Image and Video Compression for Multimedia Engineering: Fundamentals, Algorithms, and Standards: Fundamentals, Algorithms and Standards (Image Processing Series)

Von Yun Q. Shi, Huifang Sun
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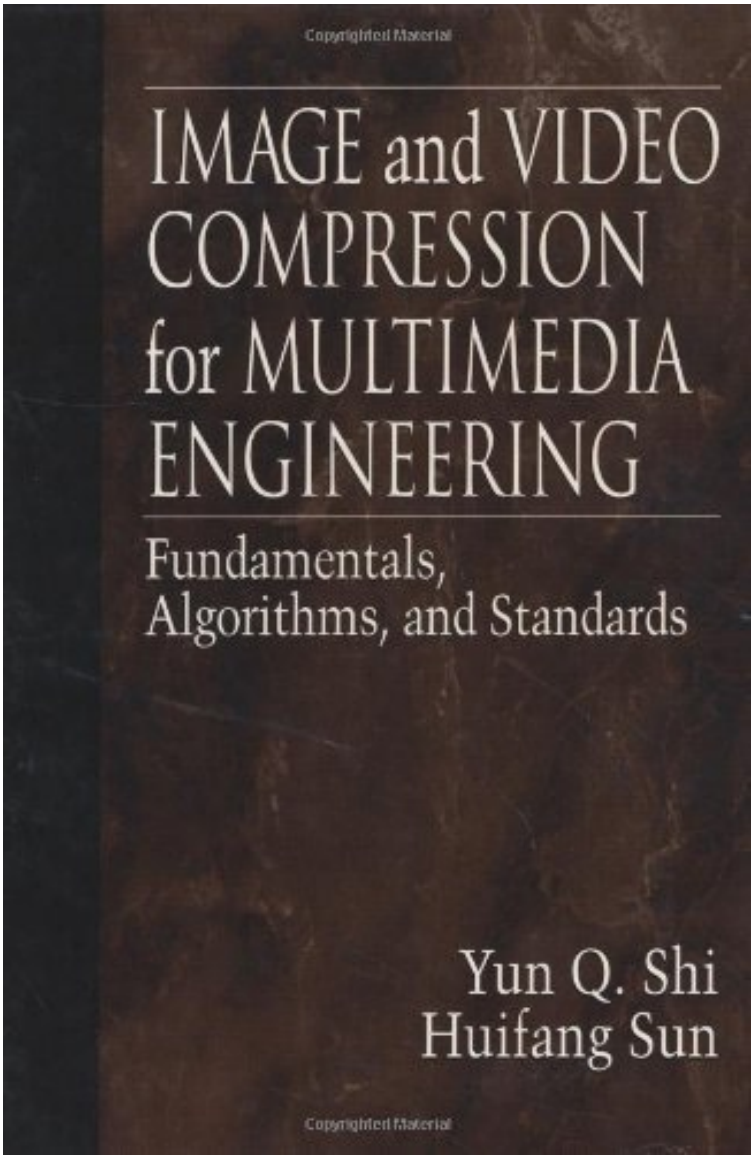

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Von Yun Q. Shi, Huifang Sun : Image and Video Compression for Multimedia Engineering: Fundamentals, Algorithms, and Standards: Fundamentals, Algorithms and Standards (Image Processing Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Image and Video

Compression for Multimedia Engineering: Fundamentals, Algorithms, and Standards: Fundamentals, Algorithms and Standards (Image Processing Series):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. A good theoretical overviewVon Max ZacharinThis is a good book on compression techniques for still images and video. It's an overview of the various algorithms and may be good for the theoretic studies, but for the practical aspects of implementation it seams to be not enough indepth and concrete. For ex. it describes the video compression standards (MPEG 1,2,4 H.263 etc) pretty good but does nothing about the implementation. The Motion Estimation and Compensation described in general, I mean only basic algorithms are discussed. More optimisation algorithms could be appreciate.This book is perhaps most useful to get an overview of problems and approaches to image and video compression.

KurzbeschreibungAdvanced technologies have increased demands for visual information and higher quality video frames, as with 3-D movies, games, and HDTV. This taxes the available technologies and creates a gap between the huge amount of visual data required for multimedia applications and the still-limited hardware capabilities. Image and Video Compression for Multimedia Engineering bridges the gap with concise, authoritative information on video and image coding.The tutorial provides a solid, comprehensive understanding of the fundamentals and algorithms of coding and details all of the relevant international coding standards. It presents recent findings on defining methods for generating high quality video bitstreams. The authors present recent research results and cover emerging technologies.With the growing popularity of the applications that use large amounts of visual data, image and video coding is an active and dynamic field. Coverage of both image and video compression in this book yields a unique, self-contained reference, appropriate for all related professions. Image and Video Compression for Multimedia Engineering builds a basis for future study, research, and development.KurzbeschreibungAdvanced technologies have increased demands for visual information and higher quality video frames, as with 3-D movies, games, and HDTV. This taxes the available technologies and creates a gap between the huge amount of visual data required for multimedia applications and the still-limited hardware capabilities. Image and Video Compression for Multimedia Engineering bridges the gap with concise, authoritative information on video and image coding.The tutorial provides a solid, comprehensive understanding of the fundamentals and algorithms of coding and details all of the relevant international coding standards. It presents recent findings on defining methods for generating high quality video bitstreams. The authors present recent research results and cover emerging technologies.With the growing popularity of the applications that use large amounts of visual data, image and video coding is an active and dynamic field. Coverage of both image and video compression in this book yields a unique, self-contained reference, appropriate for all related professions. Image and Video Compression for Multimedia Engineering builds a basis for future study, research, and development.Synopsis Advanced technologies have increased demands for visual information and higher quality video frames, as with 3-D movies, games, and HDTV. This taxes the available technologies and creates a gap between the huge amount of visual data required for multimedia applications and the still-limited hardware capabilities. "Image and Video Compression for Multimedia Engineering" bridges the gap with concise, authoritative information on video and image coding. The tutorial provides a solid, comprehensive understanding of the fundamentals and algorithms of coding and details all of the relevant international coding standards.It presents recent findings on defining methods for generating high quality video bitstreams. The authors present recent research results and cover emerging technologies. With the growing popularity of the applications that use large amounts of visual data, image and video coding is an active and dynamic field. Coverage of both image and video compression in this book yields a unique, self-contained reference, appropriate for all related professions. "Image and Video Compression for Multimedia Engineering" builds a basis for future study, research, and development.