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KEY=SHOOTER - JIMENEZ WILEY

VIDEO SHOOTER

STORYTELLING WITH DV, HD, AND HDV CAMERAS; DV EXPERT SERIES

CRC Press *Video Shooter is a guide to both the mechanics of the video camera and the craft of shooting. Written by a veteran in the industry and utilizing an engaging, conversational style (including illustrative anecdotes from the author's many years of experience), the book takes the reader beyond "button pushing" to teach the complete range of skills required to capture compelling images. Topics include equipment selection, camera setup and operation, shooting techniques, and working with lighting and audio. Although the techniques illustrated in Video Shooter are appropriate for users of a wide range of camera models, the book focuses on the most popular 3-CCD DV and HDV cameras. A chapter on issues and techniques relating to DVD output makes the book especially suitable for industrial, educational, and government video producers. The book also features a companion DVD with tutorials, footage demonstrating storytelling techniques, and technical matter such as a comparison of various filters.*

DIGITAL VIDEO AND HD

ALGORITHMS AND INTERFACES

Elsevier *Rapidly evolving computer and communications technologies have achieved data transmission rates and data storage capacities high enough for digital video. But video involves much more than just pushing bits! Achieving the best possible image quality, accurate color, and smooth motion requires understanding*

many aspects of image acquisition, coding, processing, and display that are outside the usual realm of computer graphics. At the same time, video system designers are facing new demands to interface with film and computer system that require techniques outside conventional video engineering. Charles Poynton's 1996 book A Technical Introduction to Digital Video became an industry favorite for its succinct, accurate, and accessible treatment of standard definition television (SDTV). In Digital Video and HDTV, Poynton augments that book with coverage of high definition television (HDTV) and compression systems. For more information on HDTV Retail markets, go to: http://www.insightmedia.info/newsletters.php#hdtv With the help of hundreds of high quality technical illustrations, this book presents the following topics: * Basic concepts of digitization, sampling, quantization, gamma, and filtering * Principles of color science as applied to image capture and display * Scanning and coding of SDTV and HDTV * Video color coding: luma, chroma (4:2:2 component video, 4fSC composite video) * Analog NTSC and PAL * Studio systems and interfaces * Compression technology, including M-JPEG and MPEG-2 * Broadcast standards and consumer video equipment

PRODUCING 24P VIDEO

COVERS THE CANON XL2 AND THE PANASONIC DVX-100A DV EXPERT SERIES

Taylor & Francis *Producing 24pP Video demystifies the emerging standards of film and video production and discusses the 24p video film format to help novice and experienced filmmakers alike learn how to better use the newly available DV cameras. Since the 24p frame rate closely approximates the look and feel of film, it is the speed of choice whenever a "cinematic" look is desired. 24p video also offers certain compression options that are advantageous to web and wireless delivery. This full-color book discusses the special techniques required by 24p productions - all the way through the production, from preproduction planning through post and output. Each chapter includes techniques, examples, tips, and case studies. The field techniques section features real-world setups presented as demonstrations or as tutorials. Case studies present profiles of people producing 24p projects, and the DVD includes step-by-step instructions that illustrate how to work with 24p material in NLE, compositor, DVD authoring, and audio applications.*

DIGIT

LIGHTING FOR DIGITAL VIDEO AND TELEVISION

CRC Press *Digital video students and enthusiasts must learn lighting fundamentals and techniques to enhance the visual quality of their work. Moreover, since lighting specifications for digital video differ significantly from those for analog video or film, professional videographers and cinematographers must learn how to adapt their lighting skills for this new digital medium to ensure that the final product meets broadcast standards. This complete course in digital video and television lighting begins with how the human eye and the camera process light and color, progresses through the basics of equipment and setups, and culminates with practical lessons*

on how to solve common problems. It features clear illustrations and real-world examples that demonstrate proper equipment use, safety issues, and staging techniques. Detailed diagrams, figures, and photos illustrate techniques that enable novices to complete basic lighting setups. This new edition also features a 16-page color insert and new chapters on interview setups and lighting for low budgets.

THE FILMMAKER'S HANDBOOK

A COMPREHENSIVE GUIDE FOR THE DIGITAL AGE

Penguin *A fully revised, comprehensive guide offers an in-depth exploration of today's recent technological advances, such as digital age filmmaking, while reviewing a collection of new methods and techniques in relation to various film formats and offering suggestions on the business aspects of financing and producing films. Original.*

THE SHUT UP AND SHOOT DOCUMENTARY GUIDE

A DOWN & DIRTY DV PRODUCTION

Taylor & Francis *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*

VIDEO BASICS 4

Wadsworth Publishing Company *This textbook describes the concepts, tools, and activities needed to get started in video production, with chapters on operating the camera, lighting the set, videotape recording systems, the production studio, editing, and acting techniques.*

ADOBE PREMIERE PRO CC CLASSROOM IN A BOOK (2017 RELEASE)

Adobe Press *Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC (2017 release) choose Adobe Premiere Pro CC Classroom in a Book (2017 release) from Adobe Press. The 18 project-based lessons in this book show users step-by-step the key techniques for*

working in Premiere Pro. Learn to edit video in Adobe Premiere Pro CC 2017 and get the most out of your workflow. Take a project from beginning to end and learn to organize media, add audio, create transitions, produce titles, and add effects. Take your projects further by sweetening and mixing sound, compositing footage, adjusting color, using advanced editing techniques, managing projects, working with 360 video for VR headsets, exporting, and much more. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

WHY FORESTS? WHY NOW?

THE SCIENCE, ECONOMICS, AND POLITICS OF TROPICAL FORESTS AND CLIMATE CHANGE

Brookings Institution Press *Tropical forests are an undervalued asset in meeting the greatest global challenges of our time—averting climate change and promoting development. Despite their importance, tropical forests and their ecosystems are being destroyed at a high and even increasing rate in most forest-rich countries. The good news is that the science, economics, and politics are aligned to support a major international effort over the next five years to reverse tropical deforestation. Why Forests? Why Now? synthesizes the latest evidence on the importance of tropical forests in a way that is accessible to anyone interested in climate change and development and to readers already familiar with the problem of deforestation. It makes the case to decisionmakers in rich countries that rewarding developing countries for protecting their forests is urgent, affordable, and achievable.*

BIOMECHANICAL EVALUATION OF MOVEMENT IN SPORT AND EXERCISE

THE BRITISH ASSOCIATION OF SPORT AND EXERCISE SCIENCES GUIDE

Routledge *Published in association with the British Association of Sport and Exercise Sciences, this is the only up-to-date, practical guide to using the range of biomechanics movement analysis machines, equipment and software available today. It includes detailed explanations of the key theory underlying biomechanics testing, along with advice concerning choice of equipment and how to use your laboratory equipment most effectively. The book covers the following important topics in detail: motion analysis using video and on-line systems measurement of force and pressure in the laboratory and field measurement of power using isokinetic dynamometry electromyography computational simulation and modelling of human movement research methodologies, data processing and data smoothing. Contributors include world leading researchers and pioneers such as Roger Bartlett, Carl Payton, Vasilios (Bill) Baltzopoulos, Adrian Burden, John H. Challis, and computer modelling maestro Fred Yeadon. Biomechanical Evaluation of Movement in Sport and*

Exercise is a must-have text for all biomechanics laboratories and students undertaking research.

H. DIV. 12: ARMY RIDING REGULATION 12

GERMAN CAVALRY MANUAL ON THE TRAINING OF HORSE AND RIDER

Xenophon Press LLC *With forewords by Eckart Meyners and Christoph Hess.*

THE VIDEOMAKER GUIDE TO VIDEO PRODUCTION

Taylor & Francis *From the editors of Videomaker Magazine comes this new edition that you have been waiting for. The Videomaker Guide Digital Video, fourth edition, provides information on all of the latest cutting edge tools and techniques necessary to help you shoot and edit video like the pro's. Learn about equipment, lighting, editing, audio, high definition, and all aspects of video from the leading experts on videography!*

IMOVIE '11 & IDVD: THE MISSING MANUAL

"O'Reilly Media, Inc." *Apple's video-editing program is better than ever, but it still doesn't have a printed guide to help you get started. That's where this gorgeous, full-color book comes in. You get clear explanations of iMovie's impressive new features, like instant rendering, storyboarding, and one-step special effects. Experts David Pogue and Aaron Miller also give you a complete course in film editing and DVD design. Edit video like the pros. Import raw footage, add transitions, and use iMovie's newly restored, intuitive timeline editor. Create stunning trailers. Design Hollywood-style "Coming Attractions!" previews for your movies. Share your film. Distribute your movie in a variety of places—on smartphones, Apple TV, your own site, and with one-click exports to YouTube, Facebook, Vimeo, CNN iReport, and MobileMe. Make DVDs. Design the menus, titles, and layout for your DVDs, and burn them to disc. This book covers version 9 of Apple's iMovie software.*

ADOBE PREMIERE PRO STUDIO TECHNIQUES

Pearson Education *A guide to mastering the features of Adobe Premiere Pro offers examples and insider techniques on such topics as editing, mixing audio, compositing, adding effects, correcting color, exporting media, and managing workflow.*

MACS FOR DUMMIES

John Wiley & Sons *Whether you're thinking of switching to a Macintosh computer, are looking into the latest Apple products, or have a Mac and want to learn about Mac OS X Leopard, then Macs For Dummies, 10th Edition will get you going. Here you'll learn all about how to compare the different desktop and laptop models to choose your perfect match, make Mac OS X Leopard work your way, use the new iLife 2008 digital lifestyle applications, get online and connect to a wired or wireless network, and run Windows on your Mac so you can keep the Microsoft programs you need. You'll also discover how to: Navigate your way around the Mac interface and*

work with icons and folders Best utilize OS X, work with the new Photo Booth, and manage clutter with Exposé and Spaces Get connected, start a Web-browsing Safari, use e-mail and iChat, and shop online Join .Mac and take advantage of iDisk backups, IMAP mail, and Web Gallery Explore all that iTunes offers, process digital photos with iPhoto, make iMovies, and have fun with GarageBand Use Windows on your Mac and transfer Windows files It's a perfect time to join the Mac generation, especially if you're a Windows user who's been thinking of defecting. Macs For Dummies, 10th Edition will get you there, helping you pick peripherals, download freebie programs, set up user accounts, implement security secrets, troubleshoot your Mac, and experience the iLife.

PORTABLE VIDEO

ENG AND EFP

CINEMATOGRAPHY: THEORY AND PRACTICE

IMAGE MAKING FOR CINEMATOGRAPHERS AND DIRECTORS

Taylor & Francis *There's more to being a DP than holdng a light meter! With this book as your guide, you are on your way to learning not only about the equipment and technology, but also about the concepts and thought processes that will enable you to shoot professionally, efficiently, and with artistic mastery. A leading book in the field, Cinematography has been translated into many languages and is a staple at the world's top film schools. Lavishly produced and illustrated, it covers the entire range of the profession. The book is not just a comprehensive guide to current professional practice; it goes beyond to explain the theory behind the practice, so you understand how the rules came about and when it's appropriate to break them. In addition, directors will benefit from the book's focus on the body of knowledge they should share with their Director of Photography. Cinematography presents the basics and beyond, employing clear explanations of standard practice together with substantial illustrations and diagrams to reveal the real world of film production. Recognizing that professionals know when to break the rules and when to abide by them, this book discusses many examples of fresh ideas and experiments in cinematography. Covering the most up-to-date information on the film/digital interface, new formats, the latest cranes and camera support and other equipment, it also illustrates the classic tried and true methods.*

PORTABLE MOVING IMAGES

A MEDIA HISTORY OF STORAGE FORMATS

Walter de Gruyter GmbH & Co KG *This media history explores a series of portable small cameras, playback devices, and storage units that have made the production of film and video available to everyone. Covering several storage formats from 8mm films of the 1900s, through the analogue videotapes of the 1970s, to the compression algorithms of the 2000s, this work examines the effects that the shrinkage of complex machines, media formats, and processing operations has had*

on the dissemination of moving images. Using an archaeological approach to technical standards of media, the author provides a genealogy of portable storage formats for film, analog video, and digitally encoded video. This book is a step forward in decoding the storage media formats, which up to now have been the domain of highly specialised technicians.

PRINCIPLES OF NANOMAGNETISM

Springer *The second edition of this book on nanomagnetism presents the basics and latest studies of low-dimensional magnetic nano-objects. It highlights the intriguing properties of nanomagnetic objects, such as thin films, nanoparticles, nanowires, nanotubes, nanodisks and nanorings as well as novel phenomena like spin currents. It also describes how nanomagnetism was an important factor in the rapid evolution of high-density magnetic recording and is developing into a decisive element of spintronics. Further, it presents a number of biomedical applications. With exercises and solutions, it serves as a graduate textbook.*

ADOBE PREMIERE PRO CC CLASSROOM IN A BOOK (2014 RELEASE)

ADO PREM PRO CC CLA IN A BO_P1

Adobe Press *The fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC (2014 release) Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Premiere Pro CC Classroom in a Book contains 19 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. In addition to learning the key elements of the Adobe Premiere Pro interface, this completely revised CC (2014 release) edition covers new features, including "scratch" track recording, Master Clip effects, and masking and tracking visual effects. Access to all of the project files used in the book's lessons are included with purchase of the book. Print editions come bundled with a DVD containing the lesson files, and students who purchase an eBook edition receive a code that lets them download the lesson files from their account page on peachpit.com. Both print and eBook users also get access to downloadable updates that cover new features that Adobe releases for Creative Cloud members. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." Barbara Binder, Adobe Certified Instructor Rocky Mountain Training*

BIOTRANSPORT: PRINCIPLES AND APPLICATIONS

Springer Science & Business Media *Introduction to Biotransport Principles is a concise text covering the fundamentals of biotransport, including biological applications of: fluid, heat, and mass transport.*

IMOVIE 6 & IDVD

THE MISSING MANUAL

"O'Reilly Media, Inc." *Explains how to use the Macintosh video production programs to capture and edit digital videos, apply effects, create DVD menus, and burn DVDs.*

ADOBE PREMIERE PRO CLASSROOM IN A BOOK (2020 RELEASE)

Adobe Press *Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro choose Adobe Premiere Pro Classroom in a Book (2020 release) from Adobe Press. The 17 project-based lessons in this book show students step-by-step the key techniques for working in Premiere Pro. Students learn skills to take a project from beginning to end, including the basics on things like organizing media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing audio, compositing layered footage, adjusting color, customizing motion graphics, exporting files, and much more. The companion DVD (also available as an online download) includes lesson files so students can work step-by-step along with the book. All buyers of the book also get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and multiple-choice quizzes.*

FREE INNOVATION

MIT Press *A leading innovation scholar explains the growing phenomenon and impact of free innovation, in which innovations developed by consumers and given away "for free." In this book, Eric von Hippel, author of the influential Democratizing Innovation, integrates new theory and research findings into the framework of a "free innovation paradigm." Free innovation, as he defines it, involves innovations developed by consumers who are self-rewarded for their efforts, and who give their designs away "for free." It is an inherently simple grassroots innovation process, unencumbered by compensated transactions and intellectual property rights. Free innovation is already widespread in national economies and is steadily increasing in both scale and scope. Today, tens of millions of consumers are collectively spending tens of billions of dollars annually on innovation development. However, because free innovations are developed during consumers' unpaid, discretionary time and are given away rather than sold, their collective impact and value have until very recently been hidden from view. This has caused researchers, governments, and firms to focus too much on the Schumpeterian idea of innovation as a producer-dominated activity. Free innovation has both advantages and drawbacks. Because free innovators are self-rewarded by such factors as personal utility, learning, and fun, they often pioneer new areas before producers see commercial potential. At the same time, because they give away their innovations, free innovators generally have very little incentive to invest in diffusing what they create, which reduces the social value of their efforts. The best solution, von Hippel and his colleagues argue, is a division of labor between free innovators and producers, enabling each to do what*

they do best. The result will be both increased producer profits and increased social welfare—a gain for all.

THE COOL STUFF IN PREMIERE PRO

LEARN ADVANCED EDITING TECHNIQUES TO DRAMATICALLY SPEED UP YOUR WORKFLOW

Apress *Gain in-depth knowledge of Premiere Pro, and learn how the software "thinks." You'll acquire new skills that will help you choose the best workflow for your project, and simplify and accelerate your video editing process. Learn how you can edit a lot faster with smarter workflows that automate several steps in the editing process. You'll also see how custom settings, presets, keyboard shortcuts and templates saves hours of work. By tailoring the software to your needs you save clicks on just about every task. With many traditional jobs now being done by one person, its important to understand audio smoothing, color grading, motion graphics, and advanced editing techniques. You'll learn these skills and disciplines and see how they'll enhance your project's workflow. All the authors are professional editors and want to know exactly how to cut your film as fast as possible with top quality output. There is invaluable information in The Cool Stuff in Premiere Pro that's not available anywhere else – not even in Adobe's own manuals. What You'll Learn Edit faster, no matter what the project Understand the technical stuff, like timeline settings, render codecs, color subsampling, export settings, effect controls and monitor settings Know when to send your clips to other Adobe software, and how to treat them there. Master the Premiere Pro timeline, even stacks of timelines, and edit, trim and adjust with ease Who This Book Is For Video journalists (and everyone else) will learn how to edit faster and get home in time for dinner. Bloggers will learn how to make their online video and audio "pop". Film cutters will learn how to organize, rough cut and fine tune huge amounts of material effectively and how to output for digital cinema. Experienced video editors will learn how to deal with multi-track audio and to work faster in every step of the edit. Marketing people who edit video for social media and web pages will learn simpler ways to make a faster cut. Teachers in media studies will understand the logic in Premiere Pro, and be better prepared for teaching video editing.*

NOVEL TECHNOLOGIES FOR VACCINE DEVELOPMENT

Springer *This book presents a detailed overview of the development of new viral vector-based vaccines before discussing two major applications: preventive vaccines for infectious diseases and therapeutic cancer vaccines. Viral vector-based vaccines hold a great potential for development into successful pharmaceutical products and several examples at the advanced pre-clinical or clinical stage are presented. Nevertheless, the most efforts were focused on novel and very innovative technologies for new generation of vector-based vaccines. Furthermore, specific topics such as delivery and adjuvant and protection strategies for cell-mediated-based vaccines are presented. Given its scope, the book is a "must read" for all those involved in vaccine development, both in academia and industrial vaccine*

development.

ADVANCES IN MECHANICAL ENGINEERING

SELECT PROCEEDINGS OF ICAME 2020

Springer Nature *This book presents select peer-reviewed proceedings of the International Conference on Advances in Mechanical Engineering (ICAME 2020). The contents cover latest research in several areas such as advanced energy sources, automation, mechatronics and robotics, automobiles, biomedical engineering, CAD/CAM, CFD, advanced engineering materials, mechanical design, heat and mass transfer, manufacturing and production processes, tribology and wear, surface engineering, ergonomics and human factors, artificial intelligence, and supply chain management. The book brings together advancements happening in the different domains of mechanical engineering, and hence, this will be useful for students and researchers working in mechanical engineering.*

BIOSENSORS FOR VIRUS DETECTION

Biosensors have been employed for numerous applications from medical diagnosis, environmental monitoring, pharmaceutical analysis, food quality testing to defence and security purposes. Their development encompasses chemistry, physics, materials science, nanotechnology, and engineering. Being at the intersection of these multiple disciplines, this book is suitable for academic, clinical, and commercial researchers, as well as graduate students. This book reviews the latest studies and developments in the use of a range of biosensor platforms for the analysis of viral infections.

A HISTORY OF VIDEO ART

A&C Black *A History of Video Art is a revised and expanded edition of the 2006 original, which extends the scope of the first edition, incorporating a wider range of artists and works from across the globe and explores and examines developments in the genre of artists' video from the mid 1990s up to the present day. In addition, the new edition expands and updates the discussion of theoretical concepts and ideas which underpin contemporary artists' video. Tracking the changing forms of video art in relation to the revolution in electronic and digital imaging that has taken place during the last 50 years, A History of Video Art orients video art in the wider art historical context, with particular reference to the shift from the structuralism of the late 1960s and early 1970s to the post-modernist concerns of the 1980s and early 1990s. The new edition also explores the implications of the internationalisation of artists' video in the period leading up to the new millennium and its concerns and preoccupations including post-colonialism, the post-medium condition and the impact and influence of the internet.*

INTEGRATED IMAGING AND VISION TECHNIQUES FOR INDUSTRIAL INSPECTION

ADVANCES AND APPLICATIONS

Springer *This pioneering text/reference presents a detailed focus on the use of machine vision techniques in industrial inspection applications. An internationally renowned selection of experts provide insights on a range of inspection tasks, drawn from their cutting-edge work in academia and industry, covering practical issues of vision system integration for real-world applications. Topics and features: presents a comprehensive review of state-of-the-art hardware and software tools for machine vision, and the evolution of algorithms for industrial inspection; includes in-depth descriptions of advanced inspection methodologies and machine vision technologies for specific needs; discusses the latest developments and future trends in imaging and vision techniques for industrial inspection tasks; provides a focus on imaging and vision system integration, implementation, and optimization; describes the pitfalls and barriers to developing successful inspection systems for smooth and efficient manufacturing process.*

INDIA IN GREECE OR, TRUTH IN MYTHOLOGY

Rupa Publications *Where did the Aryans come from originally? Did they invade India? Or were they actually Indian invaders who colonized Greece? In India in Greece, E. Pococke explores the theory that the Aryans may have originally travelled from India to Greece, colonized the latter and influenced the culture there. Centuries later, they came back to India. Covering topics as diverse as the sources of the Hellenic Race, the colonization of Egypt and Palestine, the wars of the Grand Lama and the Bud'hist propaganda in Greece, the author tries to show that at some point in history, India and Greece were closely associated.*

EMBEDDED SECURITY IN CARS

SECURING CURRENT AND FUTURE AUTOMOTIVE IT APPLICATIONS

Springer Science & Business Media *Most innovations in the car industry are based on software and electronics, and IT will soon constitute the major production cost factor. It seems almost certain that embedded IT security will be crucial for the next generation of applications. Yet whereas software safety has become a relatively well-established field, the protection of automotive IT systems against manipulation or intrusion has only recently started to emerge. Lemke, Paar, and Wolf collect in this volume a state-of-the-art overview on all aspects relevant for IT security in automotive applications. After an introductory chapter written by the editors themselves, the contributions from experienced experts of different disciplines are structured into three parts. "Security in the Automotive Domain" describes applications for which IT security is crucial, like immobilizers, tachographs, and software updates. "Embedded Security Technologies" details security technologies relevant for automotive applications, e.g., symmetric and asymmetric cryptography, and wireless security. "Business Aspects of IT Systems in Cars" shows the need for embedded security in novel applications like location-based navigation systems and personalization. The first book in this area of fast-growing economic and scientific importance, it is indispensable for both researchers in software or embedded*

security and professionals in the automotive industry.

FUNDAMENTALS OF MULTIMEDIA

Springer Science & Business Media *This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.*

FINAL CUT PRO X

MAKING THE TRANSITION

Peachpit Press *Final Cut Pro X has literally rocked the film and video-editing world by completely re-imagining the inherent concepts of nonlinear editing. For many editors and users of the previous versions of Final Cut Pro, it is like starting anew and learning a brand-new program. Those experienced with previous versions of Final Cut and other non-linear editors such as iMovie, Adobe Premiere Pro, and Avid Media Composer already understand the basic concepts of editing and are now looking for a quick guide to getting started. In this useful, cut-to-the-chase guide to the program, popular trainer and Final Cut guru Larry Jordan takes these experienced users through all the components of the software, from importing footage and organizing media to export and sharing. Along the way, they'll learn the best ways to edit footage and add transitions, effects, and filters, do basic color correcting, work with audio, and utilize a variety of HD workflow techniques, to name a few. Within a weekend, users will learn the best ways to start editing in this groundbreaking program in this must-have guide.*

CONSTITUTIVE MODELING OF SOILS AND ROCKS

John Wiley & Sons *This title provides a comprehensive overview of elastoplasticity relating to soil and rocks. Following a general outline of the models of behavior and their internal structure, each chapter develops a different area of this subject relating to the author's particular expertise. The first half of the book concentrates on the elastoplasticity of soft soils and rocks, while the second half examines that of hard soils and rocks.*

THE VISUAL EFFECTS ARSENAL

VFX SOLUTIONS FOR THE INDEPENDENT FILMMAKER

Taylor & Francis *Build your VFX arsenal with quick-access, step-by-step instruction on how to create today's hottest digital VFX shots. This essential toolkit provides techniques for creating effects seen in movies such as 300, Spiderman 3, Predator and others, with lessons on how-to: * splatter blood or digitally lop someone's arm off * create a scene with actors running from an explosion * create the "twin effect" (same actor, same location, 2 performances) * produce space-ship dog fights Organized in a ?cookbook? style, this allows you to reference a certain effect in the index and immediately access concise instructions to create that effect. Techniques are demonstrated in each of the most popular software tools- After Effects, Final Cut Studio, Shake, Photoshop, and Combustion are all covered. Brilliant, 4-color presentation provides inspiration and stimulating visual guidance to the lessons presented, while the companion DVD contains project media files enabling you to put concepts learned into immediate practice.*

HARROD'S LIBRARIANS' GLOSSARY AND REFERENCE BOOK

A DIRECTORY OF OVER 10,200 TERMS, ORGANIZATIONS, PROJECTS AND ACRONYMS IN THE AREAS OF INFORMATION MANAGEMENT, LIBRARY SCIENCE, PUBLISHING AND ARCHIVE MANAGEMENT

Routledge *Listing over 10,000 entries, Harrod's Librarians' Glossary and Reference Book spans everything from traditional printing terms to search engines and from book formats to URLs. Revisions for this tenth edition have centred in particular on the Information Society and its ramifications, on the general shift towards electronic resources, and on e-commerce, e-learning and e-government, whilst at the same time maintaining key areas predating the IT revolution. Web terminology, URLs and IT terms have been checked and updated, and coverage of terms relating to digitization and digital resources, portals, multimedia and electronic products has been revised or expanded as necessary. Harrod's Glossary now includes Knowledge Management terms, and this edition has also focused on developments in the field of intellectual property, copyright, patents, privacy and piracy. It gives wide international coverage of names, addresses and URLs of major libraries and other important organizations in the information sector, of professional associations, fellowships, networks, government bodies, projects and programmes, consortia and institutions, influential reports and other key publications. Entries are included on classification and file coding, on records management and archiving and on both the latest and the most enduring aspects of library and information skills. Even with the Web at your fingertips Harrod's Librarians' Glossary and Reference Book remains a quicker reference for explaining specialist terms, jargon and acronyms, and for finding the URLs you need, whether you are working in a print-based or digital library, in archiving, records management, conservation, bookselling or publishing.*

CONTEMPORARY ART AND DIGITAL CULTURE

Routledge *Contemporary Art and Digital Culture analyses the impact of the internet and digital technologies upon art today. Art over the last fifteen years has been*

deeply inflected by the rise of the internet as a mass cultural and socio-political medium, while also responding to urgent economic and political events, from the financial crisis of 2008 to the ongoing conflicts in the Middle East. This book looks at how contemporary art addresses digitality, circulation, privacy, and globalisation, and suggests how feminism and gender binaries have been shifted by new mediations of identity. It situates current artistic practice both in canonical art history and in technological predecessors such as cybernetics and net.art, and takes stock of how the art-world infrastructure has reacted to the internet's promises of democratisation. An invaluable resource for undergraduate and postgraduate students of contemporary art – especially those studying history of art and art practice and theory – as well as those working in film, media, curation, or art education. Melissa Gronlund is a writer and lecturer on contemporary art, specialising in the moving image. From 2007–2015, she was co-editor of the journal Afterall, and her writing has appeared there and in Artforum, e-flux journal, frieze, the NewYorker.com, and many other places.

RUN OF THE RED QUEEN

GOVERNMENT, INNOVATION, GLOBALIZATION, AND ECONOMIC GROWTH IN CHINA

Yale University Press *Few observers are unimpressed by the economic ambition of China or by the nation's remarkable rate of growth. But what does the future hold? This meticulously researched book closely examines the strengths and weaknesses of the Chinese economic system to discover where the nation may be headed and what the Chinese experience reveals about emerging market economies. The authors find that contrary to popular belief, cutting edge innovation is not a prerequisite for sustained economic vitality--and that China is a perfect case in point.*