

Washington, D.C. October 2005

The Section joined with the Association of Washington Executive Broadcast Engineers (WEBE) for their annual Technical Convention, held October 13-15 at the Clarion Antietam Creek Hotel and Convention Center in Hagerstown, MD, and was attended by about 50 industry professionals. The theme for the event was "New Technologies: Wired and Wireless." The program included presentations on a range of topics, including production workflows for mobile content, architectures for DVB-H systems, compression and the RF transport layer, microwave radio design for HD ENG, the 2-GHz microwave BAS transition, a telco video operations center digital transition, HDV production, wireless microphone design for the DTV world, and trouble-shooting the RF environment.

Presenters are too numerous to list, but included

many well-known names from broadcasting and telecom organizations, manufacturers, and vendors.

The convention concluded with an excellent four-hour workshop on surround-sound production and technologies presented by Mike Sokol of Fits and Starts Productions. Attendees appreciated the insight into techniques for surround-sound production, illustrated by many recorded examples, and the useful information on implementation for broadcasters.

The group enjoyed receptions, refreshments, and meals, thanks to generous support from sponsors Avid, BenThere Media, CEI, Lawson & Associates, Maxell, MCI, Miranda, Systems Wireless, and Tektronix, with in-kind services from Bexel and Systems Wireless. Thanks and congratulations are also due to the program organizers, principally James Snyder, for putting together an excellent program, and to Ben Johnson of BenThere Media, for handling the administration.

—Graham Jones, Section Manager

SMPTTE AT NAB 2006

Digital Cinema Summit at NAB 2006

Digital cinema is rolling out in theaters in the U.S., U.K., and Asia. Its implementation is raising new technology, business, and creative issues for many facets of the entertainment industry, from production and post-production, to distribution and exhibition. Important lessons can be learned from recent digital 3-D releases and from the mastering and packaging of feature films and the manufacturing of equipment according to Digital Cinema Initiative specs.

SMPTTE and the Entertainment Technology Center at USC are again joining forces to examine the current state of digital cinema at the premiere event of its kind: the Digital Cinema Summit at NAB on Saturday, April 22 and Sunday, April 23, 2006. Saturday's sessions, which are programmed by SMPTTE, focus on digital cinema distribution and exhibition and feature the latest in display technologies including 4K and 3-D; business opportunities; and lessons learned from the rollout to date. Sunday's events, which are organized by the

Entertainment Technology Center at USC, concentrate on visual and audio production and post-production and include preparing content for 3-D presentation; digital intermediate developments; digital cinematography; and making the digital source master. Motion pictures case studies will be featured throughout the weekend.

Join filmmakers and other content creators, production and post-production experts, studio executives, theater owners, and distributors at NAB's Digital Cinema Summit 2006.

SMPTTE Member NAB Discount

Again, SMPTTE membership saves you money! SMPTTE Members save hundreds of dollars off non-SMPTTE/NAB registration to NAB this year. If you're not yet a SMPTTE Member, and want to have your membership pay for itself in savings to NAB, join SMPTTE, and then register for NAB 2006.

For developing information, visit the SMPTTE website (www.smpte.org) or the NAB 2006 website (www.nab.org).