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Altri autori (Persone)	GuanLing HeYifeng <1972-> KungS. Y (Sun Yuan)
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Nota di contenuto	pt. 1. Fundamentals of multimedia -- pt. 2. Methodology, techniques, and applications : coding of video and multimedia content -- pt. 3. Methodology, techniques, and applications : multimedia search, retrieval, and management -- pt. 4. Methodology, techniques, and applications : multimedia security -- pt. 5. Methodology, techniques, and applications : multimedia communications and networking -- pt. 6. Methodology, techniques, and applications : architecture design and implementation for multimedia image and video processing -- pt. 7. Methodology, techniques, and applications : multimedia systems and applications.
Sommario/riassunto	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 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--

In the past 10 years, we have witnessed significant advances in multimedia research and applications. A large amount of new technologies have been invented for various fundamental multimedia research problems. They are helping the computing machines better perceive, organize, and retrieve the multimedia content. With the rapid development of multimedia hardware and software, nowadays we can easily make, access and share considerable multimedia contents, which could not be imagined only 10 years before--
