

1. Record Nr.	UNINA9910463232903321
Autore	Hershleder Benjamin
Titolo	Avid Media Composer 6.x cookbook [[electronic resource]] : over 160 highly effective and practical recipes to help beginning and intermediate users get the most from Avid Media Composer 6 editing / / Benjamin Hershleder
Pubbl/distr/stampa	Birmingham, UK, : Packt Pub., 2012
ISBN	1-283-93783-2 1-84969-301-3
Descrizione fisica	1 online resource (422 p.)
Disciplina	006.696
Soggetti	Project management - Computer programs Electronic data processing - Batch processing Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Assets into Your Media Composer Project; Introduction; A strategy for project organization at the desktop level; Understanding Media Creation settings; Mixing frame rates; Tape capture tip: Adding Markers while Capturing; Tape capture tip: Making Sub clips while Capturing; Logging clips tip: Logging from the keyboard; Logging clips tip: Keeping the Capture Tool active after logging a clip Quickly calculating total duration of clips (or any items in a bin) Combining available drive space and/or controlling where media is stored; Making sure your batch capture continues without you; Modifying clips before capture; Modifying clips after capture: Adding tracks; Modifying clips after capture: Deleting tracks; Capturing and editing at the same time; Preparing to use AMA (Avid Media Access): Getting the plug-ins; AMA (Avid Media Access) Linking; Getting the AMA file's image to display as desired; Consolidating (copying) AMA Master Clips Transcoding AMA Master Clips before beginning to edit Transcoding AMA Master Clips after editing has begun; Consolidating an AMA

sequence or sub clips; Transcoding an AMA sequence; Importing stills and video files such as QuickTime; Importing audio; Adjusting audio levels before editing; Adjusting audio pan settings before editing; Setting stereo-audio tracks; Chapter 2: Customizing Your Work Environment; Introduction; Settings overview; Creating Site Settings; User Profile Settings - transferring to another workstation; Interface settings; Font size adjustment; Creating Bin views  
Creating Timeline Views Customizing Workspaces; Creating Bin Layouts; Linking Bin Layouts with Workspaces; Linking other settings with Workspaces; Mapping Workspaces and Bin Layouts; Mapping buttons and menu selections; Chapter 3: Polishing Gems; Introduction; Understanding Track Sensitivity; Snapping actions for the Position Indicator and in Segment Mode; Enabling and disabling all Track Selectors from the keyboard; Enabling and disabling Track Selectors using the Shift key plus drag method; Enabling and disabling Track Selectors using the Lasso; Replace Edit: How and why  
Sync Point Editing: How and why Seeing source material in the Timeline Window; Clipboard tips; Using the Match Frame function; Using the Reverse Match Frame function; Setting clip colors in a bin; Setting clip colors in the Timeline Window; Chapter 4: Creating Split Edits; Introduction; Creating a Split Edit with Double Roller or Overwrite Trim; Creating a Split Edit with the Extend function; Creating a Split Edit with Asymmetric Trimming; Chapter 5: Maintaining and Regaining Sync; Introduction; Adding Filler within a sequence with Splice or Overwrite; Adding Filler at the end of a sequence  
Sync Break Indicators: Understanding them and making your own

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#### Sommario/riassunto

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Written in a Cookbook style, it's packed with logically-sequenced recipes to gain deeper understanding of the software. Each recipe contains step-by-step instructions followed by analysis of what was done in each task and other useful information. The book is designed so that you can read it chapter by chapter, or you can look at the list of recipes and refer to them in no particular order. If you are new to editing with Avid, this book will help you get the most out of Avid Media Composer right from the start. Even if you are intermediately experienced with Avid, you will discover new methods

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2. Record Nr.	UNINA9910959958703321
Autore	Jones Steven E (Steven Edward)
Titolo	Codename revolution : the Nintendo WII platform / / Steven E. Jones and George K. Thiruvathukal
Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, ©2012
ISBN	9786613594556 9780262300537 0262300532 9781280499326 128049932X 9780262301312 0262301318
Edizione	[1st ed.]
Descrizione fisica	1 online resource (215 p.)
Collana	Platform studies
Altri autori (Persone)	ThiruvathukalGeorge K (George Kuriakose)
Disciplina	794.8
Soggetti	Video games - Social aspects Nintendo Wii video games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Series Foreword; Acknowledgments; Chapter 1. Introduction: Starting with Revolution: The Wii as a Platform; Our Approach; Cross-Platform Mario; The Book's Plan; Chapter 2. "Power Isn't Everything": The Wii Console; Form Factor and Technical Architecture; Power (Constraints); Red Steel 2; Power (Efficiencies); Chapter 3. Core Controller: The Wii Remote; Form Factor and Technology; The MotionPlus Attachment; Wii Sports Resort; WarioWare: Smooth Moves; The Wii Remote as Magic Crayon; The Wii Remote as Mouse; Chapter 4. Active at the Periphery: The Wii Balance Board Form Factor and TechnologyWii Balance Board as a Game Controller; Wii Vitality Sensor: Capturing the Player's Internal State; Wii Fit Plus ("Measuring"); Player Space ("Adequate Space Required"); The Magic Circle and Miniature Garden; The Living Room as Player Space (Wii no Ma); Chapter 5. Channeling the System: Access, Distribution, and Transmission; The Television Metaphor (a Menu of Channels); Channeling the System; Distribution: The Virtual Console; Distribution:

WiiWare; World of Goo (via WiiWare); WarioWare D.I.Y. (for DS and WiiWare); Internet Channel

Homebrew Channel: The Platform's EdgeChapter 6. "Wii Is for Everyone": A Social Platform; Degrees of Openness; Some Wii Mods and Hacks; Wii Social Games; The Wii as a Social Platform; Chapter 7. After the Revolution; Turning the Blue Ocean Red; A Software Phase; Emerging and Converging Technologies; The Absence of an Object?; Notes; Bibliography; Index

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#### Sommario/riassunto

The Nintendo Wii, introduced in 2006, helped usher in a moment of retro-reinvention in video game play. This hugely popular console system, codenamed Revolution during development, signaled a turn away from fully immersive, time-consuming MMORPGs or forty-hour FPS games and back toward family fun in the living room. Players using the wireless motion-sensitive controller (the Wii Remote, or "Wiimote") play with their whole bodies, waving, swinging, swaying. The mimetic interface shifts attention from what's on the screen to what's happening in physical space. This book describes the Wii's impact in technological, social, and cultural terms, examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space. Each chapter of Codename Revolution focuses on a major component of the Wii as a platform: the console itself, designed to be low-powered and nimble; the iconic Wii Remote; Wii Fit Plus, and its controller, the Wii Balance Board; the Wii Channels interface and Nintendo's distribution system; and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space. Finally, the authors connect the Wii's revolution in mimetic interface gaming—which eventually led to the release of Sony's Move and Microsoft's Kinect—to some of the economic and technological conditions that influence the possibility of making something new in this arena of computing and culture.

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