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## **KEY=EDITION - ANNA FREY**

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**The Art of Digital Video** Taylor & Francis The industry "bible" is back and it's better than ever. The Art of Digital Video has served as the ultimate reference guide for those working with digital video for generations. Now this classic has been revised and re-written by international consultant and industry leader John Watkinson to include important technical updates on this ever-evolving topic. The format has also been improved to include optional sections that provide additional information that you can choose to skip or investigate further, depending on your interests and comfort level with the subject. As the worlds of film, digital imaging, and computing have converged, this book has evolved to remain current and relevant, while still remaining the classic that experts in the field have trusted for years. **Multidimensional Signal, Image, and Video Processing and Coding** Academic Press This book gives a concise introduction to both image and video processing, providing a balanced coverage between theory, applications and standards. It gives an introduction to both 2-D and 3-D signal processing theory, supported by an introduction to random processes and some essential results from information theory, providing the necessary foundation for a full understanding of the image and video processing concepts that follow. A significant new feature is the explanation of practical network coding methods for image and video transmission. There is also coverage of new approaches such as: super-resolution methods, non-local processing, and directional transforms. This book also has on-line support that contains many short MATLAB programs that complement examples and exercises on multidimensional signal, image, and video processing. There are numerous short video clips showing applications in video processing and coding, plus a copy of the vidview video player for playing .yuv video files on a Windows PC and an illustration of the effect of packet loss on H.264/AVC coded bitstreams. New to this edition: New appendices on random processes, information theory New coverage of image analysis - edge detection, linking, clustering, and segmentation Expanded coverage on image sensing and perception, including color spaces. Now summarizes the new

MPEG coding standards: scalable video coding (SVC) and multiview video coding (MVC), in addition to coverage of H.264/AVC. Updated video processing material including new example on scalable video coding and more material on object- and region-based video coding. More on video coding for networks including practical network coding (PNC), highlighting the significant advantages of PNC for both video downloading and streaming. New coverage of super-resolution methods for image and video. Only R&D level tutorial that gives an integrated treatment of image and video processing - topics that are interconnected. New chapters on introductory random processes, information theory, and image enhancement and analysis

Coverage and discussion of the latest standards in video coding: H.264/AVC and the new scalable video standard (SVC)

**Video Systems in an IT Environment** The **Essentials of Professional Networked Media** Taylor & Francis Audio/Video (AV) systems and Information Technology (IT) are colliding. Broadcasters and other AV professionals are impacted by the transition to IT components and techniques. This is the first book to focus on the intersection of AV and IT concepts. It includes technology reviews and the tools to understand and evaluate key aspects of hybrid AV systems. Twelve chapters encompass a broad range of information including: IT integration, AV networking, storage systems, file and metadata formats, software platforms, reliability, element management, security, workflow improvement, AV technology, transition issues, and real-world case studies. Each chapter weaves together IT and AV techniques providing the reader with actionable information on the issues, processes and principles of seamless AV/IT systems integration.

**3D and HD Broadband Video Networking** Artech House Recent years have seen an exponential increase in video and multimedia traffic transported over the Internet and broadband access networks. This timely resource addresses the key challenge facing many service providers today: effective bandwidth management for supporting high-quality video delivery. Written by a recognized expert in the field, this practical book describes ways to optimize video transmission over emerging broadband networks. Moreover, the book explores new wireless access networks that can enable video connectivity both inside and outside the residential premise.

**Multimedia Information Systems** Springer Multimedia Information Systems explores the technical, human, organizational and socio-economic issues which underpin the implementation and use of multimedia information systems. This unique book comprehensively defines multimedia information systems and its emerging architecture. Today's important issues of networked multimedia information systems and multimedia trafficking on the information superhighway are thoroughly investigated. Multimedia information systems applications and organizational implications are also discussed along with multimedia authoring systems. Multimedia Information Systems is essential reading for all students and professionals faced with the challenges of multimedia information systems management and development. Multimedia Information Systems develops an awareness of the problems associated with multimedia information systems management, and the ability to understand and address these emerging challenges on an organizational and technical level. The book explores the limitations of multimedia on the information superhighway, and offers solutions for present and future development on the Internet. This book also scrutinizes the current

applications of multimedia information systems, and examines how they can be developed. *Multimedia Information Systems* serves as an excellent text for courses on the subject, and as an invaluable reference for multimedia information systems professionals. **National Association of Broadcasters Engineering Handbook** Taylor & Francis The NAB Engineering Handbook is the definitive resource for broadcast engineers. It provides in-depth information about each aspect of the broadcast chain from audio and video contribution through an entire broadcast facility all the way to the antenna. New topics include Ultra High Definition Television, Internet Radio Interfacing and Streaming, ATSC 3.0, Digital Audio Compression Techniques, Digital Television Audio Loudness Management, and Video Format and Standards Conversion. Important updates have been made to incumbent topics such as AM, Shortwave, FM and Television Transmitting Systems, Studio Lighting, Cameras, and Principles of Acoustics. The big-picture, comprehensive nature of the NAB Engineering Handbook will appeal to all broadcast engineers—everyone from broadcast chief engineers, who need expanded knowledge of all the specialized areas they encounter in the field, to technologists in specialized fields like IT and RF who are interested in learning about unfamiliar topics. Chapters are written to be accessible and easy to understand by all levels of engineers and technicians. A wide range of related topics that engineers and technical managers need to understand are covered, including broadcast documentation, FCC practices, technical standards, security, safety, disaster planning, facility planning, project management, and engineering management.

**Handbook of Digital Forensics of Multimedia Data and Devices** John Wiley & Sons Digital forensics and multimedia forensics are rapidly growing disciplines whereby electronic information is extracted and interpreted for use in a court of law. These two fields are finding increasing importance in law enforcement and the investigation of cybercrime as the ubiquity of personal computing and the internet becomes ever-more apparent. Digital forensics involves investigating computer systems and digital artefacts in general, while multimedia forensics is a sub-topic of digital forensics focusing on evidence extracted from both normal computer systems and special multimedia devices, such as digital cameras. This book focuses on the interface between digital forensics and multimedia forensics, bringing two closely related fields of forensic expertise together to identify and understand the current state-of-the-art in digital forensic investigation. Both fields are expertly attended to by contributions from researchers and forensic practitioners specializing in diverse topics such as forensic authentication, forensic triage, forensic photogrammetry, biometric forensics, multimedia device identification, and image forgery detection among many others. Key features: Brings digital and multimedia forensics together with contributions from academia, law enforcement, and the digital forensics industry for extensive coverage of all the major aspects of digital forensics of multimedia data and devices Provides comprehensive and authoritative coverage of digital forensics of multimedia data and devices Offers not only explanations of techniques but also real-world and simulated case studies to illustrate how digital and multimedia forensics techniques work Includes a companion website hosting continually updated supplementary materials ranging from extended and updated coverage of standards to best practice guides, test datasets and more case studies

**The Handbook of Computer Networks, Key Concepts, Data Transmission, and Digital and Optical Networks** John Wiley & Sons Incorporated A complete and in-depth introduction to computer networks and networking In this first volume of *The Handbook of Computer Networks*, readers will get a complete overview of the key concepts of computers networks, data transmission, and digital and optical networks. Providing a comprehensive examination of computer networks, the book is designed for both undergraduate students and professionals working in a variety of computer network-dependent industries. With input from over 270 experts in the field, the text offers an easy-to-follow progression through each topic and focuses on fields and technologies that have widespread application in the real world.

**Preserving Digital Information** Springer Science & Business Media Cultural history enthusiasts have asserted the urgent need to protect digital information from imminent loss. This book describes methodology for long-term preservation of all kinds of digital documents. It justifies this methodology using 20th century theory of knowledge communication, and outlines the requirements and architecture for the software needed. The author emphasizes attention to the perspectives and the needs of end users.

**Encyclopedia of Information Science and Technology** IGI Global Snippet "This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

**Federal Register Digital Video Concepts, Methods, and Metrics Quality, Compression, Performance, and Power Trade-off Analysis** Apress Digital Video Concepts, Methods, and Metrics: Quality, Compression, Performance, and Power Trade-off Analysis is a concise reference for professionals in a wide range of applications and vocations. It focuses on giving the reader mastery over the concepts, methods and metrics of digital video coding, so that readers have sufficient understanding to choose and tune coding parameters for optimum results that would suit their particular needs for quality, compression, speed and power. The practical aspects are many: Uploading video to the Internet is only the beginning of a trend where a consumer controls video quality and speed by trading off various other factors. Open source and proprietary applications such as video e-mail, private party content generation, editing and archiving, and cloud asset management would give further control to the end-user. Digital video is frequently compressed and coded for easier storage and transmission. This process involves visual quality loss due to typical data compression techniques and requires use of high performance computing systems. A careful balance between the amount of compression, the visual quality loss and the coding speed is necessary to keep the total system cost down, while delivering a good user experience for various video applications. At the same time, power consumption optimizations are also essential to get the job done on inexpensive consumer platforms. Trade-offs can be made among these factors, and relevant considerations are particularly important in resource-constrained low power devices. To better understand the trade-offs this book discusses a comprehensive set of engineering principles, strategies, methods and metrics. It also exposes readers to approaches on how to differentiate and rank video coding solutions.

**An Introduction to the DLNA Architecture Network Technologies for Media Devices** John Wiley & Sons This book describes the architecture and protocols for interconnecting media devices in home networks. The



architecture and protocols described in this book have been developed during the last 10 years by R&D teams from several companies working jointly in two industry organizations known as UPnP and DLNA. This book mainly deals with the DLNA (Digital Living Network Alliance) protocol. This text is especially relevant for the design and development of smart homes, where media devices, communication devices, appliances, and sensors are all integrated in an intelligent network.

**Hybrid and Advanced Compression Techniques for Medical Images** Springer This book introduces advanced and hybrid compression techniques specifically used for medical images. The book discusses conventional compression and compressive sensing (CS) theory based approaches that are designed and implemented using various image transforms, such as: Discrete Fourier Transform (DFT), Discrete Cosine Transform (DCT), Discrete Wavelet Transform (DWT), and Singular Value Decomposition (SVD) and greedy based recovery algorithm. The authors show how these techniques provide simulation results of various compression techniques for different types of medical images, such as MRI, CT, US, and x-ray images. Future research directions are provided for medical imaging science. The book will be a welcomed reference for engineers, clinicians, and research students working with medical image compression in the biomedical imaging field. Covers various algorithms for data compression and medical image compression; Provides simulation results of compression algorithms for different types of medical images; Provides study of compressive sensing theory for compression of medical images.

**Video Codec Design Developing Image and Video Compression Systems** John Wiley & Sons Video compression coding is the enabling technology behind a new wave of communication applications. From streaming internet video to broadcast digital television and digital cinema, the video codec is a key building block for a host of new multimedia applications and services. Video Codec Design sets out to de-mystify the subject of video coding and present a practical, design-based approach to this emerging field. Featuring: \* Guidance on the practical design and implementation of video coding technology. \* Explanation of the major video coding standards, including MPEG-2, MPEG-4, H.263 and H.26L. \* Detailed coverage of key video coding techniques and core algorithms. \* Examination of critical design issues including transmission, Quality of Service and processing platforms. \* A wealth of illustrations and practical examples, including quantitative comparisons of design alternatives. Video Codec Design provides communications engineers, system designers, researchers and technical managers with an essential handbook to image and video compression technology. The clear presentation and emphasis on real-life examples make this book an excellent teaching tool for computer science and electronic engineering instructors.

**Digital Video Compression Algorithms and Technologies Compressed Video Over Networks** CRC Press This volume details the essential elements for designing optimal end-to-end systems. It progresses from the fundamentals of both video compression and networking technologies to an extensive summary of the constant and continuous interaction between the fields. The work seeks to respond to the proliferation of networked digital video applications in daily life with in-depth analyses of technical problems and solutions.

**Intelligent Image and Video Compression Communicating Pictures** Elsevier Intelligent Image and Video Compression: Communicating Pictures, Second Edition explains the

requirements, analysis, design and application of a modern video coding system. It draws on the authors' extensive academic and professional experience in this field to deliver a text that is algorithmically rigorous yet accessible, relevant to modern standards and practical. It builds on a thorough grounding in mathematical foundations and visual perception to demonstrate how modern image and video compression methods can be designed to meet the rate-quality performance levels demanded by today's applications and users, in the context of prevailing network constraints. An approach that combines algorithmic rigor with practical implementation using numerous worked examples Explains how video compression methods exploit statistical redundancies, natural correlations, and knowledge of human perception to improve performance Uses contemporary video coding standards (AVC, HEVC and VVC) as a vehicle for explaining block-based compression Provides broad coverage of important topics such as visual quality assessment and video streaming

**The Business of Streaming and Digital Media** CRC Press This book answers the question, "What is the value of using streaming and digital media for my business and what can I expect in return?" The Business of Steaming and Digital Media gives you a concise and direct analysis of how to implement a scalable, profitable venture, as well as the common and hidden pitfalls to avoid in your business. By focusing on both the business implications and technical differences between rich media and traditional broadcast distribution, you will learn how to gain significant time-to-market and cost-saving advantages by effectively using streaming and digital media technologies.

**Encyclopedia of Distance Learning** IGI Global "This encyclopedia offers the most comprehensive coverage of the issues, concepts, trends, and technologies of distance learning. More than 450 international contributors from over 50 countries"--Provided by publisher.

**Handbook of Image and Video Processing** Academic Press 55% new material in the latest edition of this "must-have for students and practitioners of image & video processing! This Handbook is intended to serve as the basic reference point on image and video processing, in the field, in the research laboratory, and in the classroom. Each chapter has been written by carefully selected, distinguished experts specializing in that topic and carefully reviewed by the Editor, Al Bovik, ensuring that the greatest depth of understanding be communicated to the reader. Coverage includes introductory, intermediate and advanced topics and as such, this book serves equally well as classroom textbook as reference resource.

- Provides practicing engineers and students with a highly accessible resource for learning and using image/video processing theory and algorithms
- Includes a new chapter on image processing education, which should prove invaluable for those developing or modifying their curricula
- Covers the various image and video processing standards that exist and are emerging, driving today's explosive industry
- Offers an understanding of what images are, how they are modeled, and gives an introduction to how they are perceived
- Introduces the necessary, practical background to allow engineering students to acquire and process their own digital image or video data
- Culminates with a diverse set of applications chapters, covered in sufficient depth to serve as extensible models to the reader's own potential applications

About the Editor... Al Bovik is the Cullen Trust for Higher Education Endowed Professor at The University of Texas at Austin, where he is the Director of the Laboratory for Image

and Video Engineering (LIVE). He has published over 400 technical articles in the general area of image and video processing and holds two U.S. patents. Dr. Bovik was Distinguished Lecturer of the IEEE Signal Processing Society (2000), received the IEEE Signal Processing Society Meritorious Service Award (1998), the IEEE Third Millennium Medal (2000), and twice was a two-time Honorable Mention winner of the international Pattern Recognition Society Award. He is a Fellow of the IEEE, was Editor-in-Chief, of the IEEE Transactions on Image Processing (1996-2002), has served on and continues to serve on many other professional boards and panels, and was the Founding General Chairman of the IEEE International Conference on Image Processing which was held in Austin, Texas in 1994. \* No other resource for image and video processing contains the same breadth of up-to-date coverage \* Each chapter written by one or several of the top experts working in that area \* Includes all essential mathematics, techniques, and algorithms for every type of image and video processing used by electrical engineers, computer scientists, internet developers, bioengineers, and scientists in various, image-intensive disciplines

**Understanding the Digital World What You Need to Know about Computers, the Internet, Privacy, and Security** Princeton University Press The basics of how computer hardware, software, and systems work, and the risks they create for our privacy and security Computers are everywhere. Some of them are highly visible, in laptops, tablets, cell phones, and smart watches. But most are invisible, like those in appliances, cars, medical equipment, transportation systems, power grids, and weapons. We never see the myriad computers that quietly collect, share, and sometimes leak vast amounts of personal data about us. Through computers, governments and companies increasingly monitor what we do. Social networks and advertisers know far more about us than we should be comfortable with, using information we freely give them. Criminals have all-too-easy access to our data. Do we truly understand the power of computers in our world? *Understanding the Digital World* explains how computer hardware, software, networks, and systems work. Topics include how computers are built and how they compute; what programming is and why it is difficult; how the Internet and the web operate; and how all of these affect our security, privacy, property, and other important social, political, and economic issues. This book also touches on fundamental ideas from computer science and some of the inherent limitations of computers. It includes numerous color illustrations, notes on sources for further exploration, and a glossary to explain technical terms and buzzwords. *Understanding the Digital World* is a must-read for all who want to know more about computers and communications. It explains, precisely and carefully, not only how they operate but also how they influence our daily lives, in terms anyone can understand, no matter what their experience and knowledge of technology.

**The Moving Image The Journal of the Association of Moving Image Archivists** The Internet Encyclopedia, Volume 3 (P - Z) John Wiley & Sons The Internet Encyclopedia in a 3-volume reference work on the internet as a business tool, IT platform, and communications and commerce medium.

**Knowledge Management Processes and Technologies** Springer Science & Business Media A compact guide to knowledge management, this book makes the subject accessible without oversimplifying it. Organizational issues like strategy and culture are discussed in the context of typical knowledge management processes.

The focus is always on pointing out all the issues that need to be taken into account in order to make knowledge management a success. The book then goes on to explore the role of information technology as an enabler of knowledge management relating various technologies to the knowledge management processes, showing the reader what can, and what cannot, be achieved through technology. Throughout the book, references to lessons learned from past projects underline the arguments. Managers will find this book a valuable guide for implementing their own initiatives, while researchers and system designers will find plenty of ideas for future work.

**Emerging Research on Networked Multimedia Communication Systems** IGI Global

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**Research and Advanced Technology for Digital Libraries 6th European Conference, ECDL 2002, Rome, Italy, September 16-18, 2002, Proceedings**

Springer Science & Business Media ECDL 2002 was the 6th conference in the series of European Conferences on Research and Advanced Technologies for Digital Libraries. Following previous events in Pisa (1997), Heraklion (1998), Paris (1999), Lisbon (2000), and Da- stadt (2001), this year ECDL was held in Rome. ECDL 2002 contributed, - gether with the previous conferences, to establishing ECDL as the major - ropean forum focusing on digital libraries and associated technical, practical, and social issues. ECDL 2002 continued the tradition already established by the previous conferences in meeting the needs of a large and diverse constituency, which includes researchers, practitioners, educators, policy makers, and users. The focus of ECDL 2002 was on underlying principles, methods, systems, and tools to build and make available e?ective digital libraries to end users. Architecture, metadata, collection building, web archiving, web technologies,- books, OAI applications, preservation, navigation, query languages, audio video retrieval, multimedia-mixed media, user studies and evaluation, humanities, and digital libraries were some of the key issues addressed. An international Program Committee was set up composed of 61 members, with representatives from 25 countries. A total of 145 paper submissions, 15 poster submissions, and 18 proposals for demos were received. Each paper was evaluated by 3 referees and 42 full papers and 6 short papers of high quality were selected for presentation. **Multimedia**

**Networking From Theory to Practice** Cambridge University Press This authoritative guide to multimedia networking balances just the right amount of theory with practical design and integration knowledge. **Science Abstracts**

**Electrical & electronics abstracts. Series B SMPTE Motion Imaging Journal Standard Handbook of Video and Television Engineering** McGraw Hill

Professional \* THE industry standard reference for video engineering, completely updated with more than 50% new material \* New chapters on video networking and digital television systems in the USA and Europe \* CD-ROM contains over 1000 pages of bonus material, linked by icon to relevant sections of the handbook so readers can expand their research **Digital Moving Pictures - Coding and Transmission on**



**ATM Networks** Elsevier Science Image communication technologies have advanced rapidly in recent years and the book series, *Advances in Image Communication* is dedicated to documenting these developments. Third in the series, this publication contributes as effectively as its forerunners to the multidisciplinary overview afforded by the series as a whole. At the same time, it stands alone as a comprehensive synopsis of its own particular area of interest. The book specifically explores two complementary topics, namely: the coding algorithms made to compress the data rate of digital moving-picture sequences (video-telephony, television [TV] and high-definition television [HDTV]) and the transmission on Asynchronous Transfer Mode [ATM] networks (packet-switching transmission media). It provides an in-depth view of the current state-of-the-art and endeavors to stimulate increasing research efforts for the future. **My Revision Notes: Level 1/Level 2 Cambridge National in Creative iMedia: Second Edition** Hachette UK Set your students on track to achieve the best grade possible with *My Revision Notes: Level 1 / Level 2 Cambridge Nationals in Creative iMedia (J834)*. Our clear and concise approach to revision will help students learn, practise and apply their skills and understanding. Coverage of key content is combined with practical study tips and effective revision strategies to create a guide that can be relied on to build both knowledge and confidence. Consolidate knowledge with clear, concise and relevant content coverage, based on what examiners are looking for. Extend understanding with our regular 'Now Test Yourself', tasks and answers provided online for students to access. Improve technique through our increased exam support, including exam-style practice questions, expert exam tips and examples of typical mistakes to avoid. Identify key connections between topics and subjects with our 'Making Links' focus and further ideas for follow-up and revision activities. Plan and manage a successful revision programme with our topic-by-topic planner, new skills checklist and exam breakdown features, user-friendly definitions and glossary. **Handbook of Signal Processing Systems** Springer Science & Business Media *Handbook of Signal Processing Systems* is organized in three parts. The first part motivates representative applications that drive and apply state-of-the-art methods for design and implementation of signal processing systems; the second part discusses architectures for implementing these applications; the third part focuses on compilers and simulation tools, describes models of computation and their associated design tools and methodologies. This handbook is an essential tool for professionals in many fields and researchers of all levels. **The Digital Designer's Jargon Buster** The Ilex Press Ltd In a remarkably short space of time, advances in technology have brought about a revolution in design practices and, with them, terminology. The *Digital Designer's Jargon Buster* helps you make sense of this rapidly changing world, whether you're a designer or work in a related field, such as printing, production, desktop publishing or editing. This comprehensive illustrated dictionary of design terms covers everything from traditional typesetting and prepress to the latest digital media, including the Web, 3D and animation, as well as definitions for the most popular software menus and commands. With more than 5,000 succinct entries and scores of diagrams and illustrations, *The Digital Designer's Jargon Buster* is the essential one-stop reference for every design student and professional. **IRS Obstruction Lois Lerner's Missing Emails : Hearing**

**Before the Committee on Oversight and Government Reform, House of Representatives, One Hundred Thirteenth Congress, Second Session**

**Emerging Wireless Multimedia Services and Technologies** John Wiley & Sons

*The provision of IP-based multimedia services is one of the most exiting and challenging aspects of next generation wireless networks. A significant evolution has been underway for enabling such multimedia services and for ultimately migrating the Internet to the wireless world. This book examines this evolution, looking at an array of the most up-to-date wireless multimedia technologies and services. The first part focuses on enabling technologies for wireless multimedia, while the second is dedicated to the new wireless multimedia services that are expected to play a key role in the future wireless environment. In addition, the related recent standardization, research and industry activities are addressed. \* Covers a complete range of multimedia hot topics, ranging from audio/video coding techniques to multimedia protocols and applications \* Discusses QoS issues in WLANs, 3G and hybrid 3G/WLAN networks \* Provides in-depth discussion of the most modern multimedia services, such as Push-to-Talk, Instant Messaging, Presence, mobile payments, MMS, WAP, and location-based multimedia services \* Addresses the emerging Multimedia Broadcast/Multicast Service (MBMS) and the key aspects of IP Multimedia Subsystem (IMS) in 3G networks \* Numerous on-line references will assist readers in their quest for the most up-to-date information This comprehensive resource will have instant appeal to students in electrical and computer engineering or IT disciplines. It is also essential reading for engineering managers, engineers in wireless systems and multimedia, and wireless multimedia researchers. **Design***

**Matters Creating Powerful Imagery for Worship** Abingdon Press Many churches use visual technology in worship. Yet simply adding a screen and projector in a sanctuary doesn't automatically translate into growth and revitalization. This book helps worship-screen producers learn to "speak" a visual language. These time-tested design principles provide a basic framework for developing a visual literacy. The accompanying DVD includes graphic tutorials for creating art in Adobe Photoshop/Elements, time-saving techniques for achieving special effects, and helpful websites. To view a sample of the DVD, [click here](#). To view the Midnight Oil seminar schedule, [click here](#). **Energy Efficient Embedded Video Processing**

**Systems A Hardware-Software Collaborative Approach** Springer This book provides its readers with the means to implement energy-efficient video systems, by using different optimization approaches at multiple abstraction levels. The authors evaluate the complete video system with a motive to optimize its different software and hardware components in synergy, increase the throughput-per-watt, and address reliability issues. Subsequently, this book provides algorithmic and architectural enhancements, best practices and deployment models for new video systems, while considering new implementation paradigms of hardware accelerators, parallelism for heterogeneous multi- and many-core systems, and systems with long life-cycles. Particular emphasis is given to the current video encoding industry standard H.264/AVC, and one of the latest video encoders (High Efficiency Video Coding, HEVC). **Intelligent Transport Systems Standards** Artech House To list, summarize, and categorize intelligent transportation standards (ITS). Reviews best practices and provides listings for standards developing organizations at national

*and international levels. Provides guidance as to where to look in the future to find relevant standards for ITS. Presents strategies for integrating standards in IRS planning, deployment, and operation.*