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Between the Headphones

2021-01-29

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Final Cut Pro X 77

2015-10-25

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The Technology of Video and Audio Streaming

2013-07-24

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2020-10-13

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2020-09-08

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2011-03-15

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2022-12-06

neste mês convidamos nossos leitores a conhecer um irresistível home cinema idealizado para uma propriedade especial uma fazenda que fica na cidade de matozinhos na região metropolitana de belo horizonte em meio a uma paisagem exuberante o projeto assinado por vanessa lacerda e leandro carvalho conquistou o prêmio international property awards um dos mais importantes do setor e se destaca em vários quesitos incluindo originalidade e elegância um desejo dos proprietários era o de que a fazenda tivesse um espaço de convivência familiar um lugar sob medida para ver filmes ouvir músicas e curtir boas horas de diversão dessa premissa surgiu o caprichado ambiente que você conhecerá na seção home theater desta edição além da estética sofisticada o projeto conta com soluções de áudio vídeo e automação da hificlube automação belo horizonte além de um excelente sistema de projeção o cinema particular conta com ótimas caixas de som e cenas préprogramadas de iluminação

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Net Audio vol.19

1993-01

lançada a edição 204 da Áudio vídeo design e tecnologia conheça os atributos da caixa de som lg xboom go pl2 que tem áudio poderoso e dimensões supercompactas descubra tudo sobre o novo amplificador integrado x5 de linha michi da rotel

Popular Photography

2008

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PC Magazine

1971

В очередной книге популярной серии описаны самые популярные модели современных телевизоров компании Ig electronics производства 2000-2005 гг. Рассмотрены девять телевизионных шасси в том числе шесть шасси на основе ЭЛТ MC 64A MC 71B MC 84A MC 019A MC 991A MC 994A и три шасси на основе ЖК панелей ml 012a ml 024C и ml 024e. На этих шасси производятся более 80 моделей телевизоров с диагоналями экрана от 13 до 29 дюймов. По каждой модели приводится блок схема, принципиальная схема, осциллограммы сигналов в контрольных точках, подробно описывается работа всех ее составных частей, порядок регулировки в сервисном режиме. Практическая ценность книги определяется подробным описанием типовых неисправностей и описанием методики их поиска и устранения. Книга предназначена для специалистов занимающихся ремонтом телевизионной техники а также для радиолюбителей интересующихся этой темой. При подготовке книги использовались материалы журнала Ремонт Сервис за 2002-2009 гг.

Official Gazette of the United States Patent Office

2023-06-19

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Áudio & Vídeo - Design e Tecnologia Ed. 204

1992-06

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Popular Photography

2006-12-26

first published in 1997 routledge is an imprint of taylor francis an informa company

PC Mag

2020-05-29

whether trying to land that first big gig or working to perfect the necessary skills to fill a game world with sound aaron marks complete guide to game audio 3rd edition will teach the reader everything they need to know about the audio side of the multi million dollar video game industry this book builds upon the success of the second edition with even more expert advice from masters in the field and notes current changes within the growing video game industry the tools of the trade excerpts will showcase what professionals like marty o donnell richard jacques and tom salta use to create their work and to help newcomers in the field prepare their own sound studios sample contracts are reviewed within the text as well as helpful advice about contractual terms and negotiable points these sample contracts can also be found as a downloadable zip for the reader s convenience aaron marks also explores how to set your financial terms and network efficiently along with examples of how projects can go completely awry and achieving the best results in often complicated situations aaron marks complete guide to game audio serves as the ultimate survival guide to navigating an audio career in the video game industry key features new full color edition with a complete update of information added and expanded coverage of field recording for games creating voiceovers adaptive and interactive audio and other cutting edge sound creation and implementation techniques used within games update replacement of interviews include interviews features on international game audio professionals new and expanded interview features from game composers and sound designers of every experience level such as keith arem bradley meyer christopher tin and rodney gates including many international professionals like pasi pitkanen henning nugel and christos panayides expanded and updated game console coverage of the wii wii u xbox 360 xbox one ps3 and ps4 includes new scripting and middleware concepts and techniques and review of powerful tools such as fmod and wwise

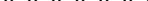
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turn your musical passion into a profitable career with this essential guide to the business and technical skills you need to succeed in the multi billion dollar games industry step by step instructions lead you through the entire music and sound effects process from developing the essential skills and purchasing the right equipment to keeping your clients happy learn everything you need to find the jobs identify your niche implement a business and marketing plan that includes a great demo reel and plug into the established network to find clients make the deals make the bidding and contract process work for you by knowing the standard industry terminology understanding how to set fees and employing non confrontational negotiating tactics to reach sound agreements that establish acceptable boundaries for change orders reworks payment options and other essentials create music and sound effects for games master the exacting specifications for composing music and creating sound effects on the various gaming platforms and systems the companion dvd features audio and cinematic examples demos of useful sound editing and sequencing programs and sample business contracts

2018-04-16

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 PART38

2014-07-16

designed to make life a little easier by providing all the theoretical background necessary to understand sound reproduction backed up with practical examples specialist terms both musical and physical are defined as they occur and plain english is used throughout analog and digital audio are considered as alternatives and the advantages of both are stressed audio is only as good as the transducers employed and consequently microphone and loudspeaker technology also feature heavily making this the most comprehensive up to date text currently available on all aspects of sound reproduction

Early Television

2017-03-16

the fast and easy way for visual learners to get up to speed on android packed with step by step image driven guidance this must have visual book offers the latest tips for getting the most out of your android devices that run on the most recent versions of the android os through the use of clear visual instruction you will learn how to access download and enjoy books apps music and video content as well as send photos and emails edit media on your phones and tablets sync with desktop and other devices and services and effectively multi task offers beginning to intermediate level coverage on the latest android features for both experienced android users and those new to the android family addresses a variety of quirks unique to the android phones and tablets and discusses how to handle them features full color illustrations to accompany the step by step instructions aimed at readers who learn best when they can see how things are done teach yourself visually android phones and tablets is an ideal resource if you learn best via visual guidance

Aaron Marks' Complete Guide to Game Audio

2012-10-12

游戏 音效制作教程 vgp2015 summer 版本 游戏 音效制作教程 6 章节 10 章节

The Complete Guide to Game Audio

2019-12-20

veja que interessante cada vez mais pessoas passaram a querer uma casa conectada e mais ainda que as tecnologias presentes nesses lares modernos se integrassem com facilidade veja que o melhor é escolher os produtos de diferentes fabricantes

3D

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The Art of Sound Reproduction

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2013-05-17

Sound & Vision

2002

Teach Yourself VISUALLY Android Phones and Tablets

1993-07

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2015-06-17

Popular Photography

2008-12-24

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Áudio & Vídeo - Design e Tecnologia Ed. 186

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