

Focal Hifi User Guide

Rick Young's Easy Guide to Final Cut Pro 7 is the ultimate guide to getting up and running with Apple's professional editing software. Full of information relevant to both new users and professionals, this book wastes no time in teaching all the vital knowledge needed to edit your project from start to finish using Final Cut Pro. All the key features and essential techniques are presented in this easy to understand, full-color book. When time is of the essence, less is more. Learn invaluable workflow tips which show you how to tap into the full power of Final Cut Pro, whichever version of the program you are using. All the essential areas are covered: *System Set-up * Capture * Editing * Audio Mixing * Effects * Output * Media * Management, and more This latest edition also features new sections specific to Final Cut Pro 7, including expanded ProRes support, improved markers, global transitions, alpha transitions, automatic transfer of file-based media to hard drive, and easy export to DVD, Blu-Ray, iPod, iPhone, and Apple TV. Praised by industry professionals, educators, and independent filmmakers, the Easy Guide to Final Cut Pro has earned a solid reputation as being the absolute best book on the market for those wishing to get up to speed with Final Cut Pro quickly.

If you need to get to grips fast with creating interactive graphics and animation in Flash - then look no further! Whether you are a new user or a professional, this highly visual book is all you need to get up and running with the latest powerful upgrade - Macromedia Flash 8. Birgitta Hosea breaks down the software into its main components and offers simple, visual step-by-step instructions to explain the fundamental practical techniques you need to create finished projects. The accessible style and structure lets you dip in and out when working on a project,

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or work straight through to explore more of the program's capabilities and develop your skills. Written by a designer for designers The Focal Easy Guide to Macromedia Flash 8 offers a thorough coverage of the basic features of Flash, without going into in-depth coding with ActionScript. Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design. Her experience ranges from designing moving branding to art directing pop promos and short films. A Volume in The Focal Easy Guide Series. The Focal Easy Guide series: . Starting working with new software immediately regardless of your level . Achieve professional results, learn practical skills from industry experts . Focused, user-friendly coverage of the key tools you need to know

"This second edition of Small Signal Audio Design is the essential and unique guide to the design of high-quality analogue circuitry for preamplifiers, mixing consoles, and many other signal-processing devices. You will learn to use inexpensive and readily available parts to obtain state-of-the-art performance in all the vital parameters of noise, distortion, crosstalk, etc. This practical handbook provides a repertoire of circuit blocks from which almost any type of audio system can be built. Essential points of theory that determine practical performance are lucidly and thoroughly explained, with the mathematics at a minimum. Virtually every page reveals nuggets of specialized knowledge not found elsewhere. Douglas' background in design for manufacture ensures he keeps a wary eye on the cost of things. Learn how to: - Make amplifiers with apparently impossibly low noise - Design discrete circuitry that can handle enormous signals with vanishingly low distortion - Use ordinary bipolar transistors to make amplifiers with an input impedance of more than 50 Megohms - Transform the performance of low-cost-opamps, and how to make filters with very low noise and distortion - Make incredibly

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accurate volume controls - Make a huge variety of audio equalisers - Make magnetic cartridge preamplifiers that have noise so low it is limited by basic physics - Sum, switch, clip, compress, and route audio signals effectively - Build reliable power-supplies, with many practical ways to keep both the noise and the cost down"--

Software packages are complex. Shouldn't software books make it easier? Simplify your life with The Focal Easy Guide to Final Cut Pro 5! This short, full-color book lives up to its name by paring down the software to its essentials. It covers only the key features and essential workflow to get you up and running in no time. When time is of the essence, less is more. With this book you can start cutting immediately, whatever you edit, whatever the format. This is an ideal introduction whether you are a professional moving over to Final Cut Pro from another package or system, a new user, or just someone who wants to get the best results from Final Cut Pro, fast!

In this book the author "shares his professional insight to ensure you get the most out of all the tools Adobe's Premiere Pro offers. All the essential areas are covered: set-up, capture, editing, audio, effects and working with Photoshop, After Effects and Encore. Featured are many workflow tips that show how to tap into the full power of Premiere Pro creating you own digital movies." - back cover.

Effective Audio-Visual is a user's handbook for anyone who needs to know more about audio-visual equipment & techniques. The book discusses AV techniques such as overhead projection, slide-tape, multi-image, film, video & the increasing use of the computer. In this extensively re-written third edition the computer is shown to be not only the basis of computer graphics & interactive AV, but also essential to the effective use of traditional methods, & fast

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becoming an effective sho delivery platform in its own right.

Recent developments in television displays; Videocassette recorders and video cameras; Consumer and industrial video disk systems; Television signal delivery systems; Videotext and related systems; Document-oriented video systems; Videoconferencing; Video display terminals.

The Essential Guide to Game Audio: The Theory and Practice of Sound for Games is a first of its kind textbook and must-have reference guide for everything you ever wanted to know about sound for games. This book provides a basic overview of game audio, how it has developed over time, and how you can make a career in this industry. Each chapter gives you the background and context you will need to understand the unique workflow associated with interactive media. The practical, easy to understand interactive examples provide hands-on experience applying the concepts in real world situations.

Master invaluable workflow tips that will allow you to tap into the full power of Final Cut Pro X and achieve results quickly, regardless of your skill level. Rick Young's Focal Easy Guide to Final Cut Pro X, Second Edition is the ultimate mentor for getting up and running with Apple's professional editing software. In this step-by-step, full-color guide, Young clearly explains the key concepts and vital knowledge you need to edit your project from start to finish, providing clear, time-saving instruction on producing and outputting using Final Cut Pro X. This new edition has been updated to include: A thorough introduction to Final Cut Pro X and the philosophy by which the software works Coverage of the complete postproduction process, including setup, importing, editing, audio, effects, and output Additional sections on Multicam Editing, working with Proxies, and effective media management of Libraries Instruction on

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encoding, distributing, and archiving your completed projects A companion website (www.focalpress.com/9781138785533) featuring downloadable video footage that you can edit using the techniques covered in the book Packed with tutorials and real-world examples, The Focal Easy Guide to Final Cut Pro X, Second Edition will take you through the ins and outs of the software and have you editing and outputting your movies in no time! Written for Final Cut Pro X version 10.1.3 and beyond.

This highly illustrated, full color book tells you all you need to know to get up and running quickly using Adobe Premiere Pro to achieve professional results. It covers the essentials, so you can apply the knowledge to your project immediately. All the important areas are covered: set up, the interface, editing, effects, integration with other Adobe products, and finishing. An invaluable first read for users of all levels who want to achieve professional results.

Stereo is everywhere. The whole culture and industry of music and sound became organized around the principle of stereophony during the twentieth century. But nothing about this-not the invention or acceptance or ubiquity of stereo-was inevitable. Nor did the aesthetic conventions, technological objects, and listening practices required to make sense of stereo emerge fully formed, out of the blue. This groundbreaking book uncovers the vast amount of work that has been required to make stereo seem natural, and which has been necessary to maintain stereo's place as a dominant mode of sound reproduction for over half a century. The essays contained within this book are thematically grouped under (Audio) Positions, Listening Cultures, and Multichannel Sound and Screen Media; the cumulative effect is to advance research in music, sound, and media studies and to build new bridges between the fields. With contributions from leading scholars across several disciplines, Living Stereo re-tells the history

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of twentieth-century aural and musical culture through the lens of stereophonic sound. In this highly visual, color book Rick Young covers all the essential areas: the interface, set-up and capture, editing, rendering, effects, audio and output, as well as a unique, invaluable introduction to the power LiveType and Soundtrack add to Final Cut in this upgrade. With this book you can start cutting immediately, whatever you edit, whatever the format. This is an ideal introduction whether you are a professional moving over to Final Cut Pro from another package or system, a new user, or a real-world film maker who wants to get the best results from Final Cut Pro, fast!

Practical Audio Electronics is a comprehensive introduction to basic audio electronics and the fundamentals of sound circuit building, providing the reader with the necessary knowledge and skills to undertake projects from scratch. Imparting a thorough foundation of theory alongside the practical skills needed to understand, build, modify, and test audio circuits, this book equips the reader with the tools to explore the sonic possibilities that emerge when electronics technology is applied innovatively to the making of music. Suitable for all levels of technical proficiency, this book encourages a deeper understanding through highlighted sections of advanced material and example projects including circuits to make, alter, and amplify audio, providing a snapshot of the wide range of possibilities of practical audio electronics. An ideal resource for students, hobbyists, musicians, audio professionals, and those interested in exploring the possibilities of hardware-based sound and music creation.

This highly illustrated, full color book tells you all you need to know to get up and running quickly using Apple's new digital video editing application - Final Cut Express. Rick Young shares his professional insight to ensure you get the most out of all the pro-level tools, offered

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at a very affordable price by Express. All the essential areas are covered: set-up; capture; editing; multi-channel sound mixing; effects creation and print to video, web or DVD, enhanced throughout by important workflow tips. This is an ideal first read, whatever you want to edit in Final Cut Express, at whatever level, as this powerful package is the answer to all your digital video needs, presenting a complete, easy to use digital laboratory for your movie creation. Rick Young (www.digitalproduction.net) is Director and Founding Member of the UK Final Cut Pro User Group and an Apple Solutions Expert. A freelance television director and editor with many years of broadcast experience, including work for the BBC, Sky, ITN, CNBC and Reuters. Also a Final Cut Pro Consultant, Rick has attended numerous UK and US exhibitions, is a liaison to the US FCP user groups, and author of the best-selling, 'The Easy Guide to Final Cut Pro'.

Software packages are complex. Shouldn't software books make it easier? Simplify your life with the Focal Easy Guide to Adobe® Audition® 2.0! This short, full-color book lives up to its name by paring down the software to its essentials. It covers only the key features and essential workflow to get you up and running in no time. When time is of the essence, less is more Antony Brown shares his professional insight to ensure you get the most out of all the tools Adobe's Audition® 2.0 offers. All the essential areas are covered: set up, editing, audio restoration, looping content, working with video, mastering, making a CD, and much more. Featured are many workflow tips that show you how to tap into the full power of Adobe® Audition® 2.0 when creating your digital audio files. This is an ideal first read for any editor new to Adobe® Audition® 2.0.

Key advances in Semiconductor Terahertz (THz) Technology now promises important

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new applications enabling scientists and engineers to overcome the challenges of accessing the so-called terahertz gap . This pioneering reference explains the fundamental methods and surveys innovative techniques in the generation, detection and processing of THz waves with solid-state devices, as well as illustrating their potential applications in security and telecommunications, among other fields. With contributions from leading experts, Semiconductor Terahertz Technology: Devices and Systems at Room Temperature Operation comprehensively and systematically covers semiconductor-based room temperature operating sources such as photomixers, THz antennas, radiation concepts and THz propagation as well as room-temperature operating THz detectors. The second part of the book focuses on applications such as the latest photonic and electronic THz systems as well as emerging THz technologies including: whispering gallery resonators, liquid crystals, metamaterials and graphene-based devices. This book will provide support for practicing researchers and professionals and will be an indispensable reference to graduate students in the field of THz technology. Key features: Includes crucial theoretical background sections to photomixers, photoconductive switches and electronic THz generation & detection. Provides an extensive overview of semiconductor-based THz sources and applications. Discusses vital technologies for affordable THz applications. Supports teaching and studying increasingly popular courses on semiconductor THz technology. First published in 2006. Routledge is an imprint of Taylor & Francis, an informa

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company.

Get professional results fast with this full color guide to Cakewalk's popular Sonar software. Trev Wilkins provides you with a working knowledge of all the essential tools and features. This concise book is an ideal starting point for anyone using Sonar for the first time and is suitable for users of both Studio and Producer Editions. All the key areas are covered, including: * set up * recording and editing audio * recording and editing MIDI * using plug-in instruments* using ReWire * the console view and routing * automation * working with video *mixing down and mastering. Updates on new features can be found at www.focaleasyguidetocakewalksonar.com

If you've handled live sound, you know that the recipe for creating good sound in any venue has many steps. The ingredient list starts with an understanding of sound and how it behaves, the know-how to effectively use a sound system (including that little issue of not electrocuting yourself or your audience), and the knowledge to choose and use your gear well. Add a dash of miking ability, and stir in a pinch of thinking on your feet for when your system starts to hum or the vocals start to feed back. And mix. In fact, there real.

This reissued third edition of A User's Guide to View Cameraintroduces photographers to large-format cameras, covering their use with both film and digital capture. Readers will learn the anatomy of cameras with a separately adjustable back or front, the proper techniques for using view cameras, and how to take care of large-format cameras--all

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through straightforward and practical instruction and abundant visual examples. This latest edition features: * Practical approaches to mastering lenses, shutters, accessories, and the ever-important maintenance of your view camera * Tips for both simple operation and advanced control of the camera, including film holders, bellows, and tripods, and film handling and development * A section on digital equipment, offering updates on the nearly 200-year-long history of the view camera

Brown shares his professional insight to ensure readers get the most out of all the tools Adobes audio production application Audition 2.0 offers. All the essential areas are covered: set up, editing, audio restoration, looping content, working with video, mastering, making a CD, and much more.

Confused by ActionScript? Want to get to grips with creating interactive graphics and animation in Flash quickly? Whether you are a new user or a professional illustrator, designer or animator experienced in other animation and effects packages, this highly visual, color book will be all you need to get you up and running with the latest powerful upgrade - Flash MX 2004. Birgitta Hosea uses tried and tested material based on her teaching, breaking down the software into its main components and providing lots of screenshots and simple step-by-step instructions. This encourages you to get the most out of the programme and fully develop your skills, whilst allowing those with particular needs to 'jump ahead'. The structure and style, influenced by her commercial and creative expertise, allows you either as a student or professional to dip in and out according to the needs of your specific projects, but also allows the exploration of the programmes capability when you have more time. It is a generalist,

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accessible, visual and a truly introductory guide, written from the perspective of a designer with a thorough coverage of the basic features of Flash MX 2004, without going too in-depth into coding with ActionScript. Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design. Her experience ranges from designing idents and promotional materials to working as an Art Director on pop promos and short films.

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