

International Association of Sound
and Audiovisual Archives ●

Internationale Vereinigung der
Schall- und audiovisuellen Archive ●

Association Internationale d'Archives
Sonores et Audiovisuelles ●

Asociación Internacional de Archivos
Sonoros y Audiovisuales ●



Technical Committee
Standards, Recommended Practices, and Strategies

Guidelines for the Preservation of Video Recordings

IASA-TC 06

Part E. Bibliography

From IASA-TC 06, Edition I
Version for comment, 2018

Note: A general bibliography was compiled by Dinah Handel in 2016 while the initial edition of IASA-TC 06 was being drafted. In 2017, upon completion of the drafting, works cited in the text (unless already listed) were added, yielding this expanded bibliography.

At this writing (May 2018) an additional listing of standards and other specifications cited is planned but has not yet been compiled. However, the in-text references to standards and other specifications are fully documented in footnotes to the main text.

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E.3 WIKIPEDIA ARTICLES

The following entries list all Wikipedia articles relevant to IASA-TC 06 that were identified by the guideline's compilers. A number of the articles are cited in footnotes to the main text and, in those instances, An “accessed [date]” indication is provided. Wikipedia texts are sufficiently volatile to rob access-date attribution of value in a comprehensive listing like this.

E.3.1 Fundamentals re: analogue signal and digital bitstream

<https://en.wikipedia.org/wiki/16:9>
https://en.wikipedia.org/wiki/3D_television
<https://en.wikipedia.org/wiki/480p>
<https://en.wikipedia.org/wiki/720p>
https://en.wikipedia.org/wiki/Active_Format_Description
https://en.wikipedia.org/wiki/Alpha_compositing
https://en.wikipedia.org/wiki/Ancillary_data
[https://en.wikipedia.org/wiki/Aspect_ratio_\(image\)](https://en.wikipedia.org/wiki/Aspect_ratio_(image))
https://en.wikipedia.org/wiki/ATSC_standards
https://en.wikipedia.org/wiki/Bit_plane
https://en.wikipedia.org/wiki/Blanking_level
https://en.wikipedia.org/wiki/Carrier_wave
https://en.wikipedia.org/wiki/CCIR_System_A
https://en.wikipedia.org/wiki/CCIR_System_B
https://en.wikipedia.org/wiki/CCIR_System_G
https://en.wikipedia.org/wiki/CCIR_System_H
https://en.wikipedia.org/wiki/CCIR_System_I
https://en.wikipedia.org/wiki/CCIR_System_M
https://en.wikipedia.org/wiki/Chroma_key
https://en.wikipedia.org/wiki/Chroma_subsampling
<https://en.wikipedia.org/wiki/Chrominance>
<https://en.wikipedia.org/wiki/Closed-captioning>
https://en.wikipedia.org/wiki/Colour_broadcast_of_television_systems
https://en.wikipedia.org/wiki/Color_framing
https://en.wikipedia.org/wiki/Color_grading
https://en.wikipedia.org/wiki/Color_television
<https://en.wikipedia.org/wiki/Colorburst>
https://en.wikipedia.org/wiki/Component_video
https://en.wikipedia.org/wiki/Composite_video
https://en.wikipedia.org/wiki/CTL_timecode
<https://en.wikipedia.org/wiki/DCI-P3>
https://en.wikipedia.org/wiki/Descriptive_Video_Service
https://en.wikipedia.org/wiki/Digital_audio
https://en.wikipedia.org/wiki/Digital_video
https://en.wikipedia.org/wiki/Enhanced-definition_television
[https://en.wikipedia.org/wiki/Field_\(video\)](https://en.wikipedia.org/wiki/Field_(video))
[https://en.wikipedia.org/wiki/Flicker_\(screen\)](https://en.wikipedia.org/wiki/Flicker_(screen))
[https://en.wikipedia.org/wiki/Frame_\(video\)](https://en.wikipedia.org/wiki/Frame_(video))
https://en.wikipedia.org/wiki/Gamma_correction
https://en.wikipedia.org/wiki/Group_of_pictures
https://en.wikipedia.org/wiki/Helical_scan
<https://en.wikipedia.org/wiki/Heterodyne>
https://en.wikipedia.org/wiki/High-definition_television
https://en.wikipedia.org/wiki/Horizontal_blanking_interval
https://en.wikipedia.org/wiki/Inter_frame

https://en.wikipedia.org/wiki/Interlaced_video
<https://en.wikipedia.org/wiki/Intra-frame>
[https://en.wikipedia.org/wiki/IRE_\(unit\)](https://en.wikipedia.org/wiki/IRE_(unit))
[https://en.wikipedia.org/wiki/Letterboxing_\(filming\)](https://en.wikipedia.org/wiki/Letterboxing_(filming))
https://en.wikipedia.org/wiki/Linear_timecode
https://en.wikipedia.org/wiki/Lower_third
[https://en.wikipedia.org/wiki/Luma_\(video\)](https://en.wikipedia.org/wiki/Luma_(video))
https://en.wikipedia.org/wiki/Moving_Picture_Experts_Group
https://en.wikipedia.org/wiki/Multichannel_television_sound
<https://en.wikipedia.org/wiki/NTSC>
<https://en.wikipedia.org/wiki/NTSC-J>
<https://en.wikipedia.org/wiki/PAL>
<https://en.wikipedia.org/wiki/PAL-M>
https://en.wikipedia.org/wiki/PAL_region
https://en.wikipedia.org/wiki/Persistence_of_vision
https://en.wikipedia.org/wiki/Pilot_signal
https://en.wikipedia.org/wiki/Pixel_aspect_ratio
https://en.wikipedia.org/wiki/Progressive_scan
https://en.wikipedia.org/wiki/Progressive_segmented_frame
https://en.wikipedia.org/wiki/Quadrature_amplitude_modulation
https://en.wikipedia.org/wiki/Raster_scan
https://en.wikipedia.org/wiki/Rec._601
https://en.wikipedia.org/wiki/Rec._709
https://en.wikipedia.org/wiki/Rec._2020
https://en.wikipedia.org/wiki/Rec._2100
<https://en.wikipedia.org/wiki/S-Video>
[https://en.wikipedia.org/wiki/Safe_area_\(television\)](https://en.wikipedia.org/wiki/Safe_area_(television))
https://en.wikipedia.org/wiki/Second_audio_program
https://en.wikipedia.org/wiki/Scan_line
https://en.wikipedia.org/wiki/SCH_Phase_Display
<https://en.wikipedia.org/wiki/SECAM>
https://en.wikipedia.org/wiki/SMPTE_timecode
https://en.wikipedia.org/wiki/Standard-definition_television
<https://en.wikipedia.org/wiki/Subcarrier>
[https://en.wikipedia.org/wiki/Subtitle_\(captioning\)](https://en.wikipedia.org/wiki/Subtitle_(captioning))
<https://en.wikipedia.org/wiki/Television>
https://en.wikipedia.org/wiki/Three-two_pull_down
https://en.wikipedia.org/wiki/Vertical_blanking_interval
https://en.wikipedia.org/wiki/Vertical_interval_timecode
<https://en.wikipedia.org/wiki/Video>
https://en.wikipedia.org/wiki/Video_Cassette_Recording
https://en.wikipedia.org/wiki/Video_compression_picture_types
<https://en.wikipedia.org/wiki/Videotape>
<https://en.wikipedia.org/wiki/YCbCr>
<https://en.wikipedia.org/wiki/YIQ>
<https://en.wikipedia.org/wiki/YPbPr>
<https://en.wikipedia.org/wiki/YUV>

E.3.2 Conventional (non-file) carriers and formats

<https://en.wikipedia.org/wiki/ADAT>
https://en.wikipedia.org/wiki/Akai_VK
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E.3.3 Digital encodings and formats

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E.3.4 Workflow and/or production features and tools

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