

Video

Dan Schonfeld,Caifeng Shan,Dacheng Tao,Liang Wang

How I Met My Monster Amanda Noll,2019-11-03 One night, when Ethan reaches under his bed for a toy truck, he finds this note instead: Monsters! Meet here for final test. Ethan is sure his parents are trying to trick him into staying under the covers, until he sees five colorful sets of eyes blinking at him from beneath the bed. Soon, a colorful parade of quirky, squeaky little monsters compete to become Ethan's monster. But only the little green monster, Gabe, has the perfect blend of stomach-rumbling and snorting needed to get Ethan into bed and keep him there so he falls asleep—which as everyone knows, is the real reason for monsters under beds. With its perfect balance of giggles and shivers, this silly-spooky prequel to the award-winning I Need My Monster and Hey, That's MY Monster! will keep young readers entertained.

Don't Forget to Remember Ellie Holcomb,2020-03-03 Do you ever forget to remember what's true? Sometimes remembering is hard to do! But in this lyrical tale, Ellie Holcomb celebrates creation's reminders of God's love, which surrounds us from sunrise to sunset, even on our most forgetful of days.

The Dot Peter H. Reynolds,2022-05-31 Vashti believes that she cannot draw, but her art teacher's encouragement leads her to change her mind and she goes on to encourage another student who feels the same as she had.

A Kids Book About Belonging Kevin Carroll,2023-09-05 A clear explanation of what belonging is, and how to accept and understand who you are. This is a kids book about belonging. It tackles what it's like when you feel like you belong to a group or family or team, and what it's like when you don't. It addresses what it feels like when you don't fit in, or when it may feel like others don't want you around. This book teaches kids aged 5-9 how to incorporate the feeling of belonging into their lives. The feeling of belonging is something that everyone strives for, which is why it's important to know how to belong to yourself and love who you are, and how that helps you to belong anywhere. A Kids Book About Belonging features: - A large and bold, yet minimalist font design that allows kids freedom to imagine themselves in the words on the pages. - A friendly, approachable, yet empowering, kid-appropriate tone throughout. - An incredible and diverse group of authors in the series who are experts or have first-hand experience of the topic. Tackling important discourse together! The A Kids Book About series are best used when read together. Helping to kickstart challenging, empowering, and important conversations for kids and their grownups through beautiful and thought-provoking pages. The series supports an incredible and diverse group of authors, who are either experts in their field, or have first-hand experience on the topic. A Kids Co. is a new kind of media company enabling kids to explore big topics in a new and engaging way. With a growing series of books, podcasts and blogs, made to empower. Learn more about us online by searching for A Kids Co.

A Kids Book About Racism Jelani Memory,2023-07-04 A clear explanation of what racism is and how to recognize it when you see it. As tough as it is to imagine, this book really does explore racism. But it does so in a way that's accessible to kids. Inside, you'll find a clear description of what racism is, how it makes people feel when they experience it, and how to spot it when it happens. Covering themes of racism, sadness, bravery, and hate. This book is designed to help get the conversation going. Racism is one conversation that's never too early to start, and this book was written to be an introduction on the topic for kids aged 5-9. A Kids Book About Racism features: - A friendly, approachable, and kid-appropriate tone throughout. - Expressive font design; allowing kids to have the space to reflect and the freedom to imagine themselves in the words on the pages. - An author who has lived experience on the topic of racism. Tackling important discourse together! The A Kids Book About series are best used when read together. Helping to kickstart challenging, empowering, and important conversations for kids and their grownups through beautiful and thought-provoking pages. The series supports an incredible and diverse group of authors, who are either experts in their field, or have first-hand experience on the topic. A Kids Co. is a new kind of media company enabling kids to explore big topics in a new and engaging way. With a growing series of books, podcasts and blogs, made to empower. Learn more about us online by searching for A Kids Co.

In My Heart Jo Witek,2014-10-14 Celebrate feelings in all their shapes and sizes in this New York Times bestselling picture book from the Growing Hearts series! Happiness, sadness, bravery, anger, shyness . . . our hearts can feel so many feelings! Some make us feel as light as a balloon, others as heavy as an elephant. In My Heart explores a full range of emotions, describing how they feel physically, inside, with language that is lyrical but also direct to empower readers to practice articulating and identifying their own emotions. With whimsical illustrations and an irresistible die-cut heart that extends through each spread, this gorgeously packaged and unique feelings book is sure to become a storytime favorite.

The Effects of Video Games on Children Barrie Gunter,1998-01-01 The rapid growth in popularity of computer and video games, particularly among children and teenagers, has given rise to public concern about the effects they might have on youngsters. The violent themes of many of these games, coupled with their interactive nature, have led to accusations that they may be worse than televised violence in affecting children's antisocial behaviour. Other allegations are that they have an addictive quality and that excessive playing results in a diminished social contact and poorer school performance. But how bad are video games? There are strong methodological reasons for not accepting the evidence for video games effects at face value. There are also positive signs that playing these games can enhance particular mental competencies in children. This book provides an up-to-date review and critique of research evidence from around the world in an attempt to put the issue of video game effects into perspective.

The Book of Everything Guus Kuijer,2012-04-01 Faith is joy is love is hope in this novel of exquisite power and everyday miracles, reminiscent of Barbara Kingsolver's THE POISONWOOD BIBLE.Thomas can see things no one else can see. Tropical fish swimming in the canals. The magic of Mrs. Van Amersfoort, the Beethoven-loving witch next door. The fierce beauty of Eliza with her artificial leg. And the Lord Jesus, who tells him, Just call me Jesus. Thomas records these visions in his Book of Everything. They comfort him when his father beats him, when the angels weep for his mother's black eyes. And they give him the strength to finally confront his father and become what he wants to be when he grows up: Happy.

Be Kind Pat Zietlow Miller,2018-02-06 When Tanisha spills grape juice all over her new dress, her classmate contemplates how to make her feel better and what it means to be kind. From asking the new girl to play to standing up for someone being bullied, this moving and thoughtful story explores what a child can do to be kind, and how each act, big or small, can make a difference--or at least help a friend.With award-winning author Pat Zietlow Miller's gentle text and Jen Hill's irresistible art, Be Kind is an unforgettable story about how two simple words can change the world.

Hey, Kiddo: A Graphic Novel Jarrett J. Krosoczka,2018-10-09 The powerful, unforgettable graphic memoir from Jarrett Krosoczka, about growing up with a drug-addicted mother, a missing father, and two unforgettably opinionated grandparents. A National Book Award Finalist! In kindergarten, Jarrett Krosoczka's teacher asks him to draw his family, with a mommy and a daddy. But Jarrett's family is much more complicated than that. His mom is an addict, in and out of rehab, and in and out of Jarrett's life. His father is a mystery -- Jarrett doesn't know where to find him, or even what his name is. Jarrett lives with his grandparents -- two very loud, very loving, very opinionated people who had thought they were through with raising children until Jarrett came along. Jarrett goes through his childhood trying to make his non-normal life as normal as possible, finding a way to express himself

through drawing even as so little is being said to him about what's going on. Only as a teenager can Jarrett begin to piece together the truth of his family, reckoning with his mother and tracking down his father. Hey, Kiddo is a profoundly important memoir about growing up in a family grappling with addiction, and finding the art that helps you survive.

Attack of the Killer Video Book Mark Shulman,Martha Newbigging,Hazlitt Krog,2004 This hilariously helpful guide explores every stage of video production, from brainstorming, to organizing a shoot, to finally piecing it all together.

Home of the Brave Katherine Applegate,2014-12-23 Kek comes from Africa. In America he sees snow for the first time, and feels its sting. He's never walked on ice, and he falls. He wonders if the people in this new place will be like the winter – cold and unkind. In Africa, Kek lived with his mother, father, and brother. But only he and his mother have survived, and now she's missing. Kek is on his own. Slowly, he makes friends: a girl who is in foster care; an old woman who owns a rundown farm, and a cow whose name means family in Kek's native language. As Kek awaits word of his mother's fate, he weathers the tough Minnesota winter by finding warmth in his new friendships, strength in his memories, and belief in his new country. Bestselling author Katherine Applegate presents a beautifully wrought novel about an immigrant's journey from hardship to hope. Home of the Brave is a 2008 Bank Street - Best Children's Book of the Year.

Video Search and Mining Dan Schonfeld,Caifeng Shan,Dacheng Tao,Liang Wang,2010-05-22 As cameras become more pervasive in our daily life, vast amounts of video data are generated. The popularity of YouTube and similar websites such as Tudou and Youku provides strong evidence for the increasing role of video in society. One of the main challenges confronting us in the era of information technology is to - fectively rely on the huge and rapidly growing video data accumulating in large multimedia archives. Innovative video processing and analysis techniques will play an increasingly important role in resolving the difficult task of video search and retrieval. A wide range of video-based applications have benefited from - vances in video search and mining including multimedia information mana- ment, human-computer interaction, security and surveillance, copyright prot- tion, and personal entertainment, to name a few. This book provides an overview of emerging new approaches to video search and mining based on promising methods being developed in the computer vision and image analysis community. Video search and mining is a rapidly evolving discipline whose aim is to capture interesting patterns in video data. It has become one of the core areas in the data mining research community. In comparison to other types of data mining (e. g. text), video mining is still in its infancy. Many challenging research problems are facing video mining researchers.

Unruly Media Carol Vernallis,2013-09-19 Unruly Media argues that we are the crest of a new international style in which sonic and visual parameters become heightened and accelerated. This audiovisual turn calls for new forms of attention. Post-classical cinema, with its multi-plot narratives and flashy style, fragments under the influence of audiovisual numbers and music-video-like sync. Music video becomes more than a way of selling songs. YouTube's brief, low-res clips encompass many forms and foreground reiteration, graphic values and affective intensity. These three media are riven by one another: a trajectory from YouTube through music video to the new digital cinema reveals commonalities, especially in the realms of rhythm, texture and form. This is the first book to account for the current audiovisual landscape across medium and platform, and it demonstrates that attending equally to soundtrack and image reveals how these media work and how they both mirror and shape our experience.

Behind the Scenes at a Music Video Melissa Firth,2014-08-01 Take an in-depth look at how music videos are made.

The Fourth Turning William Strauss,Neil Howe,1997-12-29 NATIONAL BESTSELLER • Discover the game-changing theory of the cycles of history and what past generations can teach us about living through times of upheaval—with deep insights into the roles that Boomers, Generation X, and Millennials have to play. First comes a High, a period of confident expansion. Next comes an Awakening, a time of spiritual exploration and rebellion. Then comes an Unraveling, in which individualism triumphs over crumbling institutions. Last comes a Crisis—the Fourth Turning—when society passes through a great and perilous gate in history. William Strauss and Neil Howe will change the way you see the world—and your place in it. With blazing originality, The Fourth Turning illuminates the past, explains the present, and reimagines the future. Most remarkably, it offers an utterly persuasive prophecy about how America’s past will predict what comes next. Strauss and Howe base this vision on a provocative theory of American history. The authors look back five hundred years and uncover a distinct pattern: Modern history moves in cycles, each one lasting about the length of a long human life, each composed of four twenty-year eras—or “turnings”—that comprise history’s seasonal rhythm of growth, maturation, entropy, and rebirth. Illustrating this cycle through a brilliant analysis of the post–World War II period, The Fourth Turning offers bold predictions about how all of us can prepare, individually and collectively, for this rendezvous with destiny.

Trapped in a Video Game Dustin Brady,2018-04-10 Jesse Rigsby hates video games—and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

Encounters in Video Art in Latin America Elena Shtromberg ,Glenn Phillips,2023-02-14 With insightful essays and interviews, this volume examines how artists have experimented with the medium of video across different regions of Latin America since the 1960s. The emergence of video art in Latin America is marked by multiple points of development, across more than a dozen artistic centers, over a period of more than twenty-five years. When first introduced during the 1960s, video was seen as empowering: the portability of early equipment and the possibility of instant playback allowed artists to challenge and at times subvert the mainstream media. Video art in Latin America was—and still is—closely related to the desire for social change. Themes related to gender, ethnic, and racial identity as well as the consequences of social inequality and ecological disasters have been fundamental to many artists’ practices. This compendium explores the history and current state of artistic experimentation with video throughout Latin America. Departing from the relatively small body of existing scholarship in English, much of which focuses on individual countries, this volume approaches the topic thematically, positioning video artworks from different periods and regions throughout Latin America in dialogue with each other. Organized in four broad sections—Encounters, Networks and Archives, Memory and Crisis, and Indigenous Perspectives—the book’s essays and interviews encourage readers to examine the medium of video across varied chronologies and geographies.

Intelligent Video Event Analysis and Understanding Jianguo Zhang,Ling Shao,Lei Zhang,Graeme A. Jones,2011-01-19 With the vast development of Internet capacity and speed, as well as wide adop- tion of media technologies in people’s daily life, a large amount of videos have been surging, and need to be efficiently processed or organized based on interest. The human visual perception system could, without difficulty, interpret and r- ognize thousands of events in videos, despite high level of video object clutters, different types of scene context, variability of motion scales, appearance changes, occlusions and object interactions. For a computer vision system, it has been be very challenging to achieve automatic video event understanding for decades. Broadly speaking, those challenges include robust detection of events under - tion clutters, event interpretation under complex scenes, multi-level semantic

event inference, putting events in context and multiple cameras, event inference from object interactions, etc. In recent years, steady progress has been made towards better models for video event categorisation and recognition, e. g. , from modelling events with bag of spatial temporal features to discovering event context, from detecting events using a single camera to inferring events through a distributed camera network, and from low-level event feature extraction and description to high-level semantic event classification and recognition. Nowadays, text based video retrieval is widely used by commercial search engines. However, it is still very difficult to retrieve or categorise a specific video segment based on their content in a real multimedia system or in surveillance applications.

Multimodal Video Characterization and Summarization Michael A. Smith,Takeo Kanade,2005-12-17 Multimodal Video Characterization and Summarization is a valuable research tool for both professionals and academicians working in the video field. This book describes the methodology for using multimodal audio, image, and text technology to characterize video content. This new and groundbreaking science has led to many advances in video understanding, such as the development of a video summary. Applications and methodology for creating video summaries are described, as well as user-studies for evaluation and testing.

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