

Digital Video And Hd Second Edition Algorithms And Interfaces The Morgan Kaufmann Series In Computer Graphics

Documentary Media: History, Theory, Practice facilitates the study of documentary media, its changing forms, and diverse social functions. Fox provides balanced and accessible coverage of the critical, and the practical aspects of documentary media without mandating specialized skills sets in students or access to costly technology. For practitioners and students alike, it covers the fundamental concepts and production processes needed to contribute to the contemporary production of non-fiction media in the digital age. Each chapter engages students by challenging assumptions about documentary form and function, posing critical and creative questions, and offering historical and contemporary examples. Additionally, each chapter closes with a case study that assists readers in applying the chapter's concepts. Fox aims to help the student establish a complete treatment, aesthetic plan, and pre-production strategy for their own documentary. Rapidly evolving computer and communications technologies have achieved data transmission rates and data storage capacities high enough for digital video. But video involves much more than bits! Achieving the best possible image quality, accurate color, and smooth motion requires understanding many aspects of image acquisition, coding, processing, and display that are not covered in computer graphics. At the same time, video system designers are facing new demands to interface with film and computer system that require techniques outside conventional video. Poynton's 1996 book A Technical Introduction to Digital Video became an industry favorite for its succinct, accurate, and accessible treatment of standard definition television (SDTV), HDTV, Poynton augments that book with coverage of high definition television (HDTV) and compression systems. For more information on HDTV Retail markets, go to: <http://www.insightmedia.info/newsletters.php#hdtv> With the help of hundreds of high quality technical illustrations, this book presents the following topics: * Basic concepts of digital video: quantization, gamma, and filtering * Principles of color science as applied to image capture and display * Scanning and coding of SDTV and HDTV * Video color coding: luma, chroma, and 4fSC composite video) * Analog NTSC and PAL * Studio systems and interfaces * Compression technology, including M-JPEG and MPEG-2 * Broadcast standards and consumer video: Digital Television DVB-T COFDM and ATSC 8-VSB

The use of digital surveillance technology is rapidly growing as it becomes significantly cheaper for live and remote monitoring. The second edition of Digital Video Surveillance and Security is the current and complete reference for security professionals and consultants as they plan, design, and implement surveillance systems to secure their places of business. By providing clear definitions, terms, concepts, and technological capabilities, this revised edition addresses the newest technologies and solutions available on the market today. With clear descriptions and detailed diagrams, Digital Video Surveillance and Security is the only book that shows the need for an overall understanding of the digital video surveillance (DVS) ecosystem. Highly visual with easy-to-read diagrams, troubleshooting charts, and graphs Includes design and implementation case studies and best practices Uses vendor-neutral comparisons of the latest camera equipment and recording systems

Digital Transmission Systems

A Comprehensive Guide to Making Videos That Make Money

DEVICES, CIRCUITS AND IT FUNDAMENTALS

The Image Processing Handbook

Documentary Media

Making Media

Whether you're embarking on the challenge of building a digital collection from scratch, or simply need to understand the conceptual and technical challenges of constructing a digital library, this top-to-bottom resource is the ideal guidebook to keep at your side, especially in this thoroughly updated and reworked edition. Demonstrating how resources are created, distributed, and accessed, and how librarians can keep up with the latest technologies for successfully completing these tasks, its chapters walk you step-by-step through every stage. Demystifying core technologies and workflows, this book comprehensively covers needs assessment and planning for a digital repository;choosing a platform;acquiring, processing, classifying, and describing digital content;storing and managing resources in a digital repository;digital preservation;technologies and standards useful to digital repositories, including XML, the Portland Common Data Model, metadata schema such as Dublin Core, scripting using JSON and REST, linked open data, and automated metadata assignment;sharing data and metadata;understanding information-access issues, including digital rights management; andanalyzing repository use, planning for the future, migrating to new platforms, and accommodating new types of data. This book will thoroughly orient LIS students and others new to the world of digital libraries, and also ensure that current professionals have the knowledge and guidance necessary to construct a digital repository from its inception.

Closed circuit television (CCTV) is experiencing a leap in technology using digital techniques, networking and the Internet. The new edition of this high-level professional reference retains the particulars that made the first edition a success, including the details of CCD cameras, lenses, coaxial cables, fiber-optics, and system design, but it is expanded to cover all video compression techniques used in the ever increasing assortment of digital video recorders (DVRs) available on the market today. This new edition of the book CCTV demystifies DVR technology. It also serves to clarify the technology of data networking. The theoretical section explains the various compression techniques. Networking is also a new and unknown area for many CCTV installers and this is explained in a brand new section. New edition more accessible

This comprehensive and well-organized text discusses the fundamentals of electronic communication, such as devices and analog and digital circuits, which are so essential for an understanding of digital electronics. Professor Santiram Kal, with his wealth of knowledge and his years of teaching experience, compresses, within the covers of a single volume, all the aspects of electronics - both analog and digital - encompassing devices such as microprocessors, microcontrollers, fibre optics, and photonics. In so doing, he has struck a fine balance between analog and digital electronics. A distinguishing feature of the book is that it gives case studies in modern applications of electronics, including information technology, that is, DBMS, multimedia, computer networks, Internet, and optical communication. Worked-out examples, interspersed throughout the text, and the large number of diagrams should enable the student to have a better grasp of the subject. Besides, exercises, given at the end of each chapter, will sharpen the student's mind in self-study. These student-friendly features are intended to enhance the value of the text and make it both useful and interesting.

Popular Mechanics inspires, instructs and influences readers to help them master the modern world. Whether it's practical DIY home-improvement tips, gadgets and digital technology, information on the newest cars or the latest breakthroughs in science -- PM is the ultimate guide to our high-tech lifestyle.

Official Gazette of the United States Patent and Trademark Office

Introduction to Multimedia Systems

An Introduction

Networking and Digital Technology

Researching and Teaching Second Language Writing in the Digital Age

Getting the Most from Nikon's Superzoom Digital Camera

Digital Transmission Systems, Third Edition, is a comprehensive overview of the theory and practices of digital transmission systems used in digital communication. This new edition has been completely updated to include the latest technologies and newest techniques in the transmission of digitized information as well as coverage of digital transmission design, implementation and testing.

"This informative monograph makes a much-needed contribution to L2 writing scholarship, advancing the field toward a comprehensive understanding of the nature of L2 writing in the digital age. Written in a clear and cogent style, the book provides valuable insights for L2 writing researchers and practitioners across different contexts from around the world." -Icy Lee, The Chinese University of Hong Kong

"This book is a very welcome and timely addition to the field of L2 writing. It discusses in a clear and accessible manner how rapidly changing technologies have impacted L2 writing practices. It promises to be an invaluable resource for L2 writing scholars wishing to understand and take advantage of the teaching and research opportunities created by these new technologies." --Neomy Storch, University of Melbourne, Australia

This book presents a comprehensive approach to issues related to researching and teaching second language (L2) writing in digital environments. In the digital age, new technologies have revolutionized the ways we communicate and construct knowledge, and have also reshaped the traditional notions of writing and literacy, posing new challenges and opportunities for L2 teachers and students. This book provides up-to-date coverage of the main areas of L2 writing and technology, including digital multimodal composing, computer-mediated collaborative writing, online teacher and peer feedback, automated writing evaluation, and corpus-based writing instruction. It synthesizes the relevant literature, analyzes theoretical perspectives, compiles relevant resources, and offers research and pedagogical recommendations to guide scholars in undertaking new L2 writing research and instructional practice in technologically-supported educational contexts. This book will be of relevance and interest to researchers, language teachers, and graduate students in applied linguistics and education. Mimi Li is Assistant Professor of Applied Linguistics at Texas A&M University - Commerce, USA. Her research areas are second language writing and computer assisted language learning. She has published work on computer-based collaborative writing, computer-mediated teacher/peer feedback, and digital multimodal composing. She serves on the editorial boards of multiple international peer-refereed journals.

& Quot;Digital Video and HDTV Algorithms and Interfaces covers the theory and engineering of digital video systems in a manner that is equally accessible to video engineers and computer graphics practitioners. It provides succinct and accurate treatment of standard-definition television (SDTV), high-definition television (HDTV), and compression systems. & quot;--BOOK JACKET.

The digital video revolution has blurred the lines between professional and amateur equipment, with some Hollywood movies being shot and edited using the same technology that families use for their vacation footage. With sales of digital video cameras and computer-based editing systems skyrocketing, more and more people are seeing the potential and are anxious to advance their own personal video production skills to a higher level. The Essential Digital Video Handbook will help you, the beginner and budding professional become a better writer, producer, director, photographer, and editor. Author Pete May's sound advice and no-nonsense approach will help you achieve results that will wow audiences whether they're gathered in the family room or the corporate boardroom. The Essential Digital Video Handbook takes the you through every step of the process, from buying the right equipment to editing footage. This book shares tips on achieving professional quality results by understanding and exploiting visual language, both by initially following the rules and then by breaking them with style and confidence. Videographers will also learn to sound like professionals by understanding and speaking the language of the business. Instead of narrowly focusing on just the latest equipment and technology, May uses lessons he learned during twenty-five years in the television business to drill down to the most important stuff: the principles that don't change, and the tricks behind making videos that document, entertain, train, motivate, persuade, satisfy, and even have the ability to make money.

Newnes Guide to Digital TV

Tactical Shooter Pro Gaming Performance Guide

In-Vehicle Corpus and Signal Processing for Driver Behavior

Animating with Stop Motion Pro

Designing Menus with DVD Studio Pro

Algorithms and Interfaces

Animating with Stop Motion Pro is comprehensive, hands-on guide to achieving professional results with Stop Motion Pro 7.0 software. Gone are the days of stop motion guesswork and waiting to see the finalized result of your meticulous, labor intensive animations. With the push of a mouse button and the Stop Motion Pro software, animators have ten times the capability of simple camera stop motion capture. Re-visualize stop motion character movements, graph these movements and composite characters into a flawless animations with the techniques and step by step tutorials featured in Animating with Stop Motion Pro. Detailed exercises

allow you to develop professional animations with the included free trial of Stop Motion Pro 7.0.

Digital Filmmaking has been called the bible for professional filmmakers in the digital age. It details all of the procedural, creative, and technical aspects of pre-production, production, and post-production within a digital filmmaking environment. It examines the new digital methods and techniques that are redefining the filmmaking process, and how the evolution into digital filmmaking can be used to achieve greater creative flexibility as well as cost and time savings. The second edition includes updates and new information, including four new chapters that examine key topics like digital television and high definition television, making films using digital video, 24 P and universal mastering, and digital film projection. Digital Filmmaking provides a clear overview of the traditional filmmaking process, then goes on to illuminate the ways in which new methods can accomplish old tasks. It explains vital concepts, including digitization, compression, digital compositing, nonlinear editing, and on-set digital production and relates traditional film production and editing processes to those of digital techniques. Various filmmakers discuss their use of digital techniques to enhance the creative process in the "Industry Viewpoints" sections in each chapter .

Compared to other technologies like the television, VCR, and even personal computer, the rapid pace of DVD adoption is unprecedented. This information-packed book offers thorough instruction on how to build appealing DVD menus using the DVD Studio Pro toolset, a sophisticated, professional-level DVD authoring tool from Apple. The book features real-world tutorial projects that demonstrate how to get fast, professional results, add Hollywood features to a DVD, and streamline production while maintaining a creative edge. It also shows how to create a wide variety of menu styles, automate image production, customize menus, construct seamless motion menus, and much more. Written by two graphic designers with years of experience designing interfaces, Designing Menus with DVD Studio Pro is an informative companion to a high-powered piece of software.

his textbook is designed to teach a first course in Information Technology (IT) to all undergraduate students. In view of the all-pervasive nature of IT in today's world a decision has been taken by many universities to introduce IT as a compulsory core course to all Bachelor's degree students regardless of their specialisation. This book is intended for such a course. The approach taken in this book is to emphasize the fundamental "Science" of Information Technology rather than a cook book of skills. Skills can be learnt easily by practice with a computer and by using instructions given in simple web lessons that have been cited in the References. The book defines Information Technology as the technology that is used to acquire, store, organize, process and disseminate processed data, namely, information. The unique aspect of the book is to examine processing all types of data: numbers, text, images, audio and video data. As IT is a rapidly changing field, we have taken the approach to emphasize reasonably stable, fundamental concepts on which the technology is built. A unique feature of the book is the discussion of topics such as image, audio and video compression technologies from first principles. We have also described the latest technologies such as 'e-wallets' and 'cloud computing'. The book is suitable for all Bachelor's degree students in Science, Arts, Computer Applications, and Commerce. It is also useful for general reading to learn about IT and its latest trends. Those who are curious to know, the principles used to design jpg, mp3 and mpeg4 compression, the image formats—bmp, tiff, gif, png, and jpg, search engines, payment systems such as BHIM and Paytm, and cloud computing, to mention a few of the technologies discussed, will find this book useful.

KEY FEATURES • Provides comprehensive coverage of all basic concepts of IT from first principles • Explains acquisition, compression, storage, organization, processing and dis-semination of multimedia data • Simple explanation of mp3, jpg, and mpeg4 compression • Explains how computer networks and the Internet work and their applications • Covers business data processing, World Wide Web, e-commerce, and IT laws • Discusses social impacts of IT and career opportunities in IT and IT enabled services • Designed for self-study with every chapter starting with learning objectives and concluding with a comprehensive summary and a large number of exercises.

National Library of Medicine Programs and Services
Qualitative Diagnosis of Human Movement
Television Production Handbook, 12th
CCTV

Photographer's Guide to the Nikon Coolpix P1000

Patents

Discusses all aspects of digital video production, from shooting and editing to creating finished movies on disc or tape and streaming on the Web.

Achieve professional quality sound on a limited budget! Harness all new, Hollywood style audio techniques to bring your independent film and video productions to the next level. In *Sound for Digital Video, Second Edition* industry experts Tomlinson Holman and Arthur Baum give you the tools and knowledge to apply recent advances in audio capture, video recording, editing workflow, and mixing to your own film or video with stunning results. This fresh edition is chockfull of techniques, tricks, and workflow secrets that you can apply to your own projects from preproduction through postproduction. New to this edition: A new feature on "true" 24p shooting and editing systems, as well as single vs. double-system recording A strong focus on new media, including mini-DVDs, hard disks, memory cards, and standard and high-definition imagery Discussion of camera selection, manual level control, camera and recorder inputs, location scouting, and preproduction planning Instruction in connectors, real-time transfers, and file-based transfers from DVDs, hard drives, and solid state media. Blu-Ray and HD tape formats for mastering and distribution in addition to file-based, DV, and DVD masters. A revamped companion website, www.focalpress.com/cw/holman, featuring recording and editing exercises, examples and sample tracks Whether you are an amateur filmmaker who wants to create great sound or an advanced professional in need of a reference guide, *Sound for Digital Video, Second Edition* is an essential addition to your digital audio tool belt.

Making Media: Foundations of Sound and Image Production takes the media production process and deconstructs it into its most basic components. Students will learn the basic concepts of media production — frame, sound, light, time, motion, and sequencing — and be able to apply them to any medium they choose, from film and television to fine art and online applications. They will also become well-grounded in the digital work environment and the tools required to produce media in today's digital environment. This new fourth edition is completely updated and includes a new chapter on the production process and production safety; information on current trends in production, exhibition, and distribution; and much more. New topics include virtual and augmented reality, the use of drones and new practices interactive media. The text is also fully illustrated and includes sidebar discussions of pertinent issues throughout. The companion website has been completely revamped with interactive exercises for each chapter, allowing students to explore the process of media production.

Master the basics from first principles: the physics of sound, principles of hearing etc, then progress onward to fundamental digital principles, conversion, compression and coding and then onto transmission, digital audio workstations, DAT and optical disks. Get up to speed with how digital audio is used within DVD, Digital Audio Broadcasting, networked audio and MPEG transport streams. All of the key technologies are here: compression, DAT, DAB, DVD, SACD, oversampling, noise shaping and error correction theories are treated in a simple yet accurate form. Thoroughly researched, totally up-to-date and technically accurate this is the only book you need on the subject.

Introduction to Digital Audio

First Person Shooter tactics tips and tricks. Everything you'll ever need to know for ultimate FPS performance in multilayer games like Call of Duty and Battlefield.

Digital Video and HD

Trademarks

How Video Works

Improving Performance in Sport and Exercise

For kinesiology professionals, qualitative movement diagnosis (QMD) is a critical skill in helping individuals improve performance or reduce the risk of injury. Qualitative Diagnosis of Human Movement: Improving Performance in Sport and Exercise, Third Edition With Web Resource, focuses on the processes behind movement observation, assessment, and diagnosis, emphasizing how to recognize and correct errors in human movement. This unique text teaches anyone working in human movement–related professions how to integrate and apply knowledge from the fields of kinesiology, allied health, and engineering to help clients, patients, or athletes improve their movement performance or move with a lower risk of injury. Well received by scholars worldwide, the previous editions, formerly titled Qualitative Analysis of Human Movement, broke new ground as the first texts devoted to QMD. The third edition continues building on that foundation with a new title, Qualitative Diagnosis of Human Movement, to better reflect the diagnostic and corrective aspects of this critical skill. Following are other improvements to this edition: • A web resource replaces the CD-ROM from the previous edition and contains more than 70 all-new video clips and follow-up questions to provide real-life examples to practice movement diagnosis. • Expanded coverage of the use of video and computer technology shows readers how to use modern tools to aid in observation and evaluation of movement. • An additional 80 new sources of research relevant to QMD illustrate the extent to which this area of study has taken hold in the kinesiology field. As in previous editions, Qualitative Diagnosis of Human Movement, Third Edition, organizes research-based knowledge into a simple theoretical structure supplemented with numerous examples of application. It introduces a four-task interdisciplinary model of QMD—preparation, observation, evaluation and diagnosis, and intervention—and summarizes the development of this approach and the perceptual factors relevant to movement diagnosis. Readers are then led through a series of tutorials that provide real-world examples. These practice scenarios will help readers better understand the process from beginning to end as they review photos in the book in QMD Practice sections (with accompanying video in the web resource or video-enhanced e-book), and then perform their own movement diagnosis by viewing video from the web resource or video-enhanced e-book in QMD Explorations. In addition, a chapter titled Theory-Into-Practice Situations provides case studies spanning a variety of movement, fitness, and sport settings. These case studies are featured in both the book and the web resource as printable forms that offer readers support in developing their own plan to assist the subject in the case study. Several other features such as QMD Technologies and QMD Demonstration sideboxes add more tools to show students how QMD can help clients in real-

world sessions. For instructors, an image bank containing the book's prominent figures, tables, and photos is available for use in delivering lectures. **Qualitative Diagnosis of Human Movement, Third Edition**, provides students, teachers, and researchers with a practical diagnostic framework, tutorials to guide them through the QMD process, advice on capturing relevant information from motor performances, and descriptions of intervention strategies. The updated edition and the unique web resource are invaluable tools capable of sharpening the skills of even experienced diagnosticians. This text will assist readers in integrating their knowledge of all kinesiology subdisciplines in order to develop or improve their skills in QMD and better serve their clients, patients, and athletes.

Most used book by professionals in broadcast and post production video departments in the entertainment industry! **HOW VIDEO WORKS (formerly Videotape Theory & Operations)** offers to the working video professional or student a complete and thorough guide to understanding how the analog and digital broadcast video signal is captured, recorded, transmitted, and broadcast, and the equipment that supports that process. Written in an easy to understand style, this book has been a bible for professionals in the video world since 1985. Update your library with this new version of an industry standard. **HOW VIDEO WORKS** will give you: *

New digital technologies including hi-definition, compression and encoding. * A hands-on approach to learning about video recording, transmission, and playback. * Complete glossary of terms covering both analog and digital video. * Clear and easy to understand explanations-perfect for the new technician or non-tech creative professional. Contents: * Overview/Introduction * Electronic Photography * Scanning * Synchronizing the Signal * Transmitting the Signal * Color Video * Color Monitor Setup * Analog Waveform Monitors * Analog Vectorscopes * The Encoded Signal * Digital Theory * Digital Television Standards * High Definition Video * Digital Scopes * Compression * Magnetic Media * Optical Media * TimeCode * Audio For Video * Operations Overview * Test Signals & Media Problems

Diana Weynand is an award-winning producer, director, editor, and co-founder of Weynand Training International (www.weynand.com), who has led the way in training on emerging technologies for the entertainment industry since 1981. She spent time as a videotape operator and online editor for ABC, and as Supervising Editor for the Barbara Walters Specials. She has been a columnist for numerous trade magazines and written several books on Final Cut Pro. She currently writes a monthly column on Hi-Definition for the entertainment news magazine, "Below The Line." Marcus Weise has over thirty-five years experience in the television industry. As an expert in the new digital technology, he has operated in both production and post production as an Associate Director, Online Editor and a Technical Consultant. He designed and oversaw the construction and eventually the operation of worldwide cable television facilities for TV Guide in Hollywood.

Among his many credits as a Hi-Definition online editor are CSI and CSI Miami.

In the field-defining text **TELEVISION PRODUCTION HANDBOOK**, author Herbert Zettl emphasizes how production proceeds in the digital age-from idea to image-and how it moves through the three major phases, from preproduction to production to postproduction. In this context, Zettl describes the necessary tools, considers what they can and cannot do, and explains how they are used to ensure maximum efficiency and effectiveness. This edition features the latest digital equipment and production techniques, including including stereo 3D, 3D camcorders, 4K and 8K digital cinema cameras, portable switchers, LED lighting instruments, and digital lighting control systems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Thousands of engineering students and professionals have relied on **Digital Video Processing** as the definitive, in-depth guide to digital image and video processing technology. Now, Dr. A. Murat Tekalp has completely revamped his guide to reflect today's technologies, techniques, algorithms, and trends. **Digital Video Processing, Second Edition**, reflects important advances in signal processing and computer vision, and new applications such as 3D, ultra-high-resolution video, and digital cinema. This edition offers rigorous, comprehensive, balanced, and quantitative coverage of image filtering, motion estimation, tracking, segmentation, video filtering, and compression. Now organized and presented as a true tutorial, it contains updated problem sets and new MATLAB projects in every chapter. Coverage includes Multi-dimensional signals/systems: transforms, sampling, and lattice conversion Digital images and video: human vision, analog/digital video, and video quality Image filtering: gradient estimation, edge detection, scaling, multi-resolution representations, enhancement, de-noising, and restoration Motion estimation: image formation; motion models; differential, matching, optimization methods, and transform-domain methods; and 3D motion and shape estimation Video segmentation: color image and motion segmentation, change detection, shot boundary detection segmentation, semantic object segmentation, and performance evaluation Multi-frame filtering: motion-compensated filtering; multi-frame standards conversion, noise filtering, and restoration; and super-resolution Image compression: lossless compression, JPEG, wavelets, and JPEG2000 Video compression: early standards, ITU-T H.264 / MPEG-4 AVC, HEVC, Scalable Video Compression, and stereo/multi-view approaches

Digital Filmmaking

30-Second Forensic Science

Digital Video Processing

BASIC ELECTRONICS

The Changing Art and Craft of Making Motion Pictures

History, Theory Practice, CourseSmart eTextbook

Consistently rated as the best overall introduction to computer-based image processing, The Image Processing Handbook covers two-dimensional (2D) and three-dimensional (3D) imaging techniques, image printing and storage methods, image processing algorithms, image and feature measurement, quantitative image measurement analysis, and more. Incorporating image processing and analysis examples at all scales, from nano- to astro-, this Seventh Edition:

Features a greater range of computationally intensive algorithms than previous versions Provides better organization, more quantitative results, and new material on recent developments Includes completely rewritten chapters on 3D imaging and a thoroughly revamped chapter on statistical analysis Contains more than 1700 references to theory, methods, and applications in a wide variety of disciplines Presents 500+ entirely new figures and images, with more than two-thirds appearing in color The Image Processing Handbook, Seventh Edition delivers an accessible and up-to-date treatment of image processing, offering broad coverage and comparison of algorithms, approaches, and outcomes.

First Person Shooter tactics tips and tricks. Everything you'll ever need to know for your ultimate performance in FPS multilayer games like Call of Duty and Battlefield.

This volume is the most comprehensive reference work on visual communications to date. An international group of well-known experts in the field provide up-to-date and in-depth contributions on topics such as fundamental theory, international standards for industrial applications, high definition television, optical communications networks, and VLSI design. The book includes information for learning about both the fundamentals of image/video compression as well as more advanced topics in visual communications research. In addition, the Handbook of Visual Communications explores the latest developments in the field, such as model-based image coding, and provides readers with insight into possible future developments. Displays comprehensive coverage from fundamental theory to international standards and VLSI design Includes 518 pages of contributions from well-known experts Presents state-of-the-art knowledge--the most up-to-date and accurate information on various topics in the field Provides an extensive overview of international standards for industrial applications

If you're an Android application developer, chances are you're using fixed, scrolling, swipe-able, and other cutting-edge custom UI Designs in your Android development projects. These UI Design approaches as well as other Android ViewGroup UI layout containers are the bread and butter of Pro Android User Interface (UI) design and Android User Experience (UX) design and development. Using a top down approach, Pro Android UI shows you how to design and develop the best user interface for your app, while taking into account the varying device form factors in the increasingly fragmented Android environment. Pro Android UI aims to be the ultimate reference and customization cookbook for your Android UI Design, and as such will be useful to experienced developers as well as beginners. With Android's powerful UI layout classes, you can easily create everything from the simplest of lists to fully tricked-out user interfaces. While using these UI classes for boring, standard user interfaces can be quite simple, customizing a unique UI design can often become extremely challenging.

Handbook of Visual Communications

Impact of Science on Society

Building Ontologies with Basic Formal Ontology

50 Key Topics Revealing Criminal Investigation from Behind the Scenes, Each Explained in Half a Minute

Sound for Digital Video

Digital Video Surveillance and Security

The second edition has been updated with all the key developments of the past three years, and includes new and expanded sections on digital video interfaces, DSP, DVD, video servers, automation systems, HDTV, 8-VSB modulation and the ATSC system. Richard Brice has worked as a senior design engineer in several of Europe's top broadcast equipment companies and has his own music production company. * A uniquely concise and readable guide to the technology of digital television * New edition includes more information on HDTV (high definition) and ATSC (Advanced Television Systems Committee) - the body that drew up the standards for Digital Television in the U.S. * Written by an engineer for engineers, technicians and technical staff

Designed to be a general introduction to the broad field of multimedia ... more specifically digital interactive multimedia. The editors have included topics such as the principles of "multiple" and "media," including sound, two-dimensional and three-dimensional graphics, animation, and text. All of these elements are stitched together by the programmer, or multimedia designer, based on the conceptualization of the designer.

Plain-talking intro to television's newest technology. Digital Television Fundamentals, Second Edition, by Michael Robin and Michel Poulin, is the ideal guide for everyone who deals with digital video production or equipment design - or who just wants to know how this new phenomenon works. Fully detailed and heavily illustrated, this easy-reading reference covers it all--from video and audio fundamentals...to bit-serial distribution and ancillary data multiplexing...to digital signal compression and distribution methods of coding and decoding. In this edition you'll find: multimedia television treatment covering technologies, hardware, systems, workstations, A/V signal processing, disk storage, servers, cameras, VCRs, CD-ROM, DVI--plus interconnections, multimedia software, systems, and applications and standardization activities; late-breaking information on the DTV standard and how it affects broadcasting equipment and operations; a focus on the importance of relevant SMPTE and CCIR-ITU standards; details on digital/analog equipment compatibility issues; much more!

Over the years, thousands of engineering students and professionals relied on Digital Video Processing as the definitive, in-depth guide to digital image and video processing technology. Now, Dr. A. Murat Tekalp has completely revamped the first edition to reflect today's technologies, techniques, algorithms, and trends. Digital Video Processing, Second Edition, reflects important advances in image processing, computer vision, and video compression, including new applications such as digital cinema, ultra-high-resolution video, and 3D video. This edition offers rigorous, comprehensive, balanced, and quantitative coverage of image

filtering, motion estimation, tracking, segmentation, video filtering, and compression. Now organized and presented as a true tutorial, it contains updated problem sets and new MATLAB projects in every chapter. Coverage includes Multi-dimensional signals/systems: transforms, sampling, and lattice conversion Digital images and video: human vision, analog/digital video, and video quality Image filtering: gradient estimation, edge detection, scaling, multi-resolution representations, enhancement, de-noising, and restoration Motion estimation: image formation; motion models; differential, matching, optimization, and transform-domain methods; and 3D motion and shape estimation Video segmentation: color and motion segmentation, change detection, shot boundary detection, video matting, video tracking, and performance evaluation Multi-frame filtering: motion-compensated filtering, multi-frame standards conversion, multi-frame noise filtering, restoration, and super-resolution Image compression: lossless compression, JPEG, wavelets, and JPEG2000 Video compression: early standards, ITU-T H.264/MPEG-4 AVC, HEVC, Scalable Video Compression, and stereo/multi-view approaches

Foundations of Sound and Image Production

Essential Digital Video Handbook

Building Digital Libraries, Second Edition

Digital Video

INTRODUCTION TO INFORMATION TECHNOLOGY

Pro Android UI

This book is a complete guide to the operation of the Nikon Coolpix P1000 digital camera. The book explains all shooting modes, menus, functions, and controls of this superzoom camera, illustrated by more than 300 full-color images. The guide shows beginning and intermediate photographers how to get excellent results using the many features of the P1000. The book explains topics such as autofocus, manual focus, HDR (High Dynamic Range) photography, ISO sensitivity, memory cards, and flash modes. It discusses techniques for using the P1000's phenomenal zoom lens, with a maximum optical focal length of 3000mm, to full advantage. The book also explains the camera's features for remote control and image transfer using a smartphone or tablet with the P1000's built-in Wi-Fi and Bluetooth capabilities, as well as the camera's features for adding location data to images. The book includes sample photos taken with the creative options of the camera, including the Picture Control settings, which alter color processing of images; the Bird-watching, Moon, Creative, and Scene shooting modes, with settings optimized for subjects such as landscapes, pets, sunsets, and action shots; and the Coolpix P1000's features for burst shooting and time-lapse photography. In addition, the book provides introductions to topics such as street photography, infrared photography, and macro photography. The book also explains the video features of the P1000, which can shoot 4K video and can record high-speed video sequences at speeds up to four times greater than normal, resulting in slow-motion footage when played back. In addition, the book describes procedures for using the Filter Effects option to add special effects to images after they have been captured. In its three appendices, the book discusses accessories for the Coolpix P1000, including external flash units, microphones, remote control devices, cases, and charging and power options. The appendices also include a list of useful web sites and other references, as well as a section with "quick tips" to help users take advantage of the camera's features in the most efficient ways possible. This guide book to the P1000 camera includes a detailed Table of Contents and Index.

In-Vehicle Corpus and Signal Processing for Driver Behavior is comprised of expanded papers from the third biennial DSPinCARS held in Istanbul in June 2007. The goal is to bring together scholars working on the latest techniques, standards, and emerging deployment on this central field of living at the age of wireless communications, smart vehicles, and human-machine-assisted safer and comfortable driving. Topics covered in this book include: improved vehicle safety; safe driver assistance systems; smart vehicles; wireless LAN-based vehicular location information processing; EEG emotion recognition systems; and new methods for predicting driving actions using driving signals. In-Vehicle Corpus and Signal Processing for Driver Behavior is appropriate for researchers, engineers, and professionals working in signal processing technologies, next generation vehicle design, and networks for mobile platforms.

Humanity's most appalling crimes are solved by experts presenting painstakingly gathered evidence to the court of law. Investigators rely on physical, chemical and digital clues gathered at the scene of an incident to reconstruct beyond all reasonable doubt the events that occurred in order to bring criminals to justice. Enter the forensic team, tasked with providing objective recognition and identification and evaluating physical evidence (the clues) to support known or suspected circumstances. Far from the super-sleuths of fiction, the real-life masters of deduction occupy a world of dogged detection, analysing fingerprints or gait, identifying traces of toxins, drugs or explosives, matching digital data, performing anatomical dissection, disease diagnosis, facial reconstruction and environmental profiling.

An introduction to the field of applied ontology with examples derived particularly from biomedicine, covering theoretical components, design practices, and practical applications. In the era of "big data," science is increasingly information driven, and the potential for computers to store, manage, and integrate massive amounts of data has given rise to such new disciplinary fields as biomedical informatics. Applied ontology offers a strategy for the organization of scientific information in computer-tractable form, drawing on concepts not only from computer and information science but also from linguistics, logic, and philosophy. This book provides an introduction to the field of applied ontology that is of particular relevance to biomedicine, covering theoretical components of ontologies, best practices for ontology design, and examples of biomedical ontologies in use. After defining an ontology as a representation of the types of entities in a given domain, the book distinguishes between different kinds of ontologies and taxonomies, and shows how applied ontology draws on more traditional ideas from metaphysics. It presents the core features of the Basic Formal Ontology (BFO), now used by over one hundred ontology projects around the world, and offers examples of domain ontologies that utilize BFO. The book also describes Web Ontology Language (OWL), a common framework for Semantic Web technologies. Throughout, the book provides concrete recommendations for the design and construction of domain ontologies.

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