

ABSTRACT

Title of work:

Methodology of snowboarding - Digital processing

Object of thesis:

The point of this thesis is to make a model of DVD presentation, which should present complete methodical series that could be used for teaching sport called snowboarding.

Methods:

- Analyse of printed or non-printed (electronic) documents.
- Production of texts for DVD presentation
- Production of video records.
 - Creation of scenarios
 - Selection of camcoder
 - Editing video records
 - Option of terrain
- Production of model DVD presentation.
 - Creation of program interface
 - Creation of computer graphics

Results:

Snowboarding is sport with huge complex of skills which we need to train continuously with constant repeating alias these skills are good to practice.

The DVD can be used by beginners as an introduction to snowboarding, or the more advanced snowboarders for making their techniques more perfect or to enlarge their knowledge of this nice sport.

Key words:

Snowboarding, methodology