

# € TRAINING

Digital Media Foundations



20 - 24 May 2024  
Madrid (Spain)



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REF: W1695 DATE: 20 - 24 May 2024 Venue: Madrid (Spain) - Fee: 5850 Euro

## Introduction:

The Principles of Cloud Management and Security training program covers essential practices for effectively managing and securing cloud infrastructures. Participants learn to deploy, maintain, and protect cloud environments through practical exercises and theoretical instruction. Gain skills to ensure efficient and secure operations in the cloud.

## Program Objectives:

At the end of this program the participants will be able to:

- Understand the way digital images, graphics, video, and audio work.
- improve your skills faster, communicate effectively, and collaborate more easily.
- enhance your command of the tools you use.
- Learn what a pixel really is, what color channels are, and what audio frequency is.
- Discover how color channels, bit depth, and video frame rates work.
- Find out the difference between codecs and file formats, and how compression is involved.
- Answer common client questions like whether a logo should be supplied in vector or bitmap form.

## Targeted Audience:

- Self-trained designer.
- Photographer.
- Video editor.
- Motion graphics artist.
- Anyone interested in technology.

## Program Outline:

### Unit 1:

#### Introductory thoughts:

- What you should know before you begin.
- What is a pixel?
- How do computers think?
- How 1s and 0s make larger numbers.

## Unit 2:

### How cameras and computers think about color:

- How bright is fully bright.
- How bit depth mixes with color channels.
- Difference between 8 bit, 10 bit, 12 bit and beyond.
- Shooting stereoscopic 3D.

## Unit 3:

### The language of color:

- Color modes.
- Comparing RGB and YUV.

## Unit 4:

### Shape of picture and speed of video:

- Storing everything codecs.
- Whats in a file format.
- Color wheels, vectorscope and waveforms.

## Unit 5:

### Making Changes:

- Audio made simple.
- Measuring the power of your sound with amplitude.
- Capturing tone as frequency.