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Cinema and Experience - Miriam Hansen 2012

Kracauer. Film, medium of a disintegrating world. -- Curious Americanism. -- Benjamin. Actuality, antinomies. -- Aura: the appropriation of a concept. -- Mistaking the moon for a ball. -- Micky-maus. -- Room-for-play. -- Adorno. The question of film aesthetics. -- Kracauer in exile. Theory of film.

Making Media - Jan Roberts-Breslin 2017-11-20

Making Media: Foundations of Sound and Image Production takes the media production process and deconstructs it into its most basic components. Students will learn the basic concepts of media production – frame, sound, light, time, motion, and sequencing – and be able to apply them to any medium they choose, from film and television to fine art and online applications. They will also become well-grounded in the digital work environment and the tools required to produce media in today’s digital environment. This new fourth edition is completely updated and includes a new chapter on the production process and production safety; information on current trends in production, exhibition, and distribution; and much more. New topics include virtual and augmented reality, the use of drones and new practices interactive media. The text is also fully illustrated and includes sidebar discussions of pertinent issues throughout. The companion website has been completely revamped with interactive exercises for each chapter, allowing students to explore the process of media production.

Audio in Media - Stanley R. Alten 2010

In AUDIO IN MEDIA, International Edition, Stanley Alten-internationally recognized as a scholar and expert in the area of audio production-continues to provide students with an introduction to the basic techniques and principles necessary for audio production in today's media. The clear and current illustrations and photos and student-friendly writing in Alten's market-leading text have helped professors effectively teach this technically-based course to thousands of introductory audio production students. Comprehensive, technically accurate, and up-to-date, the text covers informational, perceptual, and aesthetic aspects of sound as they apply to each stage of the production process-from planning to post-production.

Editing Digital Video - Robert M. Goodman 2002-10

Rebecca Harding Davis was a prominent author of radical social fiction during the latter half of the nineteenth century. In stories that combine realism with sentimentalism, Davis confronted a wide range of contemporary American issues, giving voice to working women, prostitutes, wives seeking divorce, celibate utopians, and female authors. Davis broke down distinctions between the private and the public worlds, distinctions that trapped women in the ideology of domesticity. By engaging current strategies in literary hermeneutics with a strong sense of historical radicalism in the Gilded Age, Jean Pfaelzer reads Davis through the public issues that she forcefully inscribed in her fiction. In this study, Davis's realistic narratives actively construct a coherent social work, not in a fictional vacuum but in direct engagement with the explosive movements of social change from the Civil War through the turn of the century.

Characters in Fictional Worlds - Jens Eder 2011-01-01

Although fictional characters have long dominated the reception of literature, films, television programs, comics, and other media products, only recently have they begun to attract their due attention in literary and media theory. The book systematically surveys today’s diverse and at times conflicting theoretical perspectives on fictional character, spanning research on topics such as the differences between fictional characters and real persons, the ontological status of characters, the strategies of their representation and

characterization, the psychology of their reception, as well as their specific forms and constellations in - and across - different media, from the book to the internet.

Basic Materials in Music Theory - Paul O. Harder 2006

Table of Contents Preface to the Eleventh Edition How to use this text 1. The Basic Materials of Music: Time and Sound. 2. The Notation of Pitch. 3. Time Classification. 4. Note and Rest Values. 5. Time Signatures. 6. Intervals. 7. The Basic Scales. 8. The Major Scales. 9. The Minor Scales. 10. Key Signatures. 11. Triads. Appendix A: Music Theory Summary Appendix B: Piano Styles. Appendix BCOrchestration Chart. Glossary of Musical Terms. Bibliography for Further Study. Index. About the Authors.

Audio in Media - Stanley R. Alten 1999

In AUDIO IN MEDIA, Eighth Edition, Stanley Alten-internationally recognized as a scholar and expert in the area of audio production-continues to provide students with an introduction to the basic techniques and principles needed for today's audio production in media. The clear and current illustrations and photos and student-friendly writing in Alten's market-leading text have helped professors effectively teach this technically-based course to thousands of introductory audio production students. Comprehensive, technically accurate, and up-to-date, the text covers informational, perceptual, and aesthetic aspects of sound as they apply to each stage of the production process-from planning to post-production.

Games and Rules - Beat Suter 2019-03-31

Why do we play games and why do we play them on computers? The contributors of »Games and Rules« take a closer look at the core of each game and the motivational system that is the game mechanics. Games are control circuits that organize the game world with their (joint) players and establish motivations in a dedicated space, a »Magic Circle«, whereas game mechanics are constructs of rules designed for interactions that provide gameplay. Those rules form the base for all the excitement and frustration we experience in games. This anthology contains individual essays by experts and authors with backgrounds in Game Design and Game Studies, who lead the discourse to get to the bottom of game mechanics in video games and the real world - among them Miguel Sicart and Carlo Fabricatore.

Sound Souvenirs - Karin Bijsterveld 2009

In recent decades, the importance of sound for remembering the past and for creating a sense of belonging has been increasingly acknowledged. We keep "sound souvenirs" such as cassette tapes and long play albums in our attics because we want to be able to recreate the music and everyday sounds we once cherished. Artists and ordinary listeners deploy the newest digital audio technologies to recycle past sounds into present tunes. Sound and memory are inextricably intertwined, not just through the commercially exploited nostalgia on oldies radio stations, but through the exchange of valued songs by means of pristine recordings and cultural practices such as collecting, archiving and listing. This book explores several types of cultural practices involving the remembrance and restoration of past sounds. At the same time, it theorizes the cultural meaning of collecting, recycling, reciting, and remembering sound and music.

Guitar Tone - Mitch Gallagher 2012

This book explores all the guitar gear and examines the approaches famous players take to achieve their distinctive tones--vintage and new, boutique and mainstream, modern and retro. Along the way, "Guitar Tone" attempts to sort out the facts versus the myths versus the opinions and explores how each component contributes to the overall tone of our guitars and other gear.

The British National Bibliography - British Library. Bibliographic Services Division 1950

Announcing - Carl Hausman 2000

This text presents an introduction to the mechanics, tools, and techniques of television and radio announcing. This revised edition introduces new material on cutting-edge technologies and ethics in the broadcasting industry.

Design Basics: 2D and 3D - Stephen Pentak 2021-09-25

DESIGN BASICS, the market-leading text for the two-dimensional design course, now covers 3D design! DESIGN BASICS: 2D and 3D presents art fundamentals in two- to four-page spreads, making the text practical and easy for students to refer to while they work. This modular format gives instructors the utmost flexibility in organizing the course. Visual examples from many periods, peoples, and cultures are provided for all elements and principles of design. Icons throughout the book prompt students to access CourseMate (available separately), which provides studio art demonstrations, interactive exercises that help students explore the foundations of art, and an interactive eBook. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Sonic Interaction Design - Karmen Franinovic 2013-03-22

An overview of emerging topics, theories, methods, and practices in sonic interactive design, with a focus on the multisensory aspects of sonic experience. Sound is an integral part of every user experience but a neglected medium in design disciplines. Design of an artifact's sonic qualities is often limited to the shaping of functional, representational, and signaling roles of sound. The interdisciplinary field of sonic interaction design (SID) challenges these prevalent approaches by considering sound as an active medium that can enable novel sensory and social experiences through interactive technologies. This book offers an overview of the emerging SID research, discussing theories, methods, and practices, with a focus on the multisensory aspects of sonic experience. Sonic Interaction Design gathers contributions from scholars, artists, and designers working at the intersections of fields ranging from electronic music to cognitive science. They offer both theoretical considerations of key themes and case studies of products and systems created for such contexts as mobile music, sensorimotor learning, rehabilitation, and gaming. The goal is not only to extend the existing research and pedagogical approaches to SID but also to foster domains of practice for sound designers, architects, interaction designers, media artists, product designers, and urban planners. Taken together, the chapters provide a foundation for a still-emerging field, affording a new generation of designers a fresh perspective on interactive sound as a situated and multisensory experience. Contributors Federico Avanzini, Gerold Baier, Stephen Barrass, Olivier Bau, Karin Bijsterveld, Roberto Bresin, Stephen Brewster, Jeremy Coopersotck, Amalia De Gotzen, Stefano Delle Monache, Cumhur Erkut, George Essl, Karmen Franinović, Bruno L. Giordano, Antti Jylhä, Thomas Hermann, Daniel Hug, Johan Kildal, Stefan Krebs, Anatole Lecuyer, Wendy Mackay, David Merrill, Roderick Murray-Smith, Sile O'Modhrain, Pietro Polotti, Hayes Raffle, Michal Rinott, Davide Rocchesso, Antonio Rodà, Christopher Salter, Zack Settel, Stefania Serafin, Simone Spagnol, Jean Sreng, Patrick Susini, Atau Tanaka, Yon Visell, Mike Wezniewski, John Williamson

Sight, Sound, Motion: Applied Media Aesthetics - Herbert Zettl 2016-01-01

The most comprehensive book on the market, Herb Zettl's SIGHT SOUND MOTION: APPLIED MEDIA AESTHETICS, 8e describes the major aesthetic image elements -- light and color, space, time-motion, and sound -- as well as presents in-depth coverage on how they are creatively used in television and film. Zettl's thorough coverage of aesthetic theory and the application of that theory place this contemporary and highly relevant text in a class by itself. It equips students to think critically about media aesthetics and apply them to production situations. Richly illustrated and now presented in full color, it also features strong visuals that often draw on traditional art forms, such as painting, sculpture, and dance. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Cengage Advantage Books: Audio Basics - Stanley R. Alten 2011-01-01

Written by highly respected author Stan Alten, AUDIO BASICS provides readers with a fundamental understanding of the principles, technology, and techniques of audio production. Because the material is not medium-specific, readers can apply techniques to sound production in any of the major audio and audio/visual media Important Notice: Media content referenced within the product description or the product

text may not be available in the ebook version.

The New Communications Technologies - Michael M. Mirabito 2004

A complete explanation of today's communication technologies, and their impact!

Video Production - James C Foust 2017-05-12

This popular book introduces readers to the operations underlying video production. It provides thorough coverage of the theory readers need to know, balancing complexity with practical "how-to" information about detailed subjects, and it does so in a concise, conversational style. The authors have incorporated the major changes that have occurred in recent years; further increased the emphasis on digital, non-linear video production; updated and expanded information on mobile technologies; and added more than 25 new or updated figures. The subtitle remains "disciplines and techniques" because the book's focus continues to be on the fact that students need those foundations in order to be successful in video production, no matter where they may end up. Its affordable, student-friendly price, companion website, and print book and ebook options add to this book's practical nature.

Dramatic Story Structure - Edward J. Fink 2014-01-03

A successful screenplay starts with an understanding of the fundamentals of dramatic story structure. In this practical introduction, Edward J. Fink condenses centuries of writing about dramatic theory into ten concise and readable chapters, providing the tools for building an engaging narrative and turning it into an agent-ready script. Fink devotes chapters to expanding on the six basic elements of drama from Aristotle's Poetics (plot, character, theme, dialogue, sound, and spectacle), the theory and structure of comedy, as well as the concepts of unity, metaphor, style, universality, and catharsis. Key terms and discussion questions encourage readers to think through the components of compelling stories and put them into practice, and script formatting guidelines ensure your finished product looks polished and professional. Dramatic Story Structure is an essential resource not only for aspiring screenwriters, but also for experienced practitioners in need of a refresher on the building blocks of storytelling.

Fetish - Tara Moss 2010-01-31

A gripping, nail-biting thriller... Makedde Vanderwall, part-time model and forensic psychology student always attracts the wrong type of man. When she travels to Sydney on assignment and finds her best friend murdered, she soon discovers a deadly puzzle of suspicious photographers, hired thugs, mysterious lovers and the handsome, jaded Detective Andy Flynn investigating the Stiletto Murders - the most violent serial killings Australia has ever known. In her quest to uncover the truth behind her best friend's murder, Mak falls headlong into a deadly game of cat and mouse, unaware she has become the obsession of a sadistic psychopath. When a photo from her portfolio disappears, her borrowed flat is ransacked and Andy Flynn suddenly goes underground, Mak knows she must run. But where can she go and to whom can she turn? Mak has scratched the seedy underbelly of a foreign city and is driven into a corner, an evil place where, for her own well-being and state of mind, she must suspect everyone and everything... the first book in the Mak Vanderwall series, FETISH is followed by SPLIt, COVet, Hit, SIREN and ASSASSIN.

Design Basics: 3D - Richard Roth 2012-04-02

DESIGN BASICS:3D presents three-dimensional design concepts in full two- to four-page spreads, making the text practical and easy for students to refer to while they work. This modular format gives instructors the utmost flexibility in organizing the course. Filled with examples from nature, art, and popular culture, this clear and easy-to-use book demystifies the design process as it illustrates the elements of exceptional 3D design. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Reconfigurations - Stefanie Knauss 2007

"From Once Upon a Time in the West to Moulin Rouge, from Ghanaian video-movies to Japanese Manga, from Christian symbolism in advertising to the mythic significance of female messiah figures, from the relationship of the arts and theology to the role of the audience in the meaningmaking process, the book provides a feast for anyone wanting to explore the interconnectivity of religion, media and society" -Robert Johnston, Fuller Theological Seminary

Pro Tools 101 - Digidesign 2009

Takes a comprehensive approach to learning the fundamentals of Pro Tools HD[registered], Pro Tools

LE[registered], or Pro Tools M-Powered[trademark] systems. This title helps you learn to build sessions that include multitrack recordings of live instruments, MIDI sequences, software synthesizers, and virtual instruments.

The Appropriation of Media in Everyday Life - Ruth Ayass 2012

Focuses on how people appropriate media in their daily lives. This book contributes to the burgeoning field of interactional linguistic media studies. It analyses the minutiae of the moment when people actively appropriate media for their own purposes in different fashions.

The Mixing Engineer's Handbook - Bobby Owsinski 1999

Secrets of the top recording engineers revealed at mixdown! Learn the evolution of mixing, regional mixing styles, the six elements of a mix, rules for arrangements and principles of building your mix! Learn the secrets of EQ and "magic frequencies" along with adding effects, EQ'ing reverbs, sonic layering of effects, calculating the delay time and much more! This book extensively covers stereo mixing with an expansive chapter on mixing in 5.1 surround. Plus, it includes an incredible third section filled with interviews with the top engineers in the field such as George Massenburg, Allen Sides, Bruce Swedien and over a dozen more!

Podcasting - Martin Spinelli 2019-01-10

Born out of interviews with the producers of some of the most popular and culturally significant podcasts to date (Welcome to Night Vale, Radiolab, Serial, The Black Tapes, We're Alive, The Heart, The Truth, Lore, Love + Radio, My Dad Wrote a Porno, and others) as well as interviews with executives at some of the most important podcasting institutions and entities (the BBC, Radiotopia, Gimlet Media, Audible.com, Edison Research, Libsyn and others), Podcasting documents a moment of revolutionary change in audio media. The fall of 2014 saw a new iOS from Apple with the first built-in "Podcasts" app, the runaway success of Serial, and podcasting moving out of its geeky ghetto into the cultural mainstream. The creative and cultural dynamism of this moment, which reverberates to this day, is the focus of Podcasting. Using case studies, close analytical listening, quantitative and qualitative analysis, production analysis, as well as audience research, it suggests what podcasting has to contribute to a host of larger media-and-society debates in such fields as: fandom, social media and audience construction; new media and journalistic ethics; intimacy, empathy and media relationships; cultural commitments to narrative and storytelling; the future of new media drama; youth media and the charge of narcissism; and more. Beyond describing what is unique about podcasting among other audio media, this book offers an entry into the new and evolving field of podcasting studies.

Crossing Languages to Play with Words - Sebastian Knospe 2016-09-26

Wordplay involving several linguistic codes is an important modality of ludic language. This volume offers a multidisciplinary approach to the topic, discussing examples from different epochs, genres, and communicative situations. The contributions illustrate the multi-dimensionality, linguistic make-up, and the special interactive potential of wordplay across linguistic and cultural boundaries, including the challenging practice of translation.

Mathematics and Art - Lynn Gamwell 2016

This is a cultural history of mathematics and art, from antiquity to the present. Mathematicians and artists have long been on a quest to understand the physical world they see before them and the abstract objects they know by thought alone. Taking readers on a tour of the practice of mathematics and the philosophical ideas that drive the discipline, Lynn Gamwell points out the important ways mathematical concepts have been expressed by artists. Sumptuous illustrations of artworks and cogent math diagrams are featured in Gamwell's comprehensive exploration. Gamwell begins by describing mathematics from antiquity to the Enlightenment, including Greek, Islamic, and Asian mathematics. Then focusing on modern culture, Gamwell traces mathematicians' search for the foundations of their science, such as David Hilbert's conception of mathematics as an arrangement of meaning-free signs, as well as artists' search for the essence of their craft, such as Aleksandr Rodchenko's monochrome paintings. She shows that self-reflection is inherent to the practice of both modern mathematics and art, and that this introspection points to a deep resonance between the two fields: Kurt Gödel posed questions about the nature of mathematics in the language of mathematics and Jasper Johns asked "What is art?" in the vocabulary of art. Throughout, Gamwell describes the personalities and cultural environments of a multitude of mathematicians and artists, from Gottlob Frege

and Benoît Mandelbrot to Max Bill and Xu Bing. Mathematics and Art demonstrates how mathematical ideas are embodied in the visual arts and will enlighten all who are interested in the complex intellectual pursuits, personalities, and cultural settings that connect these vast disciplines.

Digital Memory and the Archive - Wolfgang Ernst 2013

"Digital Memory and the Archive, the first English-language collection of the German media theorist's work, brings together essays that present Wolfgang Ernst's controversial materialist approach to media theory and history. His insights are central to the emerging field of media archaeology, which uncovers the role of specific technologies and mechanisms, rather than content, in shaping contemporary culture and society."--pub. desc.

The World Through Picture Books - Annie Everall 2013

Audio Production Principles - Stephane Elmosnino 2018

A new and fully practical guide to all of the key topics in audio production, this book covers the entire workflow from pre-production, to recording all kinds of instruments, to mixing theories and tools, and finally to mastering.

Audio in Media - Stanley R. Alten 2008

In AUDIO IN MEDIA, Eighth Edition, Stanley Alten-internationally recognized as a scholar and expert in the area of audio production-continues to provide students with an introduction to the basic techniques and principles needed for today's audio production in media. The clear and current illustrations and photos and student-friendly writing in Alten's market-leading text have helped professors effectively teach this technically-based course to thousands of introductory audio production students. Comprehensive, technically accurate, and up-to-date, the text covers informational, perceptual, and aesthetic aspects of sound as they apply to each stage of the production process-from planning to post-production.

Church of Spies - Mark Riebling 2015-09-29

The heart-pounding history of how Pope Pius XII -- often labeled "Hitler's Pope" -- was in fact an anti-Nazi spymaster, plotting against the Third Reich during World War II. The Vatican's silence in the face of Nazi atrocities remains one of the great controversies of our time. History has accused wartime pontiff Pius the Twelfth of complicity in the Holocaust and dubbed him "Hitler's Pope." But a key part of the story has remained untold. Pope Pius in fact ran the world's largest church, smallest state, and oldest spy service. Sainly but secretive, he sent birthday cards to Hitler -- while secretly plotting to kill him. He skimmed from church charities to pay covert couriers, and surreptitiously tape-recorded his meetings with top Nazis. Under his leadership the Vatican spy ring actively plotted against the Third Reich. Told with heart-pounding suspense and drawing on secret transcripts and unsealed files by an acclaimed author, Church of Spies throws open the Vatican's doors to reveal some of the most astonishing events in the history of the papacy. Riebling reveals here how the world's greatest moral institution met the greatest moral crisis in history.

Working with Audio - Stanley R. Alten 2012

Written by highly respected author Stanley R. Alten, WORKING WITH AUDIO provides readers with a fundamental understanding of the principles, technology, and techniques of audio production. This book covers the basics of audio production techniques in radio, TV, music, and new media, with special emphasis on the fundamentals of sound and recording, acoustics, equipment, editing, mixing, and much more. Because the material is not medium-specific, readers can apply the techniques learned to sound production in any of the major audio and audio/visual media.

Western Plainchant - David Hiley 1995

Plainchant is the oldest substantial body of music that has been preserved in any shape or form. It was first written down in Western Europe in the eighth to ninth centuries. Many thousands of chants have been sung at different times or places in a multitude of forms and styles, responding to the differing needs of the church through the ages. This book provides a clear and concise introduction, designed both for those to whom the subject is new and those who require a reference work for advanced study. It begins with an explanation of the liturgies that plainchant was designed to serve. It describes all the chief genres of chant, different types of liturgical book, and plainchant notations. After an exposition of early medieval theoretical writing on plainchant, Hiley provides a historical survey that traces the constantly changing nature of the repertory. He

also discusses important musicians and centers of composition. Copiously illustrated with over 200 musical examples, this book highlights the diversity of practice and richness of the chant repertory in the Middle Ages. It will be an indispensable introduction and reference source on this important music for many years to come.

Absolute Music - Mark Evan Bonds 2014-05-09

What is music, and why does it move us? From Pythagoras to the present, writers have struggled to isolate the essence of "pure" or "absolute" music in ways that also account for its profound effect. In *Absolute Music: The History of an Idea*, Mark Evan Bonds traces the history of these efforts across more than two millennia, paying special attention to the relationship between music's essence and its qualities of form, expression, beauty, autonomy, as well as its perceived capacity to disclose philosophical truths. The core of this book focuses on the period between 1850 and 1945. Although the idea of pure music is as old as antiquity, the term "absolute music" is itself relatively recent. It was Richard Wagner who coined the term, in 1846, and he used it as a pejorative in his efforts to expose the limitations of purely instrumental music. For Wagner, music that was "absolute" was isolated, detached from the world, sterile. His contemporary, the Viennese critic Eduard Hanslick, embraced this quality of isolation as a guarantor of purity. Only pure, absolute music, he argued, could realize the highest potential of the art. Bonds reveals how and why perceptions of absolute music changed so radically between the 1850s and 1920s. When it first appeared, "absolute music" was a new term applied to old music, but by the early decades of the twentieth century, it had become--paradoxically--an old term associated with the new music of modernists like Schoenberg and Stravinsky. Bonds argues that the key developments in this shift lay not in discourse about music but rather the visual arts. The growing prestige of abstraction and form in painting at the turn of the twentieth century--line and

color, as opposed to object-helped move the idea of purely abstract, absolute music to the cutting edge of musical modernism. By carefully tracing the evolution of absolute music from Ancient Greece through the Middle Ages to the twentieth-century, Bonds not only provides the first comprehensive history of this pivotal concept but also provokes new thoughts on the essence of music and how essence has been used to explain music's effect. A long awaited book from one of the most respected senior scholars in the field, *Absolute Music* will be essential reading for anyone interested in the history, theory, and aesthetics of music.

Pro Tools 101 - Frank D. Cook 2011

Accompanying DVD-ROM contains media files for exercises and hands-on projects, videos and video tutorials.

Practical Recording Techniques - Bruce Bartlett 1998

This hands-on, practical guide is for beginning and intermediate recording engineers, producers, musicians, and radio enthusiasts. In a step-by-step, easy to read format, the book prepares the reader for work in a home studio, a small professional studio, or an on-location recording session.

The J. Paul Getty Museum Journal - The J. Paul Getty Museum 1993-02-11

The J. Paul Getty Museum Journal has been published annually since 1974. It contains scholarly articles and shorter notes pertaining to objects in the Museum's seven curatorial departments: Antiquities, Manuscripts, Paintings, Drawings, Decorative Arts, Sculpture and Works of Art, and Photographs. The Journal includes an illustrated checklist of the Museum's acquisitions for the precious year, a staff listing, and a statement by the Museum's director outlining the year's most important activities. Volume 20 of the J. Paul Getty Museum Journal contains an index to volumes 1 to 20 and includes articles by John Walsh, Carl Brandon Strehlke, Barbara Bohen, Kelly Pask, Suzanne Lewis, Elizabeth Pilliod, Anne Ratzki-Kraatz, Sharon K. Shore, Linda A. Strauss, Brian Considine, Arie Wallert, Richard Rand, And Jacky De Veer-Langezaal.

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