

Mastering Visual Studio 2017

Mastering (audio)

April 2010). "Understanding Mastering". The Directory of Mastering Studios. Retrieved 2 February 2018. Wood, Mikael (2017-10-27). "Bernie Grundman wants

Mastering is a form of audio post production which is the process of preparing and transferring recorded audio from a source containing the final mix to a data storage device called a master recording, the source from which all copies will be produced (via methods such as pressing, duplication or replication). In recent years, digital masters have become usual, although analog masters—such as audio tapes—are still being used by the manufacturing industry, particularly by a few engineers who specialize in analog mastering.

Mastering requires critical listening; however, software tools exist to facilitate the process. Results depend upon the intent of the engineer, their skills, the accuracy of the speaker monitors, and the listening environment. Mastering engineers often apply equalization and...

Visual effects

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a live-action shot in filmmaking and video production.

The integration of live-action footage and other live-action footage or computer-generated imagery (CGI) elements to create realistic imagery is called VFX.

VFX involves the integration of live-action footage (which may include in-camera special effects) and generated-imagery (digital or optics, animals or creatures) which look realistic, but would be dangerous, expensive, impractical, time-consuming or impossible to capture on film. Visual effects using CGI have more recently become accessible to the independent filmmaker with the introduction of affordable and relatively easy-to-use animation and compositing...

Studio Trigger

of Studio Trigger, with Gurren Lagann's visual humor and style defining the studio's work, and Trigger being seen as a successor to Gainax. Studio Trigger

Trigger, Inc. (Japanese: トリガー・インコーポレイテッド, Hepburn: Kabushiki-gaisha Torigā), also known as Studio Trigger, is a Japanese animation studio founded by former Gainax employees Hiroyuki Imaishi and Masahiko Ōtsuka in 2011. It has produced anime works including Kill la Kill (2013), Little Witch Academia (short films, 2013 and 2015; TV series, 2017), Promare (2019), BNA: Brand New Animal (2020), Cyberpunk: Edgerunners (2022), and Delicious in Dungeon (2024), as well as the animated continuations of Gridman the Hyper Agent: SSSS.Gridman (2018), SSSS.Dynazenon (2021), and Gridman Universe (2023).

Studio Hibari

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Studio Deen

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Studio Deen Co., Ltd. (Japanese: デーン・スタジオ, Hepburn: Kabushiki-gaisha Sutajio Dīn; sometimes stylized as Studio DEEN) is a Japanese animation studio founded in 1975 by former Sunrise producer Hiroshi Hasegawa, along with a team of ex-Sunrise animators. The studio owns three subsidiaries: Danny Donghua (丹丹), a Chinese sub-contracting studio; Megumi (めぐみ), a digital work sub-contracting studio; and Umidori (うみどり), a 3DCG sub-contracting studio. Studio Deen has been operating as a subsidiary of IMA Group since April 2011.

Visual arts

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crafts, and architecture. Many artistic disciplines such as performing arts, conceptual art, and textile arts, also involve aspects of the visual arts, as well as arts of other types. Within the visual arts, the applied arts, such as industrial design, graphic design, fashion design, interior design, and decorative art are also included.

Current usage of the term "visual arts" includes fine art as well as applied or decorative arts and crafts, but this was not always the case. Before the Arts and Crafts Movement in Britain and elsewhere at the turn of the 20th century, the term 'artist' had for some centuries often been restricted to a person working in the...

Recording studio

can see other band members and other studio staff, as singers, bandleaders and musicians often give or receive visual cues; The control room, or production/recording

A recording studio is a specialized facility for recording and mixing of instrumental or vocal musical performances, spoken words, and other sounds. They range in size from a small in-home project studio large enough to record a single singer-guitarist, to a large building with space for a full orchestra of 100 or more musicians. Ideally, both the recording and monitoring (listening and mixing) spaces are specially designed by an acoustician or audio engineer to achieve optimum acoustic properties (acoustic isolation or diffusion or absorption of reflected sound reverberation that could otherwise interfere with the sound heard by the listener).

Recording studios may be used to record singers, instrumental musicians (e.g., electric guitar, piano, saxophone, or ensembles such as orchestras),...

Visual novel

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A visual novel (VN) is a form of digital interactive fiction. Visual novels are often associated with the medium of video games, but are not always labeled as such themselves. They combine a textual narrative with static or animated illustrations and a varying degree of interactivity.

Visual novels originated in and are especially prevalent in Japan, where they made up nearly 70% of the PC game titles released in 2006. In Japanese, a distinction is often made between visual novels

(NVL, from "novel"), which consist primarily of narration and have very few interactive elements, and adventure games (AVG or ADV, from "adventure"), which incorporate problem-solving and other types of gameplay. This distinction is normally lost outside Japan, as both visual novels and ADV-style adventure games are...

Blur Studio

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Blur Studio Inc. is an American visual effects and computer animation company which specializes in CGI visual effects, CGI animation, and CGI design. Located in Culver City, California, the studio has produced CGI-animated films, teasers and ad spots for television, as well as video-game CGI cinematics.

Academy Award for Best Visual Effects

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The Academy Award for Best Visual Effects is presented annually by the Academy of Motion Picture Arts and Sciences (AMPAS) for the best achievement in visual effects. It has been handed to four members of the team directly responsible for creating the film's visual effects since 1980.

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