Multimedia Technologies and Applications for the 21st Century Visions of World Experts The Springer International Series in Engineering and Computer Science

By -

Springer. Hardcover. Book Condition: New. Hardcover. 324 pages. Dimensions: 9.5in. x 6.2in. x 1.0in.Multimedia Technologies and Applications for the 21st Century: Visions of World Experts presents contributions from leading researchers and experts describing their current research and their views of the future trends in the field. The book consists of thirteen chapters in five parts. These chapters tackle a number of critical issues in distributed multimedia systems and applications - from VLSI processors that support multimedia and multimedia servers, through multimedia databases and multimedia networks and communications, to merging multimedia applications. Only a few years ago multimedia seemed like a brand new research field and an emerging new industry. Today, at the edge of the 21st century, multimedia research is coming of age, and the multimedia industry has significantly grown with the total market estimated to be about 50 billion. Several years ago it was felt that the digital media revolution had just started; however, the seeds had been sown long before. Fundamental technologies, such as interactive laser disks, video games, and electronic encyclopedias were invented in the 1970s and 80s. They represented the seeds for current hot applications, such as digital libraries, video-on-demand, interactive television, and videoconferencing. Another aspect...

Reviews

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