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Multimedia Tools and Applications

By -

Springer. Hardcover. Book Condition: New. Hardcover. 396 pages. Dimensions: 9.3in. x 6.4in. x 1.1in. Multimedia computing has emerged in the last few years as a major area of research. Multimedia computer systems have opened a wide range of applications by combining a variety of information sources, such as voice, graphics, animation, images, audio, and full-motion video. Looking at the big picture, multimedia can be viewed as the merging of three industries: the computer, communications, and broadcasting industries. Research and development efforts in multimedia computing can be divided into two areas. As the first area of research, much effort has been centered on the stand-alone multimedia workstation and associated software systems and tools, such as music composition, computer-aided education and training, and interactive video. However, the combination of multimedia computing with distributed systems offers even greater potential. New applications based on distributed multimedia systems include multimedia information systems, collaborative and videoconferencing systems, on-demand multimedia services, and distance learning. Multimedia Tools and Applications is one of two volumes published by Kluwer, both of which provide a broad introduction to this fast moving area. This book covers selected tools applied in multimedia systems and key multimedia applications. Topics presented include multimedia application development techniques,...



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