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Fundamentals of Multimedia (Texts in Computer Science)

Ze-Nian Li, Mark S. Drew, Jiangchuan Liu

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Fundamentals of Multimedia (Texts in Computer Science) Ze-Nian Li, Mark S. Drew, Jiangchuan Liu This textbook introduces the “Fundamentals of Multimedia”, addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

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