

Video Camera Resolution Explained

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How Video Works CRC Press

The use of digital surveillance technology is rapidly growing as it becomes significantly cheaper for live and remote monitoring. The second edition of Digital Video Surveillance and Security provides the most current and complete reference for security professionals and consultants as they plan, design, and implement surveillance systems to secure their places of business. By providing the necessary explanations of terms, concepts, and technological capabilities, this revised edition addresses the newest technologies and solutions available on the market today. With clear descriptions and detailed illustrations, Digital Video Surveillance and Security is the only book that shows the need for an overall understanding of the digital video surveillance (DVS) ecosystem. Highly visual with easy-to-read diagrams, schematics, tables, troubleshooting charts, and graphs Includes design and implementation case studies and best practices Uses vendor-neutral comparisons of the latest camera equipment and recording options

CCTV Surveillance CRC Press

Take on your tablet with confidence and get connected! AARP Tablets: Tech To Connect provides you with the know-how to become savvy with your tablet PC. From downloading apps and syncing to your other devices to storing data online and browsing the web, this fun-but-straightforward guide helps you learn everything you need to know so you can immediately start enjoying your new tablet. Provides you with just the right amount of hand holding to get started with selecting the right tablet, getting familiar with the hardware and software, and finding your comfort zone with the operating system Assumes no prior knowledge and walks you through shopping on the Internet, getting connected with social networking, e-mailing friends and family, and organizing files Offers detailed instructions for checking medical information, traveling, staying safe online, downloading books, and more Features task-oriented tutorials arranged in such a way that is easy to find material and success AARP Tablets: Tech To Connect is the ideal guide to help readers harness the power of their tablet and take advantage of all the amazing things it can do.

The Guide to High Definition Video Production Elsevier

Provides information on what a HDTV is, how to choose one, how to connect it to other equipment, programming choices, and adding accessories.

The Image Processing Handbook National Geographic Books

Over the past few years, HDV has burst onto the professional video production landscape and is changing the world of high-definition acquisition. Are you ready to make the transition to HDV? Let this book, with its clear, unbiased overview of HDV, be your guide. More than a catalog of HDV products, this book provides you with perspective on the driving forces behind high-definition, technical information about digital video technologies that's easy to follow, and real-world tips for getting the most out of your HDV investment. The book also includes a tear-out focusing chart, HDV resource guide, and detailed glossary for quick reference, making it a timely and valuable resource for video professionals and students. Working with HDV provides the answers to some of the big questions surrounding this exciting format: - Why has HDV

become so popular so quickly? - Is HDV right for your next project? - What are your HDV camcorder/equipment options? - How does HDV differ from other video formats? - Why is shooting with HDV similar to shooting with a film camera? - How will you manage your HDV post production workflow? - Does HDV make good business sense for your operation? - What are the alternatives to HDV on the market? Don't get left behind as HDV momentum continues to build--get up and running quickly with this handy guide that demystifies what to use and how to use it.

HDTV For Dummies John Wiley & Sons

This two-volume set (CCIS 1147, CCIS 1148) constitutes the refereed proceedings of the 4th International Conference on Computer Vision and Image Processing. held in Jaipur, India, in September 2019. The 73 full papers and 10 short papers were carefully reviewed and selected from 202 submissions. The papers are organized according to the following topics: Part I: Biometrics; Computer Forensic; Computer Vision; Dimension Reduction; Healthcare Information Systems; Image Processing; Image segmentation; Information Retrieval; Instance based learning; Machine Learning.Part II: Neural Network; Object Detection; Object Recognition; Online Handwriting Recognition; Optical Character Recognition; Security and Privacy; Unsupervised Clustering.

Design and Evaluation of Physical Protection Systems Elsevier

This book covers the full life cycle of conducting a mobile and computer digital forensic examination, including planning and performing an investigation as well as report writing and testifying. Case reviews in corporate, civil, and criminal situations are also described from both prosecution and defense perspectives. Digital Forensics Explained, Second Edition draws from years of experience in local, state, federal, and international environments and highlights the challenges inherent in deficient cyber security practices. Topics include the importance of following the scientific method and verification, legal and ethical issues, planning an investigation (including tools and techniques), incident response, case project management and authorization, social media and internet, cloud, anti-forensics, link and visual analysis, and psychological considerations. The book is a valuable resource for the academic environment, law enforcement, those in the legal profession, and those working in the cyber security field. Case reviews include cyber security breaches, anti-forensic challenges, child exploitation, and social media investigations. Greg Gogolin, PhD, CISSP, is a Professor of Information Security and Intelligence at Ferris State University and a licensed Professional Investigator. He has worked more than 100 cases in criminal, civil, and corporate environments.

Rethinking Prototyping Inst of Elect & Electronic

The contents of this volume reflect to a large extent the efforts made by a group of Institutes at the ETH Z ü rich to develop new techniques for measurements of flows in fluids in the last decade. The motivation came from the study of tr~sport and mixing processes in natural and industrial systems. One of the characteristic properties of turbulence is its high mixing efficiency. The techniques developed are therefore suitable, although not exclusively, for turbulence measurements. They can be subdivided into point-measurements and field-measurements. The aim of the point-measurements developed is to determine the three components of the velocity and all their first derivatives with good temporal resolution and accuracy in turbulent flows. The old and well established method of hot-wire anemometry was used for this purpose. One of the main achievements in this context is the construction of miniature multi-wire probes. This technique was introduced to the Institute of Hydromechanics and Water Resources Management of ETH Z ü rich by Profs. A. Tsinober and E. Kit from Tel-Aviv University. This was made possible by the generous financial support by ETH, for which I would like to express my gratitude on this occasion. In addition, Dr. F.E. Joergensen from DANTEC contributed an example of recent developments in the hardware ofConstant Temperature Anemometry (CTA), for which I am very thankful.

The Ultimate Field Guide to Digital Video John Wiley & Sons

An essential guide to all aspects of video technology for sound technicians wishing to broaden their knowledge. It explains in a highly readable and engaging way, the key technologies and issues, as well as the terms, acronyms and definitions. Although intended for the sound professional, this book will also appeal to anyone involved in working with video. Everything is covered: from how television and video cameras work to digital video recording, electronic

news gathering, nonlinear editing, video effects as well as telecine, widescreen technology and the home cinema. The book also takes a look at the impact of digital technology on production methods and examines the technology and rationale behind digital television, High Definition Television, and DVD. It concludes with the use of video in multimedia and the internet. Based on a series of popular articles in Audio Media magazine, this a vital introductory work for students and professionals wishing to broaden their knowledge of video.

Working with HDV Springer Science & Business Media

Premiering in 1990 in Antibes, France, the European Conference on Computer Vision, ECCV, has been held biennially at venues all around Europe. These conferences have been very successful, making ECCV a major event to the computer vision community. ECCV 2002 was the seventh in the series. The privilege of organizing it was shared by three universities: The IT University of Copenhagen, the University of Copenhagen, and Lund University, with the conference venue in Copenhagen. These universities lie geographically close in the vivid Oresund region, which lies partly in Denmark and partly in Sweden, with the newly built bridge (opened summer 2000) crossing the sound that formerly divided the countries. We are very happy to report that this year ' s conference attracted more papers than ever before, with around 600 submissions. Still, together with the conference board, we decided to keep the tradition of holding ECCV as a single track conference. Each paper was anonymously refereed by three different reviewers. For the ?nal selection, for the ?rst time for ECCV, a system with area chairs was used. These met with the program chairsinLundfortwodaysinFebruary2002toselectwhatbecame45oralpresentations and 181 posters.Also at this meeting the selection was made without knowledge of the authors ' identity.

Digital Cinematography Springer

How Video Works raises the curtain on how video is created, scanned, transmitted, stored, compressed, encoded, delivered and streamed to its multitude of destinations. In today ' s digital world, every content creator—individual as well as network or corporation—must understand the process of how video works in order to deliver not only the best quality video, but a digital video file with the most appropriate specifications for each particular use. This complete guide covers key stages of video development, from image capture to the final stages of delivery and archiving, as well as workflows and new technologies, including Ultra High Definition, metadata, signal monitoring, streaming and managing video files — all presented in an easy to understand way. Whether you are a professional or new video technician discovering the ins and outs of digital distribution, this book has the information you need to succeed. The updated third edition contains: • New sections on image capture as well as streaming and video workflows • A hands-on approach to using digital scopes and monitoring the video signal • Thorough explanations of managing video files, including codecs and wrappers • In-depth coverage of compression, encoding, and metadata • A complete explanation of video and audio standards, including Ultra HD • An overview of video recording and storage formats • A complete glossary of terms for video, audio and broadcast

The Shut Up and Shoot Documentary Guide Taylor & Francis

Prepare for Microsoft Exam 70-485—and help demonstrate your real-world mastery of building Windows Store apps with C#. Designed for experienced developers ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the MCSD level. Focus on the expertise measured by these objectives: Develop Windows Store apps Discover and interact with devices Program user interaction Enhance the user interface Manage data and security Prepare for a solution deployment This Microsoft Exam Ref: Organizes its coverage by exam objectives. Features strategic, what-if scenarios to challenge you.

Single-Camera Video Production Springer Science & Business Media

The introduction and recent advancements of computational photography have revolutionized the imaging industry. Computational photography is a combination of imaging techniques at the intersection of various fields such as optics, computer vision, and computer graphics. These methods enhance the capabilities of traditional digital photography by applying computational techniques both during and after the capturing process. This thesis targets two major subjects in this field: High Dynamic Range (HDR) image reconstruction and Light Field (LF) compressive capturing, compression, and real-time rendering. The first part of the thesis focuses on the HDR images that concurrently contain detailed information from the very dark shadows to the brightest areas in the scenes. One of the main contributions presented in this thesis is the development of a unified reconstruction algorithm for spatially variant exposures in a single image. This method is based on a camera noise model, and it simultaneously resamples, reconstructs, denoises, and demosaics the image while extending its dynamic range. Furthermore, the HDR reconstruction algorithm is extended to adapt to the local features of the image, as well as the noise statistics, to preserve the high-frequency edges during reconstruction. In the second part of this thesis, the research focus shifts to

the acquisition, encoding, reconstruction, and rendering of light field images and videos in a real-time setting. Unlike traditional integral photography, a light field captures the information of the dynamic environment from all angles, all points in space, and all spectral wavelength and time. This thesis employs sparse representation to provide an end-to-end solution to the problem of encoding, real-time reconstruction, and rendering of high dimensional light field video data sets. These solutions are applied on various types of data sets, such as light fields captured with multi-camera systems or hand-held cameras equipped with micro-lens arrays, and spherical light fields. Finally, sparse representation of light fields was utilized for developing a single sensor light field video camera equipped with a color-coded mask. A new compressive sensing model is presented that is suitable for dynamic scenes with temporal coherency and is capable of reconstructing high-resolution light field videos.

Video Camera Technology Routledge

Learn everything you need to know about creating video using the single-camera format, from preproduction planning to setting up, rehearsing, shooting, striking, and pleasing your audience. Harness lighting, audio, editing, and aesthetic techniques that will enhance the quality of your video projects and keep your clients coming back for more. Simple, elegant, and easy to use, Single-Camera Video Production, Sixth Edition is a staple in any video artist ’ s library. Whether you ’ re just learning the basics of video production or you ’ re a veteran who needs a refresher, this book provides you with a toolkit for understanding and implementing single-camera workflows, as well as how to use the single-camera format to its best advantage by emphasizing the importance of goals, audience analysis, and technology. This new edition has been updated to include: Expanded sections on digital workflows, field and studio production, preproduction planning, audio, lighting, distribution, and nonlinear editing techniques Detailed gear lists covering the latest camera, recorder, audio, lighting, and stabilization equipment used in the industry today Fresh tips on creating video for your target audience and exhibition platform and shooting for the editing process Insider career advice, including tips on how to get an internship, interviewing, finding a job, and earning a promotion A companion website (www.focalpress.com/cw/musburger) with video examples of the techniques discussed in the book as well as evolving updates on key technological shifts

Digital Photography For Dummies Taylor & Francis

In a landmark decision, the Federal Circuit Court of Appeals in Signature Financial v. State Street Bank held that business methods may be patented. Recently, the US Supreme Court in Bilski v. Kappos left the door open for the availability of patents for business methods. These holdings, together with the explosive growth of electronic commerce and technology, make the business method patent an important growth area of intellectual property. Now in a revised Looseleaf format, this completely updated Second Edition of Business Method Patents is your guide to the unique opportunities and risks in this emerging area of intellectual property law. Business Method Patents, Second Edition is your authoritative source for expert guidance on: The landmark Supreme Court decision in Bilski v. Kappos USPTO view on business method patents, including an overview of BPAI rulings Mechanics of the patent application Prior art searches Drafting claims for business method or model and e-commerce inventions Drafting the complete specification Drawings required for business method patents Building a strategic patent portfolio Litigating business method patents International protection for business methods

Computer Vision and Image Processing CRC Press

Consistently rated as the best overall introduction to computer-based image processing, The Image Processing Handbook covers two-dimensional (2D) and three-dimensional (3D) imaging techniques, image printing and storage methods, image processing algorithms, image and feature measurement, quantitative image measurement analysis, and more.

Incorporating image processing and analysis examples at all scales, from nano- to astro-, this Seventh Edition: Features a greater range of computationally intensive algorithms than previous versions Provides better organization, more quantitative results, and new material on recent developments Includes completely rewritten chapters on 3D imaging and a thoroughly revamped chapter on statistical analysis Contains more than 1700 references to theory, methods, and applications in a wide variety of disciplines Presents 500+ entirely new figures and images, with more than two-thirds appearing in color The Image Processing Handbook, Seventh Edition delivers an accessible and up-to-date treatment of image processing, offering broad coverage and comparison of algorithms, approaches, and outcomes.

Computational Photography Elsevier

Design modelling has benefited from computation but in most projects to date there is still a strong division between computational design and simulation leading up to construction and the completed building that is cut off from the computational design modelling. The Design Modelling Symposium Berlin 2013 would like to challenge the participants to reflect on the possibility of computational systems that bridge design phase and occupancy of buildings. This rethinking of the designed artifact beyond its physical has had profound effects on other industries already. How does it affect architecture and engineering? At the scale of engineering and building systems new perspectives may open up by engaging built form as a continuous prototype, which can track and respond during use and serve as a real world implementation of its design model. This has been tried many times from intelligent fa ç ades

to smart homes and networked grids but much of it was only technology driven and not approached from a more holistic design perspective.

GoPro MAX: How To Use GoPro Max Springer Science & Business Media

Photographers! Your guide is here! The demand for high-quality photographs is higher than ever. Whether you ’ re building your influencer rating online, capturing the moments of a child ’ s life, or are looking for ways to improve your skills, photography know-how is a must-have skill. Digital Photography For Dummies helps you do more than pointing, shooting, and hoping for the best or slapping a filter on a camera phone shot. This book introduces you to the camera settings and techniques that separate okay pictures from frame-worthy portraits. It then explains how to apply those skills to capturing your own portraits, landscape shots, and high-action photos. Develop a better eye for image composition Discover how to light photos better, including using natural light Learn to get quick results in auto settings or take full control in manual mode Discover the elements of exposure and how they influence the final product Find instructions on taking a formal or casual portrait Apply basic editing techniques to finalize your image Go beyond photo apps and apply the techniques pros use for their images.

Business Method Patents Springer Nature

With contributions from some of the world's leading experts, the second edition of this classic reference compiles all major techniques of flow visualization and demonstrates their applications in all fields of science and technology. A new chapter has been added that covers flow visualization applications in large wide tunnels for airplane and automobile testing. Several important examples of applications are included. A second new chapter details the use of infrared (IR) cameras for detecting and observing the boundary layer transition in industrial wind tunnels and flight testing of commercial transport airplanes. A final new chapter has been added on multiphase flow and pulsed-light velocimetry.

Popular Mechanics Wolters Kluwer

Learn everything you need to know to master your GoPro MAX 360 camera in this guide book from the #1 AMAZON BEST SELLING AUTHOR on how to use GoPro cameras. Written specifically for GoPro Max, this is the perfect guide book for anyone who wants to learn how to use the GoPro Max camera to capture unique 360 and traditional videos and photos. Packed with color images, this book provides clear, step-by-step lessons to get you out there using your GoPro MAX camera to document your life and your adventures. This book covers everything you need to know about using your GoPro MAX camera. The book teaches you: *how to operate your GoPro Max camera; *how to choose settings for full 360 spherical video; *how you can tap into the most powerful, often overlooked settings for traditional video; *tips for the best GoPro mounts to use with GoPro Max; *vital 360 photography/cinematography knowledge; *simple photo, video and time lapse editing techniques for 360 and traditional output and *the many ways to share your edited videos and photos. Through the SEVEN STEPS laid out in this book, you will understand your camera and learn how to use mostly FREE software to finally do something with your results. This book is perfect for beginners, but also provides in depth knowledge that will be useful for intermediate camera users. Written specifically for the GoPro MAX camera.

IEEE Standards on Video Techniques Link ö ping University Electronic Press

Learn the creative and technical essentials of documentary filmmaking with Documentary Voice & Vision. This comprehensive work combines clear, up-to-date technical information, production techniques and gear descriptions with an understanding of how technical choices can create meaning and serve a director ’ s creative vision. Drawing on the authors ’ years of experience as documentary filmmakers, and on interviews with a range of working professionals in the field, the book offers concrete and thoughtful guidance through all stages of production, from finding and researching ideas to production, editing and distribution. Documentary Voice & Vision will help students and aspiring filmmakers think though research and story structure, ethics, legal issues and aesthetics, as well as techniques from camera handling to lighting, sound recording and editing. The book explores a full range of production styles, from expository to impressionistic to observational, and provides an overview of contemporary distribution options. Documentary Voice & Vision is a companion text to Mick Hurbis-Cherrier ’ s Voice & Vision: A Creative Approach to Narrative Film and DV Production, and employs a similar style and approach to that classic text. This text is written from the perspective of documentary filmmakers, and includes myriad examples from the world of non-fiction filmmaking. A robust companion website featuring additional resources and interactive figures accompanies the book.