

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
Revised version, 2019

The initial version of this bibliography was compiled by Dinah Handel in 2016. A number of entries were added by the editors in 2017-18, including all works cited in the guideline text (unless already listed) and a set of links to relevant Wikipedia articles. Readers should note, however, that this bibliography does *not* include the standards and other specifications cited in the guideline text. These works are fully documented in footnotes.

Most entries in this bibliography are for online documents. The URLs provided were active at the *accessed* date provided. Although the bibliography was revised in 2019 and 2020, a scarcity of resources prevented the editors from rechecking and updating the links (URLs) provided for the older entries. Some of these links are no longer active. In many cases, missing documents can be found by keying the title in a search engine or by searching for the URL in the Internet Archive *Wayback Machine* (<https://web.archive.org>).

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E.1 GENERAL BIBLIOGRAPHY OF WORKS CITED AND OTHER SELECTED WORKS

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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/24p>
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
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https://en.wikipedia.org/wiki/Color_television
<https://en.wikipedia.org/wiki/Colorburst>
https://en.wikipedia.org/wiki/Component_video
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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/Frame_rate
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
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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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