

**SMPTÉ's Latest Book—**

# Television—Merging Multiple Technologies

With the advent of ACTV and HDTV, television has become a rapidly changing medium. **Television—Merging Multiple Technologies** represents individual authors' approaches to the successful merger of a wide variety of technologies with television's basic, root applications. Each chapter is highly-focused, covering a narrow spectrum of that discipline, with attention given to Merging the Present with the Future and Merging Traditional Television with Nontraditional Technologies. Most articles appearing in this book were presented at the 24th Annual SMPTE Television Conference held in Lake Buena Vista, Fla., January 26–27, 1990. The papers, presented by experts in television broadcast and production, are geared toward today's television engineers and broadcast executives. As an added bonus, the book includes two manuscripts, *A Standard for Interactive Video* and *Genesis™ Technologies Expand Existing NTSC Service*, which were not presented at the conference.

The 436-page book, filled with helpful illustrations, is larger than all previous television conference books and is available at a low cost of \$28 (plus shipping) to SMPTE members and \$35 (plus shipping) to nonmembers. Order your copy now.

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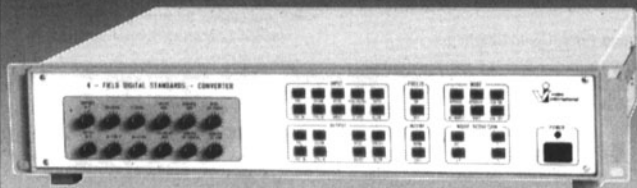
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## Experts Needed to Participate in '91 ISO Meeting in Japan

Motion-picture technology experts are needed to participate in the 14th Plenary Meeting of the International Organization for Standardization (ISO) Technical Committee 36. The meeting will be held May 20-27, 1991, in Tokyo, Japan.

ISO/TC36 covers international standardization of all aspects of motion-picture technology.

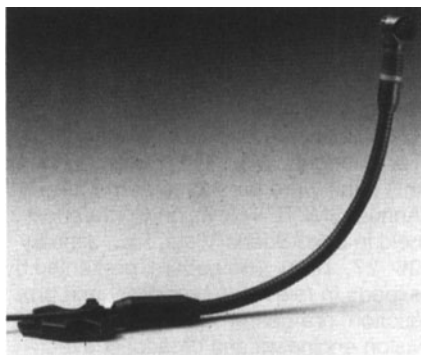
A delegation of U.S. technical specialists will represent the American National Standards Institute, the U.S. member body of ISO, in the deliberations of the TC36 Working Groups, joining with similar specialists from other member body nations in considering new and existing international motion-picture technology standards.

The work of TC36 is divided among five Working Groups.

- WG1, Film Technology, considers raw stock physical properties, interfacing camera hardware, and photographic image capture.
- WG2, Laboratory Services Technology, works on film processing, printer hardware, editing and post-production, duplicating, requirements for laboratory exchange and distribution, and image specifications in the stages between the original and the release print.
- WG3, Audio Technology, considers optical and magnetic record placement, characteristics of the recording and of the recording medium, the reproduction of sound, and description of data accompanying images.
- WG4, Presentation Technology, includes reproduction of the image, the psychophysics of audience image perception, and the physical and environmental contributions of the theater.
- WG5, Film/Electronic Interface Technology, is responsible for the use of the film medium in television, both as a source material and as a recording medium, including telecines and video-to-film transfer.

Persons wishing to participate in this important work are invited to contact Sherwin H. Becker, Director of Engineering, SMPTE, 595 W. Hartsdale Ave., White Plains, NY 10607, (914) 761-1100.

of large-screen projectors including Barco, Sony, Panasonic, NEC, G.E., and Electrohome. The DL2 is a two position lift, up for viewing and down for service. The DL3 has three positions: up for hidden storage when not in use, an intermediate stop for viewing, and down for service. The DL3 also features an automatic projector power on/off function when moved to display position.



AKG Acoustics C406 microphone

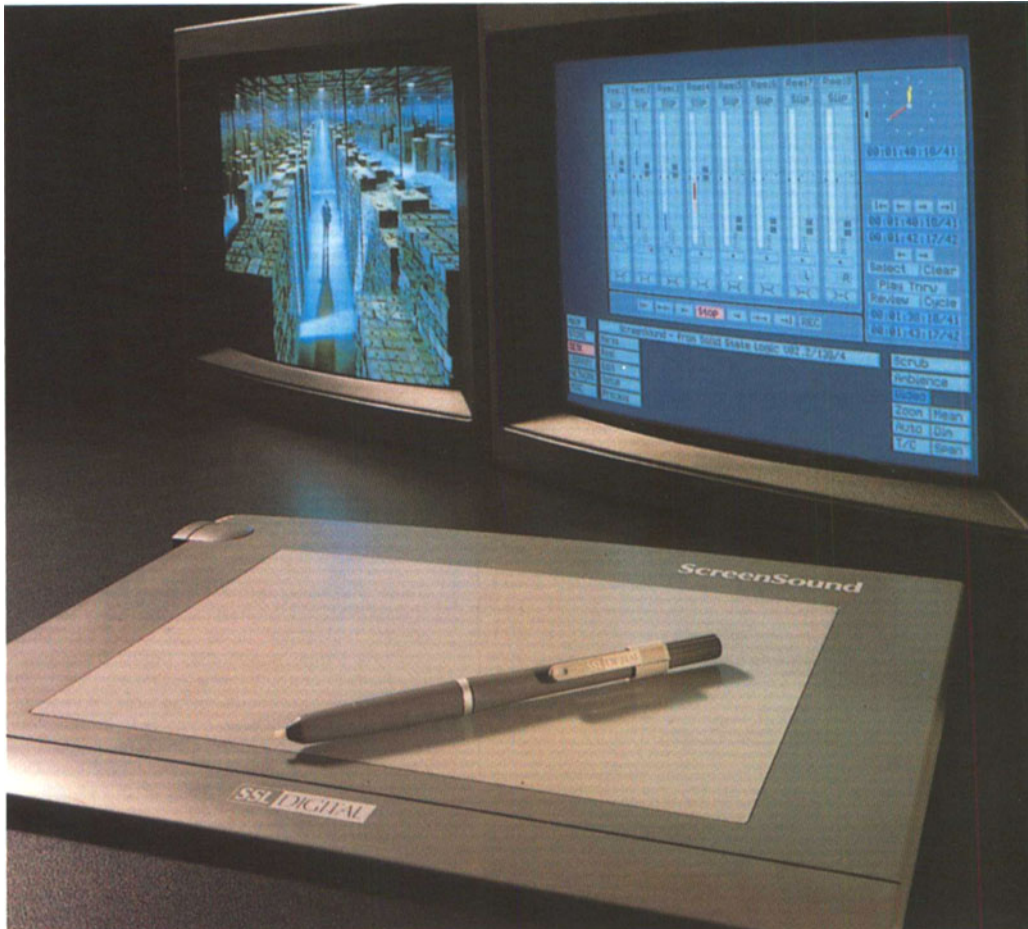
Several new products have been announced by AKG Acoustics, 1525 Alvarado St., San Leandro, CA 94577. The **C406 miniature condenser microphone** features a flat response, hypercardioid capsule for feedback rejection and sound quality. It is mounted via a shock isolating suspension to an 8-in. gooseneck, allowing easy positioning for optimum sound in each application. The base of the gooseneck is quickly detachable from the mounting plate, allowing easy installation and removal.

The **C407 miniature condenser microphone** features a vocal flattering frequency response and an omnidirectional capsule, making it ideal for conferences, spot micing, live recording, etc. Its housing is only 3 in. in diameter, so that it can be easily used for on-camera applications. It comes with a detachable tie pin and clip, as well as a removable wind-screen.

The **C580 slimline gooseneck condenser microphone** for speech applications has a slim black housing that virtually disappears from view and cabling that has been hidden within the thinline black gooseneck, thus enhancing the appearance and unobtrusiveness of the product. Its frequency response and pickup pattern has been tailored to provide consistent, high-quality sound with the speaker moving between 1 and 4 ft away from the mic and side-to-side across a 60° pickup window.

The **V6HP headphone amplifier** delivers clean, high-output levels to up to six stereo headphones, arranged in three pairs. It provides each headphone pair with its own front panel mix selector switch to select among five possible combinations of the two inputs.

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dialogue and effects to be laid back to picture and synchronised to the exact video frame.

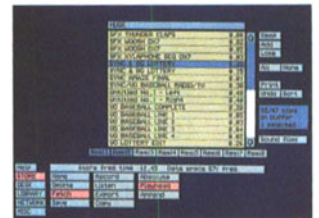
Edit, review, time offset, track slipping, cross fades and many other production techniques are available at the touch of a pen. Gain and stereo pan controls can be automated to timecode.

AES/EBU interfacing keeps digital audio transfers free of analogue distortions and losses, preserving the highest audio integrity through to the final format.

Above all, ScreenSound is a dedicated system - purpose-built to bring the advantages of hard disk sound manipulation to audio post production.

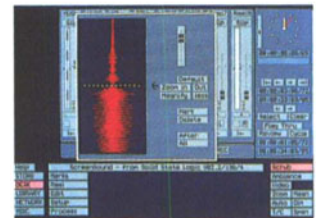
## AUDIO STORE

The hard disk store of sound clips gives title and duration, in addition to powerful search and sort routines.



## SCRUB EDITOR

Provides accurate edit marking and scrub of audio waveform.



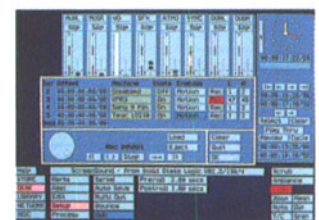
## OPTICAL LIBRARY

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