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

Von Yun Q. Shi, Huifang Sun
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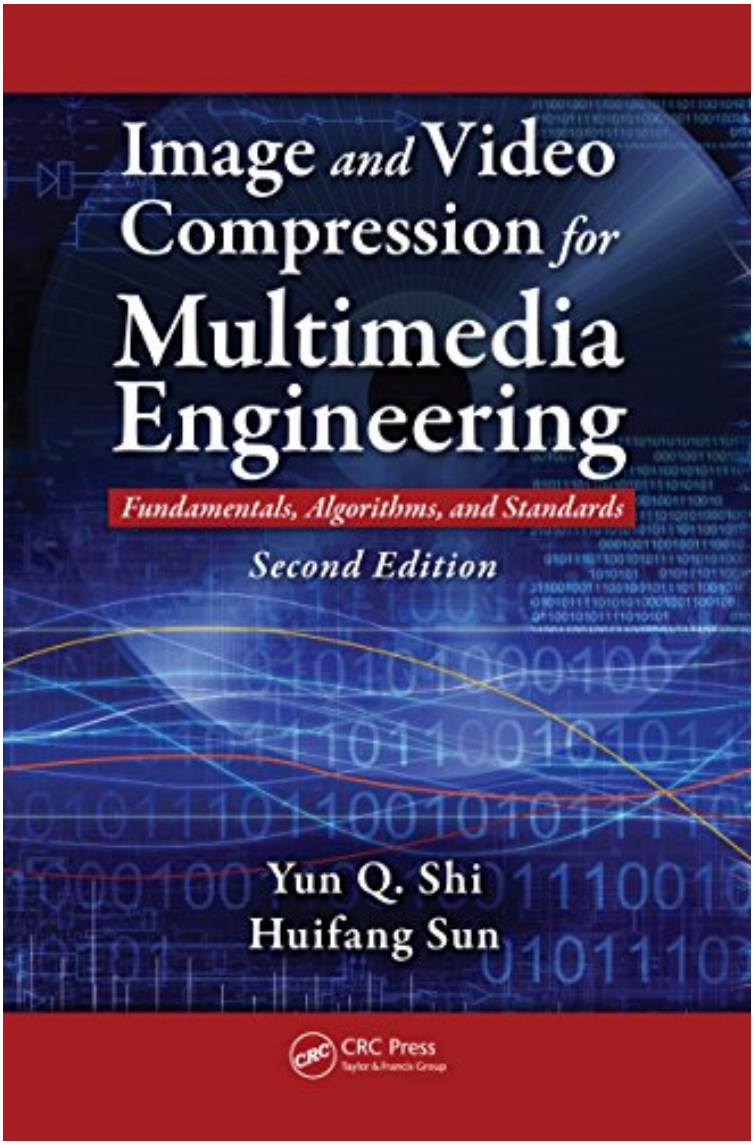

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Von Yun Q. Shi, Huifang Sun : Image and Video Compression for Multimedia Engineering: Fundamentals, Algorithms, and Standards, Second Edition (Image Processing Series) before purchasing it in order to gage whether or not it would be worth my time,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

Fundamentals, Algorithms, and Standards, Second Edition (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.

KurzbeschreibungMultimedia hardware still cannot accommodate the demand for large amounts of visual data. Without the generation of high-quality video bitstreams, limited hardware capabilities will continue to stifle the advancement of multimedia technologies. Thorough grounding in coding is needed so that applications such as MPEG-4 and JPEG 2000 may come to fruition. Image and Video Compression for Multimedia Engineering provides a solid, comprehensive understanding of the fundamentals and algorithms that lead to the creation of new methods for generating high quality video bit streams. The authors present a number of relevant advances along with international standards. New to the Second Edition A chapter describing the recently developed video coding standard, MPEG-Part 10 Advances Video Coding also known as H.264 Fundamental concepts and algorithms of JPEG2000 Color systems of digital video Up-to-date video coding standards and profiles Visual data, image, and video coding will continue to enable the creation of advanced hardware, suitable to the demands of new applications. Covering both image and video compression, this book yields a unique, self-contained reference for practitioners tobuild a basis for future study, research, and development.KurzbeschreibungMultimedia hardware still cannot accommodate the demand for large amounts of visual data. Without the generation of high-quality video bitstreams, limited hardware capabilities will continue to stifle the advancement of multimedia technologies. Thorough grounding in coding is needed so that applications such as MPEG-4 and JPEG 2000 may come to fruition. Image and Video Compression for Multimedia Engineering provides a solid, comprehensive understanding of the fundamentals and algorithms that lead to the creation of new methods for generating high quality video bit streams. The authors present a number of relevant advances along with international standards. New to the Second Edition A chapter describing the recently developed video coding standard, MPEG-Part 10 Advances Video Coding also known as H.264 Fundamental concepts and algorithms of JPEG2000 Color systems of digital video Up-to-date video coding standards and profiles Visual data, image, and video coding will continue to enable the creation of advanced hardware, suitable to the demands of new applications. Covering both image and video compression, this book yields a unique, self-contained reference for practitioners tobuild a basis for future study, research, and development.Synopsis Advanced technologies have increased demands for visual information and higher quality video frames, creating a gap between the visual data required and limited hardware capabilities. "Image and Video Compression for Multimedia Engineering" bridges this gap with authoritative information on video and image coding that builds a foundation for future research. This second edition features complete chapters devoted to JPEG 2000 and MPEG-4. It includes an accompanying CD-ROM that contains illustrative examples of image and video compression. This text also provides coverage of the H.264 standard. For instructors, the book also offers a solutions manual as well as downloadable PDFs of all images in the text.