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Nota di contenuto	<p>""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Chapter 1: Android Digital Imaging: Formats, Concepts, and Optimization""; ""Androida€s Digital Image Formats: Lossless Versus Lossy""; ""Android View and ViewGroup Classes: Image Containers""; ""The Foundation of Digital Images: Pixels and Aspect Ratio""; ""The Color of Digital Images: Color Theory and Color Depth""; ""Representing Colors in Android: Hexadecimal Notation""; ""Image Compositing: Alpha Channels and Blending Modes""</p> <p>""Digital Image Masking: A Popular Use for Alpha Channels""</p> <p>Smoothing Edges in a Mask: The Concept of Anti-Aliasing"";</p> <p>""Optimizing Digital Images: Compression and Dithering""; ""Download the Android Environment: Java and ADT Bundle""; ""Installing and Updating the Android Developer ADT Bundle""; ""Summary""; ""Chapter 2: Android Digital Video: Formats, Concepts, and Optimization"";</p> <p>""Android Digital Video Formats: MPEG4 H.264 and WebM VP8"";</p> <p>""Android VideoView and MediaPlayer Class: Video Players""; ""The Foundation of Digital Video: Motion, Frames and FPS""</p> <p>""Digital Video Conventions: Bit Rates, Streams, SD, and HD""""Digital Video Files for Android: Resolution Density Targets""; ""Optimizing Digital Video: Codecs and Compression""; ""Creating Your Pro Android Graphics App in Eclipse ADT""; ""Creating Your Video Start-Up Screen User Interface Design""; ""Taking a Look at Your MainActivity.java</p>

Activity subclass"; "Creating Your Video Assets: Using Terragen 3 3D Software"; "Creating Uncompressed Video: Using VirtualDub Software"; "Compressing Your Video Assets: Using Sorenson Squeeze"
"Installing a Video Asset in Android: Using the Raw Folder"
Referencing the Video Asset in Your Android Application";
"Summary"; "Chapter 3: Android Frame Animation: XML, Concepts, and Optimization"; "Frame Animation Concepts: Cels, Framerate, and Resolution"; "Optimizing Frame Animation: Color Depth and Frame Rate"; "Creating Frame Animation in Android Using XML Markup"; "Android Tag: The Parent Frame Container"; "Android's Tag: Specifying Your Animation Frames"; "Creating a Frame Animation for our GraphicsDesign App"
"Copying Resolution Density Target Frames"
"Creating Frame Animation Definitions Using XML"; "Reference the Frame Animation Definition in an ImageView"; "Instantiating the Frame Animation Definition Using Java"; "Summary"; "Chapter 4: Android Procedural Animation: XML, Concepts, and Optimization"; "Procedural Animation Concepts: Tweens and Interpolators"; "Procedural Animation Data Values: Ranges and Pivot Point"; "Procedural Animation Transforms: Rotate, Scale, Translate"; "Procedural Animation Compositing: Alpha Blending"
"Procedural Animation Timing: Using Duration and Offsets"

Sommario/riassunto

Pro Android Graphics is a comprehensive goldmine of knowledge and techniques that will help you design, create, and optimize 2D graphics for use in your Android Jelly Bean applications. Android application developer and expert multimedia producer Wallace Jackson of Mind Taffy Design shows you how to leverage Android's powerful graphics APIs in conjunction with professional open source graphics design tools such as GIMP 2.8.6 and more. You'll learn about: The foundational graphics concepts behind the three core new media areas (digital imaging, digital video, and 2D animation) which relate to graphics design, and how to optimize these new media assets for your Android applications across iTVs, tablets, eReaders, game consoles, and smartphones. Digital imaging techniques for Android apps design, including graphics design layouts and graphical user interface elements, and how to use image compositing techniques to take your digital imaging to far higher levels. Advanced image compositing and blending techniques, using Android's PorterDuff, NinePatch, and LayerDrawable classes. Advanced 2D animation techniques, using Android's Animation and AnimationDrawable classes. Digital video optimization, playback, and streaming, using open source 3D (Terragen 3) and video (VirtualDub) applications, as well as professional video editing applications such as Squeeze Pro 9. You'll use these software packages with Android's VideoView and MediaPlayer classes, and add compositing to enhance your end-users' digital video experience.
