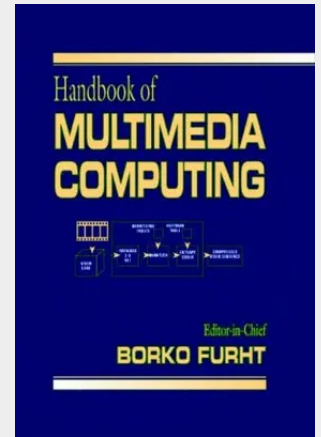


Handbook of Multimedia Computing

Multimedia computing has emerged as a major area of research. Coupled with high-speed networks, multimedia computer systems have opened a spectrum of new applications by combining a variety of information sources, such as voice, graphics, animation, images, audio, and video. Handbook on Multimedia Computing provides a comprehensive resource on advanced topics in this field, considered here as the integration of four industries: computer, communication, broadcasting/entertainment, and consumer electronics. This indispensable reference compiles contributions from 80 academic and industry leaders, examining all the major subsets of multimedia activity. Four parts divide the text: - Basic Concepts and Standards introduces basic multimedia terminology, taxonomy, and concepts, including multimedia objects, user interfaces, and standards - Multimedia Retrieval and Processing Techniques addresses various aspects of audio, image, and video retrieval; indexing; and processing techniques and systems - Multimedia Systems and Techniques covers critical multimedia issues, such as multimedia synchronization, operating systems for multimedia, multimedia databases, storage organizations, and processor architectures - Multimedia Communications and Networking discusses networking issues, such as quality of service, resource management, and video transport An indispensable reference, Handbook on Multimedia Computing covers every aspect of multimedia applications and technology. It gives you the tools you need to understand and work in this fast-paced, continuously changing field.



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