. Fun to read, too! --Joseph Janes, Ph.D., Founder, Internet Public Library

Popular Photography CRC Press
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PC Mag

Albert Abramson published (with McFarland) in 1987 a landmark volume titled *The History of Television, 1880-1941* ("massive...research"--Library Journal; "voluminous documentation"--Choice; "many striking old photos"--The TV Collector). At last he has produced the follow-up volume; the reader may be assured there is no other book in any language that is remotely comparable to it. Together, these two volumes provide the definitive technical history of the medium. Upon the development in the mid-1940s of new cameras and picture tubes that made commercial television possible worldwide, the medium rose

rapidly to prominence. Perhaps even more important was the invention of the video tape recorder in 1956, allowing editing, re-shooting and rebroadcasting. This second volume, 1942 to 2000 covers these significant developments and much more. Chapters are devoted to television during World War II and the postwar era, the development of color television, Ampex Corporation's contributions, television in Europe, the change from helical to high band technology, solid state cameras, the television coverage of Apollo II, the rise of electronic journalism, television entering the studios, the introduction of the camcorder, the demise of RCA at the hands of GE, the domination of Sony and Matsushita, and the future of television in e-cinema and the 1080 P24 format. The book is heavily illustrated (as is the first volume).

PC Mag

The superb organization of *The Electronics Handbook* means that it is not only a comprehensive and fascinating reference, but also a pleasure to use. Some of these organizational features include:

Business Periodicals Index

Popular Science gives our readers the

information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

The Color Correction Handbook

BLACK ENTERPRISE is the ultimate source for wealth creation for African American professionals, entrepreneurs and corporate executives. Every month, BLACK ENTERPRISE delivers timely, useful information on careers, small business and personal finance.

Consumer Reports

The colorist working in film and video is the individual responsible for breathing life into characters, bringing a mood into a scene, and making the final product polished and professional-looking. This craft is an art form that often takes years to perfect and many trial-and-error attempts at getting it right. Here to help both the newcomer and professional who needs to brush up on their skills is the first book to cover a wide variety of techniques that can be used by colorists, no matter what system they're using. Whether you're using a video editing package with

a color correction tool built in (Final Cut Pro, Premiere Pro) or a dedicated application (Apple Color, Assimilate Scratch, Baselight, or DaVinci), this book covers it all. From the most basic methods for evaluating and correcting an overall image, to the most advanced targeted corrections and creative stylizations typically employed, you'll find this highly organized book a solid reference that's easy to navigate. The accompanying DVD contains footage as well as cross-platform exercises and project files for readers to experiment with. After reading the techniques, readers will learn to apply the methods that all of the color correction applications use, how to problem-solve and trouble-shoot, how to maximize the effectiveness of each tool that's available, and they will discover how to creatively combine techniques and tools to accomplish the types of stylizations that colorists are often called upon to create. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go

to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

3D Television (3DTV) Technology, Systems, and Deployment

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

The Electronics Handbook

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driving forces that will help make it better.

Utility Dvd R/rw & Dvd Ram

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Sound & Vision

Intended for both novice and experienced users, this guide is designed to inform and entertain the reader in unravelling the jargon surrounding video equipment and in following carefully delineated procedures for its use. Chapters include "Exploring the Video Universe," "A Grand Tour of Video Technology," "The Video System," "The Video Camera," "The VTR," "All about Videotape," "Making the Right Connections," "TV Monitors and Video Projectors," "VTR Interchangeability," "Connecting and Operating the VTR," "Basic Videocassette Systems," "The Video Portapak," "ENG and Portable Videocassette Systems," "Maintenance and Troubleshooting," and "Setting Goals/Purchasing Equipment." Diagrams, a

glossary of terms, and appendices on information sources are provided. (MER)

A Guide to Undergraduate Science Course and Laboratory Improvements

So you want to make a documentary, but think you don't have a lot of time, money, or experience? It's time to get down and dirty! Down and dirty is a filmmaking mindset. It's the mentality that forces you to be creative with your resources. It's about doing more with less. Get started NOW with this book and DVD set, a one-stop shop written by a guerrilla filmmaker, for guerrilla filmmakers. You will learn how to make your project better, faster, and cheaper. The pages are crammed with 500

full-color pictures, tips from the pros, resources, checklists and charts, making it easy to find what you need fast. The DVD includes: * Video and audio tutorials, useful forms, and interviews with leading documentary filmmakers like Albert Maysles (Grey Gardens), Sam Pollard (4 Little Girls), and others * 50+ Crazy Phat Bonus pages with jump start charts, online resources, releases, storyboards, checklists, equipment guides, and shooting procedures Here's just a small sampling of what's inside the book: * Putting together a crew * Choosing a camera * New HDV and 24P cameras * Shooting in rough neighborhoods *

Interview skills and techniques * 10 ways to lower your budget * Common production forms

Popular Science

Now you can get the wisdom of one full year of "Consumer Reports" in one place. We've assembled all twelve 2006 issues of "Consumer Reports" magazine and put them in a single bound collection. "Consumer Reports" magazine is the source you can trust for ratings and recommendations of consumer products and services. Whether you're buying a car, a TV, or a new cell phone plan, our unbiased reports will help you get the best value for your money.

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