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This compact visual guide covers concepts central to digital video using the affordable Corel Video Studio Ultimate X9 software package as well as open source digital video editing package Editshare Lightworks 12. Digital Video Editing Fundamentals builds on the essential concepts of digital imaging, audio, illustration, and painting, and gets more advanced as chapters progress, covering what digital video new media formats are best for use with Android Studio, Java and JavaFX, iOS and HTML5. Furthermore, the author covers the key factors regarding the data footprint optimization work process, streaming versus captive assets, and why these are important. What You'll Learn What is the terminology of digital video editing and special effects What comprises a digital video

editing and effects pipeline What are the concepts behind digital video editing What are the concepts behind Resolution, Aspect Ratio, Bit Rate and Color Depth Pixel editing, color correction, layers, compression are all discussed in some detail How to use digital video file formats and data footprint optimization Audience Primary: Video BLOGGERS, Website Developers, Musicians, Digital Signage, e-Learning Content Creators. Secondary: Android Developers, iOS Developers, Multimedia Producers, Rich Internet Application (RIA) Programmers, Game Designers, UI Designers, Teachers, Composers. The digital video revolution has blurred the lines between professional and amateur equipment, with some Hollywood movies being shot and edited using the same technology that families use for their vacation footage. With sales of digital video cameras and computer-based editing systems skyrocketing, more and more people are seeing the potential and are anxious to advance their own personal video production skills to a higher level. The Essential Digital Video Handbook will help you, the beginner and budding professional become a better writer, producer, director, photographer, and editor. Author Pete May's sound advice and no-nonsense approach will help you achieve results that will wow audiences whether they're gathered in the family room or the corporate boardroom. The Essential Digital Video Handbook takes the you through every step of the process, from buying the right equipment to editing footage. This book shares tips on achieving professional quality results by understanding and exploiting visual language, both by initially following the rules and then by breaking them with style and confidence. Videographers will also learn to sound like professionals by understanding and speaking the language of the business. Instead of narrowly focusing on just the latest equipment and technology, May uses lessons he learned during twenty-five years in the television business to drill down to the most important stuff: the principles that don't change, and the tricks behind making videos that document, entertain, train, motivate, persuade, satisfy, and even have the ability to make money. Institutions typically treat research integrity violations as black and white, right or wrong. The result is that the wide range of grayscale nuances that separate accident, carelessness, and bad practice from deliberate fraud and malpractice often get lost. This lecture looks at how to quantify the grayscale range in three kinds of research integrity violations: plagiarism, data falsification, and image manipulation. Quantification works best with plagiarism, because the essential one-to-one matching algorithms are well known and established tools for detecting when matches exist. Questions remain, however, of how many matching words of what kind in what location in which discipline constitute reasonable suspicion of fraudulent intent. Different disciplines take different perspectives on quantity and location. Quantification is harder with data falsification, because the original data are often not available, and because experimental replication remains surprisingly difficult. The same is true with image manipulation, where tools exist for detecting certain kinds of manipulations, but where the tools are also easily defeated. This lecture looks at how to prevent violations of research integrity from a pragmatic viewpoint, and at what steps can institutions and publishers take to discourage problems beyond the usual ethical admonitions. There are no simple answers, but two measures can help: the systematic use of detection tools and requiring original data and images. These alone do not suffice, but they represent a start. The scholarly community needs a better awareness of the complexity of research integrity decisions. Only an open and wide-spread international

discussion can bring about a consensus on where the boundary lines are and when grayscale problems shade into black. One goal of this work is to move that discussion forward. This book contains a compilation of the revised and extended versions of the best papers presented at the 16th International Joint Conference on E-Business and Telecommunications, ICETE 2019, held in Prague, Czech Republic, in July 2019. ICETE is a joint international conference integrating four major areas of knowledge that are divided into six corresponding conferences: International Conference on Data Communication Networking, DCNET; International Conference on E-Business, ICE-B; International Conference on Optical Communication Systems, OPTICS; International Conference on Security and Cryptography, SECRIPT; International Conference on Signal Processing and Multimedia, SIGMAP; International Conference on Wireless Information Systems, WINSYS. The 11 full papers presented in the volume were carefully reviewed and selected from the 166 submissions. The papers cover the following key areas of data communication networking, e-business, security and cryptography, signal processing and multimedia applications. This is a complete update of the best-selling undergraduate textbook on Electronic Commerce (EC). New to this 4th Edition is the addition of material on Social Commerce (two chapters); a new tutorial on the major EC support technologies, including cloud computing, RFID, and EDI; ten new learning outcomes; and video exercises added to most chapters. Wherever appropriate, material on Social Commerce has been added to existing chapters. Supplementary material includes an Instructor's Manual; Test Bank questions for each chapter; Powerpoint Lecture Notes; and a Companion Website that includes EC support technologies as well as online files. The book is organized into 12 chapters grouped into 6 parts. Part 1 is an Introduction to E-Commerce and E-Marketplaces. Part 2 focuses on EC Applications, while Part 3 looks at Emerging EC Platforms, with two new chapters on Social Commerce and Enterprise Social Networks. Part 4 examines EC Support Services, and Part 5 looks at E-Commerce Strategy and Implementation. Part 6 is a collection of online tutorials on Launching Online Businesses and EC Projects, with tutorials focusing on e-CRM; EC Technology; Business Intelligence, including Data-, Text-, and Web Mining; E-Collaboration; and Competition in Cyberspace.

the following="" tutorials="" are="" not="" related="" to="" any="" specific="" chapter="" they="" cover="" the="" essentials="" ec="" technologies="" and="" provide="" a="" guide="" relevant="" resources="" p Readers gain a full understanding of today's digital world with the cohesive framework and logical organization found only in NEW PERSPECTIVES ON COMPUTER CONCEPTS 2016, ENHANCED, COMPREHENSIVE. This dynamic book provides the latest updates on emerging technology with engaging learning features, informative visuals and hands-on activities proven to increase learning effectiveness. An insightful introduction highlights today's digital evolution, while coverage of social media and online security examines concepts behind today's technology challenges and trends. Readers explore the principles underlying the wide scope of digital devices in use today with the book's unique focus on the connectivity that pervades modern life. This Enhanced Edition includes a new hands-on programming chapter that lets even readers with no prior coding experience learn to program with instant success using Python™. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Practical activities and ideas for using a variety of video

types in the language classroom, including student-generated video. This book presents a comprehensive coverage of video transition analysis and detection, which is a critical technology in video indexing embodied in the recent MPEG-7 standard, defining the description interface for multimedia content. It is a timely publication, in that the MPEG-7 standard is driving the explosion of multimedia applications on the Internet. The book outlines a revolutionary system for automatic analysis and detection of transitions, which is not found in any other book. This compilation probably looks like one of the craziest things a human being could spend his or her time on. Yet nobody would wonder at someone taking a short walk every day - after twenty five years that person would have covered a surprisingly long distance. This is exactly the story behind this list, which appeared first as a few pages within the directory StarGuides (or whatever name it had at that time) and as a distinct sister publication since 1990. The idea behind this dictionary is to offer astronomers and related space scientists practical assistance in decoding the numerous abbreviations, acronyms, contractions and symbols which they might encounter in all aspects of the vast range of their professional activities, including traveling. Perhaps it is a bit paradoxical, but if scientists quickly grasp the meaning of an acronym solely in their own specific discipline, they will probably encounter more difficulties when dealing with adjacent fields. It is for this purpose that this dictionary might be most often used. Scientists might also refer to this compilation in order to avoid identifying a project by an acronym which already has too many meanings or confused definitions. A research-based, critical yet practical exploration of the benefits of using digital video in teacher education. Digital video is easy to use and student teachers find it incredibly helpful. Since Dwight Allen first used microteaching five decades ago, video has been recognised as an ideal medium for capturing the complex nature of teaching. Through its accurate and honest representation of reality it reveals both the cognitive and affective aspects of learning to teach. This book serves as a theory-related rationale and a practice-informed critical guide for teacher educators considering how best to use video within their programmes. It explores how video technology can be used to enrich learning in both higher education and school settings, enhancing the continuity of the learning experience. Using evidence-based examples of best practice and critical discussions relating theory and policy to practice, it encourages teacher educators to engage with the use of video technology and explore how it meets the needs of learners and the current requirements of initial teacher education. The Perfect Companion for Your Digital Video Camera Digital video brings the power of studio production to the personal computer. With just a video camera, a computer, and the proper software, you can create your own innovative and unique movies for personal or business use. Digital Video Essentials shows you how to take advantage of today's technology to get the results you want. In this book, you'll learn to shoot your footage effectively, transfer it to your computer, use editing software to build and enhance your material, and export your movies to VHS tape, DVDs, the Internet, and more. All the Know-How You Need Inside you get the unparalleled instruction of best-selling author and video expert Erica Sadun, who explains the technologies and standards behind digital video in terms anyone can understand. Digital Video Essentials shows you how to make the most of your equipment, introduces you to the inexpensive tools that will turn your computer into a digital-editing studio, and explains the latest methods for getting your video to its audience. It even guides

you through special-effects projects so you can have fun with your video as you learn. The companion CD comes packed with sample projects and trial versions of the software you need- from programs for editing video and sound to tools for burning CDs and creating streaming video. Topics covered include: Choosing your equipment and planning a shoot Composing, lighting, and shooting scenes Recording high-quality sound Getting analog or digital video onto your computer Editing your video on a PC or a Mac Adding low-cost special effects to your videos Burning video CDs and DVDs Sharing your movies via streaming video Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. With about 200,000 entries, StarBriefs Plus represents the most comprehensive and accurately validated collection of abbreviations, acronyms, contractions and symbols within astronomy, related space sciences and other related fields. As such, this invaluable reference source (and its companion volume, StarGuides Plus) should be on the reference shelf of every library, organization or individual with any interest in these areas. Besides astronomy and associated space sciences, related fields such as aeronautics, aeronomy, astronautics, atmospheric sciences, chemistry, communications, computer sciences, data processing, education, electronics, engineering, energetics, environment, geodesy, geophysics, information handling, management, mathematics, meteorology, optics, physics, remote sensing, and so on, are also covered when justified. Terms in common use and/or of general interest have also been included where appropriate. In today's world where technology impacts every aspect of life, you need to know how to evaluate devices, choose apps, maintain a professional online reputation, and ensure digital security. NEW PERSPECTIVES ON COMPUTER CONCEPTS 2018, INTRODUCTORY offers the insights to help. This book goes beyond the intuitive how-to of apps and social media to delve into broad concepts that are guiding current technologies such as self-driving cars, virtual reality, file sharing torrents, encrypted communications, photo forensics, and the Internet of Things. Numerous illustrations and interactive features make mastering technical topics a breeze, while the book's proven learning path is structured with today's busy reader in mind. This edition offers an insightful overview of what today's readers must know about using technology to complete an education, secure a successful career, and engage in issues that shape today's world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Digital Video Concepts, Methods, and Metrics: Quality, Compression, Performance, and Power Trade-off Analysis is a concise reference for professionals in a wide range of applications and vocations. It focuses on giving the reader mastery over the concepts, methods and metrics of digital video coding, so that readers have sufficient understanding to choose and tune coding parameters for optimum results that would suit their particular needs for quality, compression, speed and power. The practical aspects are many: Uploading video to the Internet is only the beginning of a trend where a consumer controls video quality and speed by trading off various other factors. Open source and proprietary applications such as video e-mail, private party content generation, editing and archiving, and cloud asset management would give further control to the end-user. Digital video is frequently compressed and coded for easier storage and transmission. This process involves visual quality loss due to typical data compression techniques and requires use of high performance computing systems. A careful balance between the amount of compression, the

visual quality loss and the coding speed is necessary to keep the total system cost down, while delivering a good user experience for various video applications. At the same time, power consumption optimizations are also essential to get the job done on inexpensive consumer platforms. Trade-offs can be made among these factors, and relevant considerations are particularly important in resource-constrained low power devices. To better understand the trade-offs this book discusses a comprehensive set of engineering principles, strategies, methods and metrics. It also exposes readers to approaches on how to differentiate and rank video coding solutions. This new almanac will be your ready-reference guide to the E-Commerce & Internet Business worldwide! In one carefully-researched volume, you'll get all of the data you need on E-Commerce & Internet Industries, including: complete E-Commerce statistics and trends; Internet research and development; Internet growth companies; online services and markets; bricks & clicks and other online retailing strategies; emerging e-commerce technologies; Internet and World Wide Web usage trends; PLUS, in-depth profiles of over 400 E-Commerce & Internet companies: our own unique list of companies that are the leaders in this field. Here you'll find complete profiles of the hot companies that are making news today, the largest, most successful corporations in all facets of the E-Commerce Business, from online retailers, to manufacturers of software and equipment for Internet communications, to Internet services providers and much more. Our corporate profiles include executive contacts, growth plans, financial records, address, phone, fax, and much more. This innovative book offers unique information, all indexed and cross-indexed. Our industry analysis section covers business to consumer, business to business, online financial services, and technologies as well as Internet access and usage trends. The book includes numerous statistical tables covering such topics as e-commerce revenues, access trends, global Internet users, etc. Purchasers of either the book or PDF version can receive a free copy of the company profiles database on CD-ROM, enabling key word search and export of key information, addresses, phone numbers and executive names with titles for every company profiled. Professionals in the video and multimedia industries need a book that explains industry standards for video coding and how to convert the compressed information between standards. Digital Video Transcoding for Transmission and Storage answers this demand while also supplying the theories and principles of video compression and transcoding technologies. Emphasizing digital video transcoding techniques, this book summarizes its content via examples of practical methods for transcoder implementation. It relates almost all of its featured transcoding technologies to practical applications. This volume takes a structured approach, starting with basic video transcoding concepts and progressing toward the most sophisticated systems. It summarizes material from research papers, lectures, and presentations. Organized into four parts, the text first provides the background of video coding theory, principles of video transmission, and video coding standards. The second part includes three chapters that explain the theory of video transcoding and practical problems. The third part explores buffer management, packet scheduling, and encryption in the transcoding. The book concludes by describing the application of transcoding, universal multimedia access with the emerging MPEG-21 standard, and the end-to-end test bed. This book tries to address different aspects and issues related to video and multimedia distribution over the heterogeneous environment considering broadband satellite networks

and general wireless systems where wireless communications and conditions can pose serious problems to the efficient and reliable delivery of content. Specific chapters of the book relate to different research topics covering the architectural aspects of the most famous DVB standard (DVB-T, DVB-S/S2, DVB-H etc.), the protocol aspects and the transmission techniques making use of MIMO, hierarchical modulation and lossy compression. In addition, research issues related to the application layer and to the content semantic, organization and research on the web have also been addressed in order to give a complete view of the problems. The network technologies used in the book are mainly broadband wireless and satellite networks. The book can be read by intermediate students, researchers, engineers or people with some knowledge or specialization in network topics. Gain concepts central to digital video using the affordable Corel Video Studio Ultimate X9 software package as well as open source digital video editing package EditShare Lightworks 12. This compact visual guide builds on the essential concepts of digital imaging, audio, illustration, and painting, and gets more advanced as chapters progress, covering what digital video new media formats are best for use with Android Studio, Java and JavaFX, iOS, and HTML5. Furthermore, Digital Video Editing Fundamentals covers the key factors of the data footprint optimization work process, streaming versus captive assets, and why these are important. What You'll Learn Create a digital video editing and effects pipeline Gain knowledge of the concepts behind digital video editing Work with resolution, aspect ratio, bit rate, and color depth Use pixel editing, color correction, layers, and compression Optimize data footprints Who This Book Is For Website developers, musicians, digital signage, e-learning content creators, Android developers, and iOS developers. An easy-to-follow introduction to digital audio demystifies the techniques of making, editing, sharing, and preserving high-quality videos, offering practical suggestions on the array of camcorder choices available and how to pick the right one, how to shoot a better video, essential technical skills, downloading and editing procedures, and more. Original. 12,500 first printing. ICIAR 2004, the International Conference on Image Analysis and Recognition, was the first ICIAR conference, and was held in Porto, Portugal. ICIAR will be organized annually, and will alternate between Europe and North America. ICIAR 2005 will take place in Toronto, Ontario, Canada. The idea of offering these conferences came as a result of discussion between researchers in Portugal and Canada to encourage collaboration and exchange, mainly between these two countries, but also with the open participation of other countries, addressing recent advances in theory, methodology and applications. The response to the call for papers for ICIAR 2004 was very positive. From 316 full papers submitted, 210 were accepted (97 oral presentations, and 113 posters). The review process was carried out by the Program Committee members and other reviewers; all are experts in various image analysis and recognition areas. Each paper was reviewed by at least two reviewing parties. The high quality of the papers in these proceedings is attributed first to the authors, and second to the quality of the reviews provided by the experts. We would like to thank the authors for responding to our call, and we wholeheartedly thank the reviewers for their excellent work in such a short amount of time. We are especially indebted to the Program Committee for their efforts that allowed us to set up this publication. We were very pleased to be able to include in the conference, Prof. Murat Kunt from the Swiss Federal Institute of Technology, and Prof. Mario Figueiredo,

of the Instituto Superior Técnico, in Portugal. The second edition has been updated with all the key developments of the past three years, and includes new and expanded sections on digital video interfaces, DSP, DVD, video servers, automation systems, HDTV, 8-VSB modulation and the ATSC system. Richard Brice has worked as a senior design engineer in several of Europe's top broadcast equipment companies and has his own music production company. * A uniquely concise and readable guide to the technology of digital television * New edition includes more information on HDTV (high definition) and ATSC (Advanced Television Systems Committee) - the body that drew up the standards for Digital Television in the U.S. * Written by an engineer for engineers, technicians and technical staff

Content protection and digital rights management (DRM) are fields that receive a lot of attention: content owners require systems that protect and maximize their revenues; consumers want backwards compatibility, while they fear that content owners will spy on their viewing habits; and academics are afraid that DRM may be a barrier to knowledge sharing. DRM technologies have a poor reputation and are not yet trusted. This book describes the key aspects of content protection and DRM systems, the objective being to demystify the technology and techniques. In the first part of the book, the author builds the foundations, with sections that cover the rationale for protecting digital video content; video piracy; current toolboxes that employ cryptography, watermarking, tamper resistance, and rights expression languages; different ways to model video content protection; and DRM. In the second part, he describes the main existing deployed solutions, including video ecosystems; how video is protected in broadcasting; descriptions of DRM systems, such as Microsoft's DRM and Apple's FairPlay; techniques for protecting prerecorded content distributed using DVDs or Blu-ray; and future methods used to protect content within the home network. The final part of the book looks towards future research topics, and the key problem of interoperability. While the book focuses on protecting video content, the DRM principles and technologies described are also used to protect many other types of content, such as ebooks, documents and games. The book will be of value to industrial researchers and engineers developing related technologies, academics and students in information security, cryptography and media systems, and engaged consumers. Take your students beyond the basics with the award-winning NEW PERSPECTIVES ON COMPUTER CONCEPTS. Designed to get all students up-to-speed on essential computer literacy skills, this market leading text goes deeper, providing students with the technical and practical information they need for academic and career success. NEW PERSPECTIVES ON COMPUTER CONCEPTS 2016 incorporates significant technology trends that affect computing and everyday life; such as concerns for data security, personal privacy, online safety, controversy over digital rights management, interest in open source software and portable applications, and more. In addition, coverage of Microsoft Windows 8 and Office 2013 will introduce your students to the exciting new features of Microsoft's next generation of software. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Covers the essential fundamentals of digital video: from video principles, to conversion, compression, coding, interfaces and output. Written for television professionals needing to apply digital video systems, equipment and techniques to multimedia and /or digital TV applications, as well as for computer system designers, engineers, programmers, or technicians needing to learn how to

apply digital video to computer systems and applications. The text is based on the acclaimed industry 'bible' *The Art of Digital Video*, but covers only the essential parts of this larger reference work. It starts right from the basics from what a digital signal is to the how digital video can be applied. John Watkinson is an international consultant in Audio, Video and Data Recording. He is a fellow of the AES, a member of the British Computer Society and Chartered Information Systems Practitioner. He presents lectures, seminars, conference papers and training courses worldwide. He is author of many other Focal press books including *MPEG2*, *Art of Digital Video*, *Art of Digital Audio*, *Art of Sound Reproduction*, *Introduction to Digital Audio*, *Television Fundamentals* and *Audio for Television*. He is also co-author of the *Digital Interface Handbook* and a contributor to *The Loudspeaker and Headphone Handbook*. Practical introduction to creating and editing high quality video on the desktop. Using examples from a variety of video applications, benefit from a professional's experience, step-by-step, through a series of workshops demonstrating a wide variety of techniques. These include producing short films, multimedia and internet presentations, animated graphics and special effects. The opportunities for the independent videomaker have never been greater - make sure you bring your understanding fully up to date with this invaluable guide. No prior knowledge of the technology is assumed, with explanations provided in an easy to understand manner. Ken Pender provides an overview of the hardware and software needed and describes how to output completed projects to the Internet, CD-ROMs, Zip and Jaz discs and videotape. The following software is covered:

- Realtime compression: Codecs
- Editing, including transitions and special effects: Adobe Premiere, Ulead MediaStudio, Corel Lumiere
- 2D Animation: Corel PHOTO-PAINT, Fractal Design Painter, Power Goo
- 3D Animation: Ray Dream Studio, MetaCreations Poser and Bryce 3D
- Frame stack editing: Adobe Photoshop, Fractal Design Painter
- Still image frame editing: CorelDRAW, Fractal Design Painter
- Audio creation, editing and mixing: Cool Edit, Goldwave and Multiquence

The accompanying CD-ROM provides sample software for Adobe Premiere 5.0, Cool Edit 96, Goldwave 4.02 and Multiquence 1.02. (For further information on Goldwave and Multiquence, see <http://www.goldwave.com>; for information on Cool Edit, see <http://syntrillium.com>.)

Digital Video Concepts, Methods, and Metrics: Quality, Compression, Performance, and Power Trade-off Analysis is a concise reference for professionals in a wide range of applications and vocations. It focuses on giving the reader mastery over the concepts, methods and metrics of digital video coding, so that readers have sufficient understanding to choose and tune coding parameters for optimum results that would suit their particular needs for quality, compression, speed and power. The practical aspects are many:

Uploading video to the Internet is only the beginning of a trend where a consumer controls video quality and speed by trading off various other factors. Open source and proprietary applications such as video e-mail, private party content generation, editing and archiving, and cloud asset management would give further control to the end-user. Digital video is frequently compressed and coded for easier storage and transmission. This process involves visual quality loss due to typical data compression techniques and requires use of high performance computing systems. A careful balance between the amount of compression, the visual quality loss and the coding speed is necessary to keep the total system cost down, while delivering a good user experience for various video applications. At the same time,

power consumption optimizations are also essential to get the job done on inexpensive consumer platforms. Trade-offs can be made among these factors, and relevant considerations are particularly important in resource-constrained low power devices. To better understand the trade-offs this book discusses a comprehensive set of engineering principles, strategies, methods and metrics. It also exposes readers to approaches on how to differentiate and rank video coding solutions. Digital video use is becoming prevalent in teacher education as a tool to help improve teaching and learning and for assessing effective teaching. Timely and comprehensive, this volume brings together top scholars from multiple disciplines to provide sound theoretical frameworks, research-based support, and clear practical advice on a variety of unique approaches to using digital video in teacher education programs. Part I deals with the use of video for teacher learning. Part II focuses on the role played by those other than teachers in the effective use of digital video in teacher education programs. Part III addresses how to administer video for teacher education. Exploring the complexities of effectively and appropriately integrating digital video into teacher development at various stages, this book is a must-have resource for scholars and professionals in the field. Would you like to learn how to write, shoot, produce, edit and direct professional digital videos? This handbook does just that: From the first idea - to a Hollywood style movie! Our worldwide digital explosion requires a new kind of How To books. Why? Most photographers are not just still-photographers anymore. Journalists, reporters, editors, camera operators, photographers depend on digital video knowledge. Nowadays, advertising, marketing, public relations and Internet communications people work more with video than ever before - in addition to workers in education, training and all kinds of instructional areas. Colleges and universities are teaching students who want to become professional media experts. This is a didactically new, learning-focused approach presenting all basic standard knowledge you need in order to professionally write, produce, shoot and direct digital video. Follow me! So you have a camcorder and visions of being the next Spielberg. But how do you progress from shooting so-so footage to showing your own finished movie? Digital Video For Dummies, 4th Edition gives you the know-how and the show-how! Find out how to shoot and edit great movies, using iMovie, Windows Movie Maker, or Adobe Premiere Elements to add the finishing touches like special effects and your own soundtrack. With the latest information and lots of illustrations and screen shots, this friendly guide walks you through: Getting your computer ready to work with digital video (complete with information about FireWire) Choosing a camcorder, including features to look for and features that are useless Digitizing old VHS videotapes to preserve memories Purchasing other movie making gear, including audio and lighting equipment Shooting better video, with tips on lighting, panning, using the zoom, and recording better audio Creating your own sound effects such as footsteps, bones breaking, fire, thunder, insects buzzing, and more Capturing digital video using iMovie, Windows Movie Marker, or Premiere Elements Editing, including understanding timecode, organizing and previewing clips, and assembling clips in Storyboard and Timeline Adding transitions, titles, and special effects Importing and integrating video from phones and digital cameras Using audio rubberbands in iMovie, Premiere Elements, and other editing programs Adding narration, importing and working with CD audio, and adding a music soundtrack Keith Underdahl has extensive professional video production experience developing kiosk and

marketing videos for Ages Software. Realizing that you'll want to polish and premiere your movie, he includes information on: More advanced video editing, including animating video clips, improving light and color, compositing video (bluescreen or greenscreen), and more 13 categories of video effects, ranging from blur and sharpen to transform Working with still photos and graphics Sharing your video online using QuickTime (/QT), RealMedia (.RM), or Windows Media Video (.WMV) Making tapes or burning DVDs in 9 steps With a handy cheat sheet of keyboard shortcuts, a chart comparing 10 video editing programs, a glossary, and more, with this guide you'll soon be saying "Lights, camera, action" and producing your own movie attraction. Detailed textbook on digital video Technology impacts every aspect of life, and choices are endless. You need to know how to evaluate devices, choose apps, maintain a compelling online reputation and lock down digital security. Cengage's NEW PERSPECTIVES COMPUTER CONCEPTS INTRODUCTORY 21st Edition goes beyond the intuitive how-to of apps and social media to delve into the broad concepts that are guiding current technologies, such as self-driving cars, virtual reality, file sharing torrents, encrypted communications, photo forensics and the Internet of Things. Detailed illustrations and interactive features help you quickly understand technical topics. Completely up to date, this edition offers an insightful overview of what every learner should know about using technology to complete your education, launch a successful career and engage in issues that shape today's world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Digital Video offers comprehensive coverage of the MPEG-2 audio/visual digital compression standard. The treatment includes the specifics needed to implement an MPEG-2 Decoder, including the syntax and semantics of the coded bitstreams. Since the MPEG-2 Encoders are not specified by the standard, and are actually closely held secrets of many vendors, the book only outlines the fundamentals of encoder design and algorithm optimization. "This book reviews the impact technology has had on individuals and organizations whose access to media and resources is otherwise limited including topics such as electronic voting, electronic delivery systems, social Web applications, and online educational environments"--Provided by publisher. The hand is quicker than the eye. In many cases, so is digital video. Maintaining image quality in bandwidth- and memory-restricted environments is quickly becoming a reality as thriving research delves ever deeper into perceptual coding techniques, which discard superfluous data that humans cannot process or detect. Surveying the topic from a Human Visual System (HVS)-based approach, Digital Video Image Quality and Perceptual Coding outlines the principles, metrics, and standards associated with perceptual coding, as well as the latest techniques and applications. This book is divided broadly into three parts. First, it introduces the fundamental theory, concepts, principles, and techniques underlying the field, such as the basics of compression, HVS modeling, and coding artifacts associated with current well-known techniques. The next section focuses on picture quality assessment criteria; subjective and objective methods and metrics, including vision model based digital video impairment metrics; testing procedures; and international standards regarding image quality. Finally, practical applications come into focus, including digital image and video coder designs based on the HVS as well as post-filtering, restoration, error correction, and concealment techniques. The permeation of digital images and video throughout the world

cannot be understated. Nor can the importance of preserving quality while using minimal storage space, and Digital Video Image Quality and Perceptual Coding provides the tools necessary to accomplish this goal. Instructors and lecturers wishing to make use of this work as a textbook can download a presentation of 786 slides in PDF format organized to augment the text. accompany our book (H.R. Wu and K.R. Rao, Digital Video Image Quality and Perceptual Coding, CRC Press (ISBN: 0-8247-2777-0), Nov. 2005) for lecturers or instructor to use for their classes if they use the book.

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