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Multimedia hardware still cannot accommodate the demand for large amounts of visual data. Without the generation of high-quality video bitstreams, limited hardware capabilities will continue to stifle the advancement of multimedia technologies. Thorough grounding in coding is needed so that applications such as MPEG-4 and JPEG 2000 may come to fruition. *Image and Video Compression for Multimedia Engineering* provides a solid, comprehensive understanding of the fundamentals and algorithms that lead to the creation of new methods for generating high quality video bit streams. The authors present a number of relevant advances along with international standards. New to the Second Edition · A chapter describing the recently developed video coding standard, MPEG-Part 10 Advances Video Coding also known as H.264 · Fundamental concepts and algorithms of JPEG2000 · Color systems of digital video · Up-to-date video coding standards and profiles Visual data, image, and video coding will continue to enable the creation of advanced hardware, suitable to the demands of new applications. Covering both image and video compression, this book yields a unique, self-contained reference for practitioners to build a basis for future study, research, and development.

As multimedia applications have become part of contemporary daily life, numerous paradigm-shifting technologies in multimedia processing have emerged over the last decade. Substantially updated with 21 new chapters, *Multimedia Image and Video Processing, Second Edition* explores the most recent advances in multimedia research and applications. This edition presents a comprehensive treatment of multimedia information mining, security, systems, coding, search, hardware, and communications as

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well as multimodal information fusion and interaction. Clearly divided into seven parts, the book begins with a section on standards, fundamental methods, design issues, and typical architectures. It then focuses on the coding of video and multimedia content before covering multimedia search, retrieval, and management. After examining multimedia security, the book describes multimedia communications and networking and explains the architecture design and implementation for multimedia image and video processing. It concludes with a section on multimedia systems and applications. Written by some of the most prominent experts in the field, this updated edition provides readers with the latest research in multimedia processing and equips them with advanced techniques for the design of multimedia systems.

The latest edition provides a comprehensive foundation for image and video compression. It covers HEVC/H.265 and future video coding activities, in addition to Internet Video Coding. The book features updated chapters and content, along with several new chapters and sections. It adheres to the current international standards, including the JPEG standard.

"This book is the Bible for anyone who needs to manage large data collections. It's required reading for our search gurus at Infoseek. The authors have done an outstanding job of incorporating and describing the most significant new research in information retrieval over the past five years into this second edition." Steve Kirsch, Cofounder, Infoseek Corporation "The new edition of Witten, Moffat, and Bell not only has newer and better text search algorithms but much material on image analysis and joint image/text processing. If you care about search engines, you need this book: it is the only one with full details of how they work. The book is both detailed and enjoyable; the authors have combined elegant writing with top-grade programming." Michael Lesk, National Science Foundation "The coverage of

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compression, file organizations, and indexing techniques for full text and document management systems is unsurpassed. Students, researchers, and practitioners will all benefit from reading this book." Bruce Croft, Director, Center for Intelligent Information Retrieval at the University of Massachusetts In this fully updated second edition of the highly acclaimed *Managing Gigabytes*, authors Witten, Moffat, and Bell continue to provide unparalleled coverage of state-of-the-art techniques for compressing and indexing data. Whatever your field, if you work with large quantities of information, this book is essential reading--an authoritative theoretical resource and a practical guide to meeting the toughest storage and access challenges. It covers the latest developments in compression and indexing and their application on the Web and in digital libraries. It also details dozens of powerful techniques supported by mg, the authors' own system for compressing, storing, and retrieving text, images, and textual images. mg's source code is freely available on the Web.

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"The book is intended to clarify the hype, which surrounds the concept of mobile multimedia through introducing the idea in a clear and understandable way, with a strong focus on mobile solutions and applications"--Provided by publisher.

55% new material in the latest edition of this must-have for students and practitioners of image & video processing! This Handbook is intended to serve as the basic reference point on image and video processing, in the field, in the research laboratory, and in the classroom. Each chapter has been written by carefully selected, distinguished experts specializing in that topic and carefully reviewed by the Editor, Al Bovik, ensuring that the greatest depth of understanding be communicated to the reader. Coverage includes introductory, intermediate and advanced topics and as such, this book serves equally well as classroom textbook as reference resource. Provides practicing engineers and students with a highly accessible resource for learning and using image/video processing theory and algorithms Includes a new chapter on image processing education, which should prove invaluable for those developing or modifying their curricula Covers the various image and video processing standards that exist and are emerging, driving today's explosive industry Offers an understanding of what images are, how they are modeled, and gives an introduction to how they are perceived Introduces the necessary, practical background to allow engineering students to acquire and process their own digital image or video data Culminates with a diverse set of applications chapters, covered in sufficient depth to serve

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as extensible models to the reader's own potential applications About the Editor... Al Bovik is the Cullen Trust for Higher Education Endowed Professor at The University of Texas at Austin, where he is the Director of the Laboratory for Image and Video Engineering (LIVE). He has published over 400 technical articles in the general area of image and video processing and holds two U.S. patents. Dr. Bovik was Distinguished Lecturer of the IEEE Signal Processing Society (2000), received the IEEE Signal Processing Society Meritorious Service Award (1998), the IEEE Third Millennium Medal (2000), and twice was a two-time Honorable Mention winner of the international Pattern Recognition Society Award. He is a Fellow of the IEEE, was Editor-in-Chief, of the IEEE Transactions on Image Processing (1996-2002), has served on and continues to serve on many other professional boards and panels, and was the Founding General Chairman of the IEEE International Conference on Image Processing which was held in Austin, Texas in 1994. * No other resource for image and video processing contains the same breadth of up-to-date coverage * Each chapter written by one or several of the top experts working in that area * Includes all essential mathematics, techniques, and algorithms for every type of image and video processing used by electrical engineers, computer scientists, internet developers, bioengineers, and scientists in various, image-intensive disciplines

Based on more than 10 years of teaching experience, Blanken and his coeditors have assembled all the topics that should be covered in advanced undergraduate or graduate courses on multimedia retrieval and multimedia databases. The single chapters of this textbook explain the general architecture of multimedia information retrieval systems and cover various metadata languages such as Dublin Core, RDF, or MPEG. The authors emphasize high-level features and show how these are used in mathematical models to support the retrieval process. For each chapter, there's detail on further reading,

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and additional exercises and teaching material is available online.

Understand the core concepts and skills of multimedia production and digital storytelling using text, graphics, photographs, sound, motion, and video. Then, put it all together using the skills that you have developed for effective project planning, collaboration, design, and production. Presented in full color with hundreds of vibrant illustrations, *Multimedia Foundations, Second Edition* trains you in the principles and skill sets common to all forms of digital media production, enabling you to create successful, engaging content, no matter what tools you are using. The second edition has been fully updated and features a new chapter on video production and new sections on user-centered design, digital cinema standards (2K, 4K, and 8K video), and DSLR and video camcorder recording formats and device settings. The companion website, which features a wealth of web resources, glossary terms, and video tutorials, has also been updated with new content for both students and instructors.

Advances in hardware, software, and audiovisual rendering technologies of recent years have unleashed a wealth of new capabilities and possibilities for multimedia applications, creating a need for a comprehensive, up-to-date reference. *The Encyclopedia of Multimedia Technology and Networking* provides hundreds of contributions from over 200 distinguished international experts, covering the most important issues, concepts, trends, and technologies in multimedia technology. This must-have reference contains over 1,300 terms, definitions, and concepts, providing the deepest level of understanding of the field of multimedia technology and networking for academicians, researchers, and professionals worldwide.

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