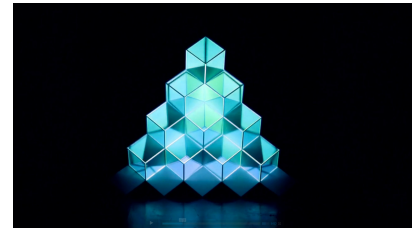


## **Video URE Book 1** **Video in Live Events**

Video has taken on a massive role in theatre, corporate and live events today, and with it's growth so has the technology changed and advanced. The way video can be seen though comes down to two main ways, screens or projection.

### **Projection**

Projection is one of the most widely used video technologies nowadays. However most of the innovation is not in the form of projectors (though they have become brighter, with better throw ratios and resolutions which we will cover later) but in the software and computers we use to control the projection.



Long past are the days where we had to sit a single projector pointing straight at our screen to get a flat image. Now we can warp and change these as we please. Part of the fun and challenge as a video system design is figuring out how to maximise you pixels and use your projectors in the most efficient way possible.

### **Screens/Video Wall**

The other main advances in video have been in the area of video screens and video walls.

These used to be a rather crude and unsightly addition to any set however with the improvement in qualities of LEDs (which we have seen affect lighting as well) these are now becoming a mainstay in concerts, theatre and corporate gigs.

Video Walls are usually assembled of smaller tiles and connected together to make a larger surface. The individual tiles are usually connected to a controller which can accept a standard DVI or SDI signal (or VGA if the video wall is of low quality). Video wall can be quite a useful tool as sections can be split up and placed in interesting configurations amongst the set.



### **Conclusion**

Video is a very diverse tool and can be used in many interesting ways. However, the technology behind making this all work is vast and so we will have a look at some important concepts of video in the next few tutorials.