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This practical sourcebook has been specially prepared to give you an at-a-glance guide to quality video program-making on a modest budget. Emphasis throughout is on excellence with economy; whether you are working alone or with a small multi-camera group. The well-tried techniques detailed here will steer you through the hazards of production, helping you to avoid those frustrating, time-wasting problems, and to create an effective video program. For many years Video Production Handbook has helped students and program-makers in a wide range of organizations. Now in its thoroughly revised 3rd edition, Video Production Handbook guides you step-by-step, explaining how to develop your initial program ideas, and build them into a successful working format. It covers the techniques of persuasive camerawork, successful lighting and sound treatment, video editing, etc. You will find straightforward up-to-the-minute guidance with your daily production problems, and a wealth of practical tips based on the author's personal experience. In this extended edition, you will see how you can use quite modest chromakey facilities and visual effects to create the magic of virtual reality surroundings. Gerald Millerson's internationally acclaimed writings are based on a long and distinguished career with the BBC. His lecturing background includes TV production courses in the United States and UK. His other books for Focal Press have become standard works in a number of languages, and include his classic course text Television Production 13th ed, Effective TV Production 3rd ed, Video Camera Techniques 2nd ed, Lighting for TV and Film 3rd ed, Lighting for Video 3rd ed and TV Scenic Design.

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

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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 Maker, 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 (iQT), 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.

Whether you're aiming for YouTube videos or Hollywood-style epics, you need what Premiere Elements can't provide: crystal-clear guidance and real world know-how. This Missing Manual delivers. Packed with great ideas on how to spiff up your footage, this book helps you avoid the dreaded Help! I Never Do Anything With My Video syndrome. With this book, you'll learn how to use Premiere's two approaches to filmmaking. The quick-and-easy InstantMovie technique, and the classic, handcrafted approach for frame-by-frame editing with fine-tuned transitions, effects, and more. Premiere expert Chris Grover combines a touch of humor with insights, tips, and tricks culled from years of moviemaking experience to help you release your inner Scorsese. Create movies from start to finish with hands-on, step-by-step instructions Use InstantMovie to whip up a video ready for prime time Learn frame-by-frame editing to handcraft your story like the pros do Share your movie by saving it to disc, uploading it, or emailing it Add video effects that dazzle Use keyframes to precisely control cuts, special effects, and sound Tap Premiere's automated tools to analyze, organize, and rate your clips

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.

More information to be announced soon on this forthcoming title from Penguin USA

Modern introduction to theory of coding and decoding with many exercises and examples.

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