Codec Guide

Translated from the second edition of a successful French publication, this book has been thoroughly updated to include full coverage of the new UMTS standard. It looks at the topic from a system's point of view and covers both the architecture and the techniques employed in the UMTS network. The introductory chapters cover the origins of UMTS and its relation to the other third generation technologies. The later chapters are more technical and describe different aspects such as the architecture, the structure of the radio interface, the protocols used and the importance of the GSM inheritance.

This pocket handbook to Scotland's capital contains informed accounts of all the city's historic buildings, galleries and attractions from the ancient Castle to the new National Museum of Scotland. The guide includes the pick of the day trips - from Glasgow, Stirling and St Andrews to Highland walks and sandy beaches.

Over the decades, distribution has remained the most elusive aspect of filmmaking. The Web provides filmmakers with a new option for distribution, exhibition, and broadcast. While other media streaming technologies are available, QuickTime remains the most popular option for its versatility, excellent quality, and ease of use. QuickTime for Filmmakers shows filmmakers and videographers how to utilize this industry standard tool and offers advice on how best to shoot a film for Internet delivery. Other topics include: Editing and converting video, adding and editing soundtracks and using text in QT movies, compressing media, and preparing movies for http and RTSP streaming or a combination of both. A chapter on virtual reality explores QuickTime's unique feature for creating 360 panoramas, immersive cubic VR, object movies and VR scenes. A companion CD-ROM demonstrates topics covered in the book and provides samples of film prepared for web delivery. *Details the most powerful and popular streaming software available. *Focuses on the needs and concerns of the filmmaker and videographer. *Companion CD-ROM demonstrates techniques covered in the book and provides samples of film prepared for web delivery.

The Hands-On Guide to Flash Video is a professional reference book written by industry experts that are currently helping professionals produce Web video and implement Flash Media Server. This book covers Flash Video production from soup to nuts, beginning with how to configure your camcorder and ending to advanced server techniques like bandwidth detection and FMS logging and reporting. Real word lessons from case studies of successful Flash Video deployments are also included. Supplemental files located at: www.flashvideobook.com

By reading this book, you'll learn to: * Shoot high quality video for streaming * Choose the best encoder and encoding techniques for producing Flash Video * Deploy Flash Video via progressive download or via the Flash Media Server. * Create and light a compression friendly set * Deinterlace and preprocess your video prior to encoding * Choose encoding parameters like data rate, resolution and frame rate * Optimize encoding with Sorenson Squeeze, Flix Pro and the Adobe Flash Video Encoder * Shoot and produce chromakey video for alpha channel delivery * Customize a Flash player via skinning, and use Cue Points for navigation * Setup, install, and maintain Flash Media Server Key Features Include: * Advanced Flash Media Server guidance and support * Tecniques for shooting Web video specifically for Flash streaming * Author tips from "in the trenches" experiences from two industry experts * Case studies show you real-world examples of successful Flash video deployment

This volume addresses the difficulties scholars encounter when conducting research on film and television music, providing a detailed taxonomy of film music primary sources and explaining how to find and interpret them. The authors tackle the problems of determining film

score authorship and working with recordings of film music. A bibliographic essay summarizes the major works and trends in film music research and provides clear pointers to the most important resources in the field.

BlenderTM is a free Open Source 3D Creation Suite supporting the entire modeling and animation pipeline – modeling, rigging, animation, simulation, rendering, compositing and motion tracking. The program also includes Video Editing and Grease Pencil 2D Animation. The program is free to download and use by anyone for anything. The Complete Guide to Blender Graphics: Modeling and Animation, 5th Edition is a unified manual describing the operation of Blender version 2.80 with its New Improved Interface, New Workspaces and New Eevee Render System. This book introduces the program's Graphical User Interface and shows how to implement tools for modeling and animating characters and creating scenes with the application of color, texture and special lighting effects. Key Features: The book is designed to lead new users into the world of computer graphics using Blender 2.80 and to be a reference for established Blender artists. The book presents instruction in a series of short chapters with visual references and practical examples. Instructions are structured in a building-block fashion using contents in earlier chapters to explain more complex operations in later chapters.

Use Blender to edit and produce video for YouTube or any other social media platforms Key Features Use the Blender Video editing toolkit and UI Make 3D info-graphics and interactive video with the latest Blender toolkit Prepare a video production with live markings for tracking Book Description One of the critical components of any workflow related to video production is a reliable tool to create and edit media such as video and audio. In most cases, you will find video producers using software that can only cut and mount video in a "traditional" way. What if you could use a software that offers not only options to edit and cut video, but also create 3D content and animation? With Blender, you can make use of a fantastic set of tools to edit and cut video, and also produce 3D content that will enable you to take your productions to the next level. Do you want to take footage from a camera and cut or add sound and titles? This book will show you how Blender can do that for you! You will learn to add 3D virtual objects to the same footage that will help you to create a full 3D environment. Using some camera tricks, you can even turn Blender into a powerful 2.5D animation software to create compelling infographics to produce educational, marketing, and instructional videos. You will also learn how to work with motion tracking to mix live-action footage with virtual objects. You will then learn how to use the video editing capabilities of Blender and match 3D content to your project for YouTube or any other media. Toward the end of the book, you will export the project to YouTube using optimal settings for the best performance in the platform. What you will learn Import video and audio footage to Blender Use the Video Sequencer Editor to manipulate footage Prepare a project related to video in Blender Cut and reorganize video footage in Blender Create animations and add voiceover and sound to video Build infographics based on 3D content Blend 3D content with live-action footage Export video for YouTube using optimal settings Who this book is for Anyone trying to produce content based on video for platforms like YouTube. Those artists will need a software to cut and edit video footage or make small intro clips, animations, or info graphics for video.

A Do-It-Yourself Guide To Troubleshooting and Repairing Your EASY, comprehensive technology troubleshooter! PCs, smartphones, tablets, networks, cameras, home theater and more—all in one book! We all use technology—and we all have problems with it. Don't get frustrated… and don't waste money on costly repair or support calls! Solve the problems yourself, with the one guide that makes it easy: The PC and Gadget Help Desk. Using clear pictures, handy "symptom tables," and easy-to-use flowcharts, Mark Edward Soper walks you step-by-step through identifying, solving, and preventinghundreds of today's most aggravating tech problems. Soper covers all your major platforms: iPhones, iPads, Android devices, Windows systems, and more. He even helps you fix the weird problems that happen when you use them

together! Regain lost Internet access and fix broken Wi-Fi connections Solve problems with viewing and sharing media or other files Track down power problems wherever they arise Troubleshoot printing problems and print from smartphones or tablets Fix missing video or audio on your HDTV or home theater system Get syncing working right on your Apple or Android device Improve your PC's 3D gaming performance Identify and replace flaky memory chips Prevent overheating that can damage your equipment Solve common problems with digital cameras and DV camcorders Troubleshoot iOS or Android antennas, updates, screens, and connectivity Get FaceTime working right on your iPhone or iPad Troubleshoot eReaders and display your eBooks on additional devices Sensibly decide whether to upgrade, repair, or replace Mark Edward Soper has spent 30 years as an instructor and corporate trainer, helping thousands of people work more happily with personal technology. He is the author of PC Help Desk in a Book, and is the co-author of Leo Laporte's PC Help Desk, as well as more than 25 other books on Windows, digital imaging, networking, the Internet, IT certification, and computer troubleshooting. Soper is a CompTIA A+ Certified computer technician and Microsoft Certified Professional. BONUS ONLINE VIDEOS: Includes access to free, studio-quality how-to videos that make troubleshooting and repair even easier!

Through your computer you can listen to thousands of stations your radio cannot reach, and with The Rough Guide to Internet Radio you can begin to explore this astoundingly varied world. The Rough Guide gives you

For readers who want to get up to speed on Adobe Premiere Pro, they need look no further than this fast-paced but thorough guide to Adobe's flagship editing program. Three experienced editors take them step by step through the entire editing process in Premiere Pro in which they'll learn how to perform professional editing tasks such as project management, multi-format editing, color correction, audio mixing, titling, effects, and delivering video to tape, the web, and mobile devices. Plus the whole process moves at an accelerated pace so readers can get back to editing even faster. The goal is within a weekend, they'll learn everything they need to know to use Premiere Pro confidently for their own projects and client work. Readers will be able to put their advanced editing skills to work immediately by using the accompanying hands-on lesson files to work through the steps in the book. They'll further improve their knowledge through engaging video tutorials, handy quick-reference guides, and keyboard shortcut sheets all made available on the book's DVD. 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.

Essential Skills for a Successful IT Career Written by CompTIA certification and training expert Mike Meyers, this instructive, full-color guide will help you pass the CompTIA A+ exams and become an expert hardware technician. Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, Third Edition is completely up to date with the latest CompTIA A+ standards. Inside, you'll find helpful on-the-job tips, end-of-chapter practice questions, and more than 1,000 photographs and illustrations. Learn how to: Work with CPUs, RAM, motherboards, power supplies, and other PC components Install, partition, and format hard drives Install, upgrade, and troubleshoot Windows 2000, Windows XP, and Windows Vista Troubleshoot PCs and implement security measures Install video and multimedia cards Work with portable PCs, PDAs, smartphones, and wireless technologies Manage printers and connect to networks and the Internet Understand safety and

environmental issues Establish good communications skills and adhere to privacy policies The CD-ROM features: Practice exams for 701 & 702 600+ chapter review questions New video introduction to CompTIA A+ One-hour video training segment Mike's favorite PC tools and utilities Searchable e-book Each chapter includes: Learning objectives Full-color photographs and illustrations Real-world examples Try This! and Cross Check exercises Tech tips, notes, and warnings End-of-chapter quizzes and lab projects Mike Meyers, CompTIA A+, CompTIA Network+, MCP, is the industry's leading authority on CompTIA A+ certification and training, and the bestselling author of seven editions of CompTIA A+ All-in-One Exam Guide. He is the president and founder of Total Seminars, LLC, a major provider of PC and network repair seminars for thousands of organizations throughout the world, and a member of CompTIA.

Written for the beginner, Practical DV Filmmaking guides you thorough the process of making a film with low-cost digital equipment: from development through to production, post-production and distribution. While the technical tools you need are fully explained, the book concentrates on filmmaking principles throughout, illustrating how these tools can be used to achieve stylistic approaches for innovative filmmaking. The book assumes no background knowledge in either technology or filmmaking and is divided into four key areas: *DEVELOPMENT: turn your idea into a workable script, storyboard and schedule. *PRODUCTION: develop skills to shoot original short films and turn a zero-to-low budget to your advantage. *POST-PRODUCTION: learn basic editing techniques to enhance your original idea using iMovie, Premiere and other popular tools. *DISTRIBUTION: set up a website and use the internet to promote your film. Includes numerous links to useful websites. Plus, top tips for how to enter a film festival and a new chapter on developing a career. Projects enable you to master each step of the process taking you through different aspects of filmmaking today. Gradually you will find out where your strengths lie and how to make the most of them. The book also encourages stylistic development by intruding theoretical approaches to filmmaking. A glossary of terms plus an appendix of resources make this guide a one-stop essential handbook to DV filmmaking practice for beginners and student filmmakers.

Learn all about Codecs--how they work, as well as design and implementation with this comprehensive, easy-to-use guide to compression. After reading this book, you will be able to prepare and distribute professional audio and video on any platform including streamed to the web, broadcast on-air, stored in PVRs, Burned onto CD-ROMs or DVDs, delivered by broadband, or viewed in Kiosk applications, PDA devices, and mobile phones.

This book is a tutorial on digital techniques for waveform generation, digital filters, and digital signal processing tools and techniques The typical chapter begins with some theoretical material followed by working examples and experiments using the TMS320C6713-based DSPStarter Kit (DSK) The C6713 DSK is TI's newest signal processor based on the C6x processor (replacing the C6711 DSK)

The common patterns and practices of the microservice architecture and their application using the Clojure programming language. Key Features Relevance of the microservice architecture and benefits of Clojure's functional and simple features to implement it. Learn best practices and common principles to avoid common pitfalls while developing microservices. Learn how to use Pedestal to build your next microservices, secure them using JWT, and monitor them using the ELK stack Book Description The microservice architecture is sweeping the world as the de facto pattern with which to design and build scalable, easy-tomaintain web applications. This book will teach you common patterns and

practices, and will show you how to apply these using the Clojure programming language. This book will teach you the fundamental concepts of architectural design and RESTful communication, and show you patterns that provide manageable code that is supportable in development and at scale in production. We will provide you with examples of how to put these concepts and patterns into practice with Clojure. This book will explain and illustrate, with practical examples, how teams of all sizes can start solving problems with microservices. You will learn the importance of writing code that is asynchronous and non-blocking and how Pedestal helps us do this. Later, the book explains how to build Reactive microservices in Clojure that adhere to the principles underlying the Reactive Manifesto. We finish off by showing you various ways to monitor, test, and secure your microservices. By the end, you will be fully capable of setting up, modifying, and deploying a microservice with Clojure and Pedestal. What you will learn Explore the pros and cons of monolithic and microservice architectures Use Clojure to effectively build a reallife application using Microservices Gain practical knowledge of the Clojure Pedestal framework and how to use it to build Microservices Explore various persistence patterns and learn how to use Apache Kafka to build event-driven microservice architectures Secure your Microservices using JWT Monitor Microservices at scale using the ELK stack Deploy Microservices at scale using container orchestration platforms such as Kubernetes Who this book is for You should have a working knowledge of programming in Clojure. However, no knowledge of RESTful architecture, microservices, or web services is expected. If you are looking to apply techniques to your own projects, taking your first steps into microservice architecture, this book is for you.

The latest versions of iMovie HD and iDVD 5 are, by far, the most robust moviemaking applications available to consumers today. But whether you're a professional or an amateur moviemaker eager to take advantage of the full capabilities of these applications, don't count on Apple documentation to make the cut. You need iMovie HD & iDVD 5: The Missing Manual, the objective authority on iMovie HD and iDVD 5.Even if you own a previous version of iMovie, the new feature-rich iMovie HD may well be impossible to resist. This video editing program now enables users to capture and edit widescreen High Definition Video (HDV) from the new generation of HDV camcorders, along with standard DV and the MPEG-4 video format. iMovie HD also includes "Magic iMovie" for making finished movies automatically. The feature does everything in one step--imports video into separate clips and adds titles, transitions, and music. The finished video is then ready for iDVD 5, which now includes 15 new themes with animated drop zones that can display video clips across DVD menus, just like the latest Hollywood DVDs.This witty and entertaining guide from celebrated author David Pogue not only details every step of iMovie HD video production--from choosing and using a digital camcorder to burning the finished work onto DVDs--but provides a firm grounding in basic film technique so that the quality of a video won't rely

entirely on magic.iMovie HD & iDVD 5: The Missing Manual includes expert techniques and tricks for: Capturing quality footage (including tips on composition, lighting, and even special-event filming) Building your movie track, incorporating transitions and special effects, and adding narration, music, and sound Working with picture files and QuickTime movies Reaching your intended audience by exporting to tape, transferring iMovie to QuickTime, burning QuickTime-Movie CDs, and putting movies on the Web (and even on your cell phone!) Using iDVD 5 to stylize and burn your DVD creation iMovie HD & iDVD 5: The Missing Manual--it's your moviemaking-made-easy guide.

Look at codec now. There has never been a codec Guide like this. It contains 127 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about codec. A quick look inside of some of the subjects covered: Comparison of video codecs - Subjective video quality, Video decoder - Google (On2) codecs, Opus (audio codec) - Quality comparison and low latency performance, Jpeg - JPEG codec example, Video decoder - H.265/MPEG-H HEVC codecs, FFmpeg - Legal status of codecs, VideoLAN - Codecs, Codecademy - History, Samsung Galaxy Player - Codec support, Codecision procedure - Treaty revisions, CinemaNow - Codecs and DRMs, Linphone - Video codecs, YouTube - Quality and codecs, Video codecs - Text compression formats, HTML5 Audio - Supported audio codecs, Silk (codec) - History, Comparison of video codecs - Speed comparison, Opus (audio codec) - Hardware, List of open source codecs - Video codecs, DTS Coherent Acoustics - DTS audio codec, Ogg - Ogg codecs, Opus (audio codec) - Sample rates, VC-1 - Microsoft codec implementations, Codecision procedure - Simplified revision procedure, Opus (audio codec) - Features, DivX - DivX Plus Codec Pack, Video codecs - Lossless compression, Global System for Mobile Communications - Voice codecs, DTS (sound system) - DTS audio codec, Video codecs - Voice, Codecision procedure - Ordinary legislative procedure, Comparison of video codecs - Profiles support, Comparison of video codecs - Introduction to comparison, Blu-ray Disc - Codecs, CODEC - Compression quality, and much more...

Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

The incomparable iLife '05 is the must-have multimedia suite for everyone who owns a Mac--and the envy of everyone who doesn't. iLife '05: The Missing Manual is the definitive iLife '05 book--and what should have come with the suite. There's no better guide to your iLife experience than the #1 bestselling Macintosh author and expert--and Missing Manual series creator--David Pogue. Totally objective and utterly in-the-know, Pogue highlights the newest features, changes, and improvements of iLife '05, covers the capabilities and limitations of each program within the suite, and

delivers countless goodies that you won't find anywhere else: undocumented tips, tricks, and secrets for getting the best performance out of every iLife application. Pogue examines all five programs in iLife '05, including: iTunes 4.7. The digital jukebox software for Mac (and Windows) rips songs from music CDs onto your hard drive, organizes and plays your music collection, lets you buy songs from the iTunes Music Store, and syncs all your music with your iPod. iPhoto 5. With iPhoto 5, you can pull photos from digital cameras and then organize and present them as a slideshow, desktop picture, screen saver, email attachment, web page, DVD, printout, or hardbound photo book. iMovie HD. Now you can easily import and edit video from the newest High Definition camcorders and even little flash media video cams in all the latest formats. You can turn those seemingly endless home movies into short, fun, tightly edited, top-quality highlight reels that friends and family actually beg to watch. iDVD 5. Transform your iMovie productions and digital slideshows into Hollywood-style DVDs that play on everyday DVD players. GarageBand 2. This critically acclaimed program turns a Mac into a digital music-recording studio. With your authoritative, witty, full color, all-inclusive iLife '05: The Missing Manual at the ready, there's nothing standing between you and professional-caliber music, photos, movies, and more. Ready to unlock the power of your data? With this comprehensive guide, you'll learn how to build and maintain reliable, scalable, distributed systems with Apache Hadoop. This book is ideal for programmers looking to analyze datasets of any size, and for administrators who want to set up and run Hadoop clusters. You'll find illuminating case studies that demonstrate how Hadoop is used to solve specific problems. This third edition covers recent changes to Hadoop, including material on the new MapReduce API, as well as MapReduce 2 and its more flexible execution model (YARN). Store large datasets with the Hadoop Distributed File System (HDFS) Run distributed computations with MapReduce Use Hadoop's data and I/O building blocks for compression, data integrity, serialization (including Avro), and persistence Discover common pitfalls and advanced features for writing real-world MapReduce programs Design, build, and administer a dedicated Hadoop cluster—or run Hadoop in the cloud Load data from relational databases into HDFS, using Sqoop Perform large-scale data processing with the Pig query language Analyze datasets with Hive, Hadoop's data warehousing system Take advantage of HBase for structured and semi-structured data, and ZooKeeper for building distributed systems
- The location of every single Men in Boxes, Data Storage, VR Terminal and Left Hand ID collectable - Main story completed from start to finish on Hard difficulty! - Strategies for every boss and ranked battle. - Killer tips for getting that elusive S-Rank on every battle - All 20 VR missions covered. - Full Achievement and Trophy list. - Learn how to slice and dice your opponents like a pro!
Understand how new network technologies impact VoIP! Voice over Internet Protocol (VoIP) is revolutionizing the way people communicate –

both in the corporate world and in personal life. The enormous success of VoIP has led to its adoption in a wide range of networking technologies. Each network technology has its unique features and poses distinct challenges for the performance of VoIP. VoIP: Wireless, P2P and New Enterprise Voice over IPdescribes the issues arising in the deployment of VoIP in an emerging heterogeneous network environment. Along with a brief overview of the concepts, protocols, algorithms, and equipment involved in realizing VoIP, this book focuses on two areas: quality and performance issues in deploying VoIP over various network settings, and the new mechanisms and protocols in these emerging networks to assist the deployment of VoIP. VoIP: Wireless, P2P and New Enterprise Voice over IP: Discusses the basics of VoIP, VoIP codecs and VoIP Protocols including SIP and H.323. Details new technologies such as P2P technology, VoWiFi, WiMax, and 3G Networks. Explains the QoS issues arising from deploying VoIP using the new technologies. Solves the performance issues that arise when VoIP is deployed over different network technologies. This book is an invaluable resource for professional network engineers, designers, managers, researchers, decision makers and project managers overseeing VoIP implementations. Market analysts, consultants, and those studying advanced undergraduate and graduate courses on data, voice and multimedia communications will also find this book insightful. Essential Skills for a Successful IT Career Written by the leading authority on CompTIA A+ certification and training, this instructive, full-color guide will help you pass CompTIA A+ exams 220-801 and 220-802 and become an expert hardware technician. Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, Fourth Edition is completely up-to-date with the new CompTIA A+ standards. Inside, you'll find helpful on-the-job tips, end-of-chapter practice questions, and hundreds of photographs and illustrations. Answers and solutions to the end-of-chapter sections are only available to instructors and are not printed inside the book. Learn how to: Work with CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components Install, configure, and troubleshoot hard drives Manage input devices and removable media Install, upgrade, and troubleshoot Windows XP, Windows Vista, and Windows 7 Troubleshoot all common PC problems Install video and multimedia cards Work with smartphones, tablets, and other mobile devices Install and configure wired and wireless networks Connect to the Internet Protect your PC and your network Install, configure, and manage printers Work with virtualization technologies Understand safety and environmental issues Electronic content features: Practice exams for 801 & 802 with hundreds of questions One hour+ of free video training from Mike Meyers A collection of Mike's latest favorite shareware and freeware PC tools and utilities Adobe Digital Editions free eBook download (subject to Adobe's system requirements) Each chapter includes: Learning objectives Photographs and illustrations Real-world examples Try This! and Cross Check exercises Key terms highlighted Tech Tips, Notes, and Warnings Exam Tips End-of-chapter quizzes and lab projects Essential Skills for a Successful IT Career Written by the leading authority on CompTIA A+ certification and training, this instructive, full-color guide will help you pass CompTIA A+ exam 220-801 and become an expert PC technician. Mike Meyers' CompTIA A+ Guide to 801: Managing and Troubleshooting PCs, Fourth Edition is completely up to date with the new CompTIA A+ standards. Inside, you'll find helpful on-the-job tips, end-of-chapter practice questions, and hundreds of photographs and illustrations. End-of-chapter solutions and answers are only available to instructors and do not appear in the book. Learn how to: Work with CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components Work with PCs safely using the proper tools Install and configure hard drives Manage input devices and removable media Install video and multimedia cards Install and configure wired and wireless networks Connect to the Internet Manage and maintain portable PCs Install, configure, and manage printers Protect your PC and your network Build and customize specialized PCs Electronic content features: Practice exams for 801 with hundreds of questions An "Introduction to CompTIA A+" video by Mike Meyers Links

to Mike's latest favorite shareware and freeware PC tools and utilities Each chapter includes: Learning objectives Photographs and illustrations Real-world examples Try This! and Cross Check exercises Key terms highlighted Tech Tips, Notes, and Warnings Exam Tips End-of-chapter quizzes and lab projects

This book describes how to access the Grease Pencil component in Blender and create 2D Animation within the Blender 3D environment. It is assumed that the reader has no previous knowledge of the Blender program and treats 2D Animation using the Grease Pencil as a standalone application. Grease Pencil is a component of the 3D modeling and animation program, Blender. Blender is a free open-source 3D Computer Graphics software toolset used for creating animated films, visual effects, art, 3D printed models, motion graphics, interactive 3D applications, virtual reality and computer games. Key Features: The first comprehensive beginner's guide to the Grease Pencil component of Blender Facets of operation are explained in short concise chapters with cross references Written instruction is accompanied by diagram illustrations in reference to the program's Graphical User Interface The book is also available in a discounted set along with The Complete Guide to Blender Graphics: Computer Modeling & Animation.

Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

Collects case studies and interviews showcasing Web audio formats.

Shows power users how to take Windows XP to the next level, focusing on functionality, networking, and overall performance Features to-the-point coverage that skips introductory explanations and focuses instead on the real-world tips and tricks power users need to become more productive Written in a friendly, approachable style by experienced XP author and power user Curt Simmons Topics covered include scripting, managing applications, making the most of digital media, power management, hardware management, the registry and file systems, security, auditing, backup and data storage, system performance, system recovery, Microsoft's popular download XP Power Toys, networking, and wireless

This edition provides new information on methodology, memory, technology, and legal options incorporated into each chapter and a completely new chapter provides guidelines on how to analyze interview content for effective use of oral history interview information. It is an updated and expanded road map with solid introduction to oral history.

Learn all about Codecs--how they work, as well as design and implementation with this comprehensive, easy-to-use guide to compression. After reading this book, you will be able to prepare and distribute professional audio and video on any platform including streamed to the web, broadcast on-air, stored in PVRs, Burned onto CD-ROMs or DVDs, delivered by broadband, or viewed in Kiosk applications, PDA devices, and mobile phones. Key benefits: * Learn from an award-winning technologist for a top media company who knows how to explain codecs in terms you can understand * This entry-level guide contains clear explanations and hundreds of diagrams--no math background needed! Also includes a comprehensive glossary which serves as a useful reference to many technical terms and jargon you will encounter * Learn how to choose the right technique to get the most out of your compression system--saving both storage space and money

Explains how to use the Macintosh video production programs to capture and edit digital videos, apply effects, create DVD menus, and burn DVDs.

This handy 180-page book offers a great overview of QuickTime Pro, including a fundamental explanation of video encoding and an invaluable look-up guide of video codecs and the QuickTime Pro interface. Includes step-by-step tutorials for the five things people do most

with QuickTime Pro: Capturing, editing, using different video tracks, exporting, and scripting QuickTime Pro actions with Automator. Available for both Windows and Mac, QuickTime 6 was downloaded more than 350 million times. Moreover 98% of those downloads were from PC users, at a rate of over 10 million per month. QuickTime Pro is now available and can be downloaded for $29.99.

Designed for senior electrical engineering students, this textbook explores the theoretical concepts of digital signal processing and communication systems by presenting laboratory experiments using real-time DSP hardware. The experiments are designed for the Texas Instruments TMS320C6701 Evaluation Module or TMS320C6711 DSK but can easily be adapted to other DSP boards. Each chapter begins with a presentation of the required theory and concludes with instructions for performing experiments to implement the theory. In the process of performing the experiments, students gain experience in working with software tools and equipment commonly used in industry.

The Rough Guide to iPods and iTunes is the ultimate companion to the defining gadget of the digital music era - and an essential guide to music and video on the Net, on your PC or Mac, and in your pocket. Fully updated and revised, The Rough Guide to iPods and iTunes covers the full iPod range of products: from the best of the iTunes App Store, iPod Touch, iTunes 8 to practical information for the iPod Nano and Classic Shuffle. Written by Peter Buckley, author of the best-selling Rough Guides to the Internet and Rough Guide to Macs & OSX, this guide will suit novices and experts alike. Complete with reviews of all the latest gadgets and extras; including the new Apple Headphones, the latest home stereo and TV systems that work with iPods, history of the iPod and the truth about iTunes going DRM-free. Discover how to import your CDs and DVDs, manage your music and video library, how to digitize music from vinyl or cassette and download from the best online sites and stores, all this plus much, much more. Whether you already have an iPod or you're thinking of buying one, you need The Rough Guide to iPods and iTunes!

The Rough Guide to Macs & OS X 10.6 Snow Leopard is the essential companion to your Apple computer. Packed full of handy advice, and covering laptops as well as desktops, the guide will help you choose a Mac and get the best deal, import files and emails from an old Mac or PC, master the finer points of OSX Snow Leopard and much more. User-friendly for novices and experts alike The Rough Guide to Macs & OS X 10.6 Snow Leopard demystifies the jargon of today's digital world, giving practical advice on all aspects of your Mac from keeping your documents and data secure to downloading music and making the most of you iPod. Find out how to turn your Mac into a TV, make music and edit photos with iLife and go wireless with AirPort and Bluetooth as well as all the latest tips and tricks on loading up the very best software and running windows on your Mac with Boot Camp. The Rough Guide to Macs & OS X 10.6 Snow Leopard will even help you stay afloat when all goes wrong. Whether you already have a Mac or you're thinking of buying one, you need this guide.

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