A Broadcast Engineering Tutorial for Non-Engineers

By Skip Pizzi, Graham Jones

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A Broadcast Engineering Tutorial for Non-Engineers is the leading publication on the basics of broadcast technology. Whether you are new to the industry or do not have an engineering background, this book will give you a comprehensive primer of television, radio, and digital media relating to broadcast?it is your guide to understanding the technical world of radio and television broadcast engineering. It covers all the important topics such as DTV, IBOC, HD, standards, video servers, editing, electronic newsrooms, and more.

This long-awaited fourth edition includes new standards and identifies and explains the emerging digital technologies that are revolutionizing the industry, including:

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Editorial ReviewReview
'The 4th Edition, published post the digitalization of TV with ATSC transmissions, presents an unprecedented overview of the new world of broadcasting with contemporary technologies being brought to the fore with amazing clarity. Retaining broadcasting as its core theme, it brings you up to speed with the entire chain involved?acquisition, production, broadcasting and streaming. A must-read for all professionals.' – *Amitabh Kumar, Zee Network, India* **'This book is a great source for quickly finding what a particular broadcast-related acronym stands for. Think of this text as a relief valve that lets an interested reader reasonably drink from a high-pressure technical information water main.'** – *Dane Ericksen, Hammett & Edison, Inc., USA* **'This book is a must-have for all those in the broadcast industry and reads like a well-written operating manual for your broadcast operation. Skip Pizzi is one of those rare gems?a polymath who can translate complex concepts to the lay person. His deep knowledge allows him to analyze the past and provide a glimpse into what's possible in the future.'** - *Jennifer Ferro, President/General Manager, KCRW 89.9, USA* About the Author
Skip Pizzi is Senior Director of New Media Technologies at NAB, where he focuses on new methods for creation and delivery of broadcast content. He is also Vice-Chair of ATSC *Technology Group 3* (TG3), which is developing standards for the next generation of digital television. Previously he worked in multimedia for 11 years at Microsoft, served as an editor and contributor to several broadcast technology books and journals, and consulted to the professional, educational and government sectors of the media industry worldwide. He began his career as an engineer, manager and technical trainer at NPR. He is a recipient of the Audio Engineering Society's *Board of Governors Award*, and a graduate of Georgetown University, where he studied Electrical Engineering, Fine Arts, and International Economics. **Graham Jones** retired in 2010 from NAB, where he was a Senior Director working on advanced television issues. He is still active in ATSC, SCTE, and SMPTE standards committees. Previously he was Engineering Director for the Harris/PBS DTV Express, which introduced DTV to many U.S. broadcasters. He started his career with the BBC in London, and has worked as a consultant to broadcasters in many parts of the world. He holds a degree in physics, is a chartered electrical engineer, a fellow of SMPTE, and a life member of the SBE and the Royal Television Society. He has been honored with the Bernard J. Lechner Outstanding Contributor Award from the ATSC and received a citation from SMPTE for outstanding service to the society.Users Review**From reader reviews:**
Bill Flores:Do you have favorite book? In case you have, what is your favorite's book? Publication is very important thing for us to know everything in the world. Each publication has different aim or even goal; it means that book has different type. Some people sense enjoy to spend their time to read a book. They may be reading whatever they take because their hobby is definitely reading a book. Think about the person who don't like looking at a book? Sometime, person feel need book if they found difficult problem or perhaps exercise. Well, probably you will want this A Broadcast Engineering Tutorial for Non-Engineers.
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