

<<多媒体计算 通信与应用>>

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内容概要

本书从多媒体部件、系统和应用三个主要方面来阐述，内容系统、丰富、全面，从操作系统和硬件到用户界面、应用和编程采样，覆盖了包括新领域在内的许多重要的主题。

本书由18章构成：前5章介绍了多媒体、媒体等概念及数据流的特点，具体讲述了声音/音频、图像和图形、视频和动画的基本概念、构成和表示方法；第6章概括了对音频和视频数据的存储，进行数据压缩的原因及实现数据压缩的编码方法(如DCT等)；第7、8章介绍了光存储介质和计算机技术；第9章详细讲述了资源和进程管理，给出了大量实时处理的主要算法；第10章概述了网络系统的层、协议、服务及网络的分类，也介绍了局域网、广域网和城域网的特点、分类和组成；第11章论述了在应用层子系统和传输层子系统中如何实现多媒体通信，如何实现QoS和资源管理；第12章简单描述了多媒体数据库的组成和管理；第13章通过利用ODA、SGML、超文本和超媒体及MHEG对文档体系结构进行了分析；第14章引入了多媒体的一个重要内容，即多媒体交互界面的设计；第15章较为详细地描述了多媒体系统的核心--多媒体同步问题，包括同步的构想、要求以及一个多媒体同步的参考模型等；第16章的内容是编程抽象，详细概述了诸如库、系统软件、高级过程编程语言和面向对象方法的抽象层次；最后在第17、18章，讲述了多媒体在媒体成分制作与合成、媒体通信及娱乐等方面的应用和多媒体未来的发展方向。

本书既可作为高校相关专业多媒体课程的教材，又可作为在此领域工作的各类人员的参考资料。

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