

MULTIMEDIA SYSTEM AND ALGORITHMS

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PREFACE

This book provides a comprehensive introduction to the multimedia system and algorithms. It presents various multimedia elements, algorithms, phases of the development of a multimedia project and covers them in considerable depth. It is an amalgamation of the concepts and the practical approaches to be followed for the development of a multimedia system. Chapters are discussed in a systematic way using simple language and to meet the requirements of computer science and Information science students. This text is intended primarily for use in undergraduate or post graduate courses in multimedia.

Chapter 1 has given an introduction to the various elements of multimedia systems. Techniques for capturing images and algorithms for processing image are discussed in Chapter 2. They also present the principles and applications of animation. Chapter 3 covers attributes of sound, elements of audio system, video capturing techniques and various video standards. Chapter 4 concentrates on the various compression algorithms/techniques for multimedia elements and Chapter 5 has given an insight into the phases of multimedia project development along with the skills and responsibilities of the whole multimedia team.

✍ Author(s)

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We would request students and teachers to send their valuable comments and suggestions to our mail id *ranjitha.m@kristujayanti.com* and *vinothina.v@kristujayanti.com* which would help us to revise this book.

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