

Contents

Preface.....	xvi
Author Biography	xviii
1. Multimedia: An Overview	1
1.1 Multimedia Fundamentals	1
1.1.1 Key Terms	1
1.1.2 Definitions.....	4
1.1.3 Historical Evolution.....	4
1.1.4 Main Characteristics	5
1.2 Application Areas	8
1.2.1 Home Entertainment.....	8
1.2.2 Education and Learning.....	8
1.2.3 Business and Industry	8
1.2.4 Advertising and Marketing.....	9
1.2.5 Communication and Information.....	9
1.2.6 Engineering and Manufacturing	9
1.2.7 Medicine and Healthcare.....	10
1.2.8 Travel and Tourism.....	10
1.2.9 News and Journalism.....	10
1.2.10 Design and Architecture	11
1.2.11 Museums and Exhibits.....	11
1.2.12 Government and Public Services.....	11
1.2.13 Farming and Agriculture	11
1.2.14 Social Media and Content Creation	11
1.2.15 Sports and Athletics.....	11
1.2.16 Environment and Conservation	11
1.2.17 Pattern Recognition and Deep Learning	11
1.3 Multimedia Hardware.....	12
1.3.1 Input Devices.....	12
1.3.2 Digitizing Devices.....	13
1.3.3 Processing Units.....	13
1.3.4 Storage Devices	14
1.3.5 Output Devices.....	15
1.3.6 Network Infrastructure	15
1.3.7 AR and VR Hardware	16
1.4 Multimedia Software	17
1.4.1 Editing Software.....	17
1.4.2 Authoring Software	19
1.4.3 Multimedia APIs and Libraries.....	20
1.5 Multimedia Standards.....	22
1.5.1 JPEG Overview.....	23
1.5.2 MPEG Overview	26
1.5.3 Standards Organizations	32
1.6 Multimedia Technologies and Platforms.....	38
1.6.1 Frontend Technologies	38
1.6.2 Backend Technologies	39
1.6.3 Multimedia Platforms	40
1.6.4 Transport Mechanisms.....	41
1.7 Multimedia and Games.....	42
1.7.1 Role of Multimedia in Games	42

1.7.2	Impact on Player Engagement.....	42
1.7.3	Technologies	43
1.7.4	Mobile Gaming.....	43
1.8	Multimedia and Interactivity	43
1.8.1	User Engagement.....	44
1.8.2	Role of Interactivity	44
1.8.3	Technologies	44
1.8.4	Interactive Elements	44
1.8.5	Application Areas	45
1.8.6	Challenges and Considerations	45
1.9	Multimedia Content Creation	45
1.9.1	Workflow.....	45
1.9.2	Implementation Techniques	46
1.10	Theorems and Mathematical Formulations	47
1.10.1	Nyquist’s Sampling Theorem	47
1.10.2	Euler’s Theorem.....	48
1.10.3	Fourier Theorem	49
1.10.4	Discrete Fourier Transform (DFT)	49
1.10.5	Discrete Cosine Transform (DCT)	52
1.10.6	Discrete Wavelet Transform (DWT)	54
1.10.7	Using Transformation Matrices	57
1.11	Legal and Ethical Considerations	58
1.11.1	Copyright.....	58
1.11.2	Licensing and Permissions	58
1.11.3	Legal Considerations.....	58
1.11.4	Ethical Considerations	58
1.11.5	Integrity and Authenticity	59
1.11.6	Digital Rights Management (DRM)	59
1.12	Challenges and Emerging Trends.....	59
1.12.1	Challenges.....	59
1.12.2	Emerging Trends	59
1.13	Numerical Problems	60
1.13.1	Discrete Fourier Transform (DFT)	60
1.13.2	Discrete Cosine Transform (DCT)	62
1.13.3	Transformation Matrix	64
1.14	Coding Examples using MATLAB	65
1.14.1	Discrete Fourier Transform (DFT)	65
1.14.2	Discrete Cosine Transform (DCT)	66
1.14.3	Discrete Wavelet Transform (DWT)	68
	Review Questions.....	70
	References	70
2.	Text	72
2.1	Text Fundamentals.....	72
2.1.1	Key Terms	72
2.1.2	Historical Evolution.....	73
2.1.3	Basic Concepts.....	74
2.2	Digital Text Representations.....	76
2.2.1	ASCII.....	76
2.2.2	Unicode Character Set.....	78
2.2.3	Unicode Transformation Formats (UTF)	81
2.3	Text Editing and Processing	81
2.3.1	Word Processing.....	81
2.3.2	Text Extraction.....	82

2.3.3	Text Transformation.....	82
2.3.4	Text Enhancement.....	83
2.3.5	Typography and Fonts	83
2.3.6	Text Effects	84
2.3.7	Text Animation	85
2.4	Text Applications.....	85
2.4.1	Web Design	85
2.4.2	Text to Speech (TTS)	93
2.4.3	Speech to Text (STT)	93
2.4.4	Natural Language Processing (NLP)	94
2.4.5	Text Localization (L10n).....	94
2.4.6	Text Internationalization (I18n).....	95
2.4.7	Text in AR and VR.....	95
2.5	Legal and Ethical Considerations	96
2.5.1	Legal Considerations.....	96
2.5.2	Ethical Considerations	96
2.6	Challenges and Emerging Trends	96
2.6.1	Challenges.....	97
2.6.2	Emerging Trends.....	97
2.7	Text File Formats	97
2.7.1	TXT.....	97
2.7.2	CSV.....	98
2.7.3	DOC, DOCX.....	98
2.7.4	PDF.....	98
2.7.5	DJVU	98
2.7.6	RTF	99
2.7.7	ODF.....	99
2.7.8	EPUB.....	99
2.8	Coding Examples using MATLAB	99
	Review Questions	106
	References	106
3.	Image.....	107
3.1	Image Fundamentals	107
3.1.1	Key Terms	107
3.1.2	Historical Evolution.....	111
3.1.3	Basic Concepts.....	112
3.2	Image I/O.....	115
3.2.1	Scanner	115
3.2.2	Digital Camera	116
3.2.3	Image Quality	117
3.2.4	Interface Standards	118
3.2.5	Visual Display Systems	119
3.2.6	Video Adapter Card.....	122
3.2.7	Printing Systems	124
3.2.8	Digital Image Representation.....	126
3.3	Image Editing and Processing.....	127
3.3.1	Geometric Transformations.....	128
3.3.2	Intensity Transformations.....	131
3.3.3	Arithmetical Operations	134
3.3.4	Logical Operations.....	136
3.3.5	Kernel-Based Operations	136
3.3.6	Noise Filtering	137
3.3.7	Edge Detection	137

3.3.8	Morphological Operations	138
3.3.9	Frequency Transformations.....	139
3.3.10	De-Convolution.....	141
3.3.11	Common Editing Tasks.....	142
3.4	Image Color Management	143
3.4.1	Color Models	144
3.4.2	Chromaticity	147
3.4.3	Color Spaces.....	148
3.4.4	Color Conversions	150
3.4.5	Color Calibration	152
3.4.6	Indexed Image and CLUT	153
3.5	Image Applications.....	154
3.5.1	Image Enhancement	154
3.5.2	Image Restoration	155
3.5.3	Image Segmentation	155
3.5.4	Object Detection	158
3.5.5	Image Analysis and Recognition	158
3.5.6	Image Classification.....	162
3.6	Legal and Ethical Considerations	164
3.6.1	Legal Considerations.....	164
3.6.2	Ethical Considerations	164
3.7	Challenges and Emerging Trends.....	165
3.7.1	Challenges.....	165
3.7.2	Emerging Trends	165
3.8	Image File Formats.....	166
3.8.1	BMP.....	166
3.8.2	JPEG	166
3.8.3	GIF.....	167
3.8.4	PNG.....	167
3.8.5	TIFF	167
3.8.6	JPEG2000	167
3.8.7	WebP	168
3.9	Numerical Problems	168
3.9.1	Image Fundamentals	168
3.9.2	Visual Display Units	169
3.9.3	Geometrical Transformation	169
3.9.4	Intensity Transformation	170
3.9.5	Color Management	170
3.10	Coding Examples Using MATLAB.....	172
3.10.1	Introduction	172
3.10.2	Import Export and Conversions	172
3.10.3	Display and Exploration.....	176
3.10.4	Geometric Transformation.....	178
3.10.5	Filtering and Enhancement	183
3.10.6	Image Segmentation and Analysis	193
3.10.7	Image Transforms	196
	Review Questions.....	198
	References	199
4.	Graphics.....	201
4.1	Graphics Fundamentals	201
4.1.1	Key Terms	201
4.1.2	Historical Evolution.....	205
4.1.3	Basic Concepts.....	206
4.2	2D Graphics	210

4.2.1	Basic Structures	210
4.2.2	Drawing Algorithms	210
4.2.3	2D Transformations	212
4.2.4	Overview of Splines	217
4.2.5	Interpolating Spline	218
4.2.6	Hybrid Spline	221
4.2.7	Approximating Spline	223
4.2.8	Spline Conversions	230
4.2.9	Properties of Splines	231
4.2.10	Fractals	234
4.2.11	Common Editing Tasks	236
4.3	3D Graphics	238
4.3.1	3D Modeling	238
4.3.2	3D Transformations	240
4.3.3	Common Editing Tasks	245
4.4	Vectors	246
4.4.1	Introduction	246
4.4.2	Dot Product	247
4.4.3	Cross Product	247
4.4.4	2D Vector Alignment	247
4.4.5	3D Vector Alignment	248
4.4.6	Rotation Around 3D Vector	250
4.4.7	Rotation Around 3D Line	250
4.5	Projection	250
4.5.1	Types of Projection	250
4.5.2	Homogeneous Vector Equations	250
4.5.3	2D Projection	251
4.5.4	3D Orthographic Projection	252
4.5.5	3D Oblique Projection	255
4.5.6	3D Perspective Projection	256
4.6	Graphics Applications	258
4.7	Legal and Ethical Considerations	259
4.7.1	Legal Considerations	259
4.7.2	Ethical Considerations	259
4.8	Challenges and Emerging Trends	259
4.8.1	Challenges	260
4.8.2	Emerging Trends	260
4.9	Graphics File Formats	260
4.9.1	SVG	260
4.9.2	PDF	261
4.9.3	PS, EPS	261
4.9.4	FLA, SWF	261
4.9.5	AI	262
4.9.6	CDR	262
4.9.7	WMF	262
4.9.8	CGM	262
4.9.9	OBJ	262
4.9.10	STL	263
4.9.11	FBX	263
4.9.12	DAE	263
4.9.13	MAX	263
4.9.14	PLY	264
4.9.15	DWG, DXF	264
4.9.16	AMF	264
4.10	Numerical Problems	264

4.10.1	2D Transformations	264
4.10.2	Curves and Splines	267
4.10.3	Properties of Splines	270
4.10.4	3D Transformations	270
4.10.5	Vectors	273
4.10.6	Projection.....	274
4.11	Coding Examples using MATLAB	276
4.11.1	2D Transformations	276
4.11.2	Curves and Splines	283
4.11.3	Properties of Splines	290
4.11.4	3D Transformations	294
4.11.5	Vectors	301
4.11.6	Projection.....	302
	Review Questions.....	305
	References	306
5.	Audio.....	307
5.1	Audio Fundamentals.....	307
5.1.1	Key Terms	307
5.1.2	Historical Evolution.....	309
5.1.3	Basic Concepts.....	310
5.2	Audio I/O	315
5.2.1	Microphones	315
5.2.2	Amplifiers	317
5.2.3	Loudspeakers	318
5.2.4	Surround Sound Technologies.....	320
5.2.5	Sound Card	321
5.2.6	Digital Audio Representation	322
5.2.7	Audio Transmission.....	324
5.2.8	Musical Instrument Digital Interface (MIDI).....	325
5.3	Audio Editing and Processing	328
5.3.1	Segmentation.....	329
5.3.2	Windowing	330
5.3.3	Noise Gate.....	330
5.3.4	Dynamic Range Compressor (DRC)	332
5.3.5	Spectral Analysis.....	333
5.3.6	Temporal Filters	334
5.3.7	Common Editing Tasks.....	335
5.4	Audio Applications.....	336
5.4.1	Audio in AR and VR.....	336
5.4.2	Audio in Gaming	337
5.4.3	Audio Accessibility	337
5.5	Legal and Ethical Considerations.....	338
5.5.1	Legal Considerations.....	338
5.5.2	Ethical Considerations	338
5.6	Challenges and Emerging Trends.....	339
5.6.1	Challenges.....	339
5.6.2	Emerging Trends.....	339
5.7	Audio File Formats	340
5.7.1	AAC	340
5.7.2	AIFF	340
5.7.3	AMR.....	340
5.7.4	APE	341
5.7.5	DLS.....	341
5.7.6	FLAC.....	341

5.7.7	MID	341
5.7.8	MP3	341
5.7.9	M4A, M4P	342
5.7.10	MPC	342
5.7.11	OGG	342
5.7.12	OMG, OMA, AA3	342
5.7.13	OFR	342
5.7.14	OPUS	342
5.7.15	RA	343
5.7.16	SPX	343
5.7.17	TTA	343
5.7.18	VOC	343
5.7.19	WV	343
5.7.20	WMA	343
5.7.21	WAV	344
5.7.22	XMF	344
5.8	Numerical Problems	344
5.8.1	Sound Waves	344
5.8.2	Digital Audio	345
5.8.3	Audio Editing	345
5.9	Coding Examples Using MATLAB	346
5.9.1	Sound Waves	346
5.9.2	Audio I/O	348
5.9.3	Audio Segmentation	349
5.9.4	Window Functions	349
5.9.5	Measuring Loudness	351
5.9.6	Temporal Filters	352
5.9.7	Spectral Analysis	353
5.9.8	MIDI	356
	Review Questions	356
	References	357
6	Video	358
6.1	Video Fundamentals	358
6.1.1	Key Terms	358
6.1.2	Historical Evolution	359
6.1.3	Basic Concepts	360
6.2	Video I/O	363
6.2.1	Video Camera	363
6.2.2	Video Capture Card	365
6.2.3	Video Digitization	366
6.2.4	Video Capture Software	367
6.2.5	Video Playback	368
6.2.6	Video Transmission	368
6.3	Video Editing and Processing	371
6.3.1	Image Processing Tasks	371
6.3.2	Timebase	372
6.3.3	SMPTE Timecode	373
6.3.4	Video Color Spaces	374
6.3.5	Blob Detection	376
6.3.6	Human Detection	376
6.3.7	Face Detection	377
6.3.8	Histogram-Based Motion Tracker	378
6.3.9	Optical Flow-Based Motion Tracker	378
6.3.10	Common Editing Tasks	379

6.4	Video Applications.....	380
6.5	Legal and Ethical Considerations.....	381
6.5.1	Legal Considerations.....	382
6.5.2	Ethical Considerations.....	382
6.6	Challenges and Emerging Trends.....	382
6.6.1	Challenges.....	382
6.6.2	Emerging Trends.....	383
6.7	Video File Formats.....	383
6.7.1	MP4.....	384
6.7.2	AVI.....	384
6.7.3	MKV.....	384
6.7.4	MOV.....	384
6.7.5	WebM.....	384
6.7.6	WMV.....	384
6.7.7	FLV.....	385
6.7.8	3GP, 3G2.....	385
6.8	Numerical Problems.....	385
6.9	Coding Examples Using MATLAB.....	386
6.9.1	Video I/O.....	386
6.9.2	Processing Video Frames.....	389
6.9.3	Video Color Spaces.....	392
6.9.4	Blob Analysis.....	393
6.9.5	Foreground Detector.....	395
6.9.6	Histogram-Based Motion Tracking.....	395
6.9.7	Optical Flow-Based Motion Tracking.....	396
	Review Questions.....	397
	References.....	397
7.	Animation.....	398
7.1	Animation Fundamentals.....	398
7.1.1	Key Terms.....	398
7.1.2	Historical Evolution.....	399
7.1.3	Basic Concepts.....	401
7.2	2D Animation.....	405
7.2.1	Interpolations.....	405
7.2.2	Parameter Curve Editing.....	406
7.2.3	Hierarchical Animation.....	407
7.2.4	Inverse Kinematics (IK).....	407
7.2.5	Motion Paths.....	408
7.2.6	Common Editing Tasks.....	409
7.3	3D Animation.....	409
7.3.1	Modeling Surfaces.....	409
7.3.2	Surface Color.....	414
7.3.3	Surface Texture.....	414
7.3.4	Lights and Illumination.....	417
7.3.5	Camera and Vision.....	419
7.3.6	Creating Animation.....	421
7.3.7	Rendering.....	423
7.3.8	Common Editing Tasks.....	427
7.4	Animation Applications.....	429
7.4.1	2D Animation.....	429
7.4.2	3D Animation.....	429
7.5	Legal and Ethical Considerations.....	429
7.5.1	Legal Considerations.....	430
7.5.2	Ethical Considerations.....	430

7.6	Challenges and Emerging Trends.....	431
7.6.1	2D Animation	431
7.6.2	3D Animation	432
7.7	Animation File Formats	432
7.7.1	SVG	432
7.7.2	FLA, SWF	432
7.7.3	Animated GIF.....	432
7.7.4	Animated PNG.....	433
7.7.5	MNG	433
7.7.6	FBX.....	433
7.7.7	MAX.....	433
7.7.8	DAE.....	433
7.8	Numerical Problems	434
7.8.1	Surfaces.....	434
7.8.2	Lights	435
7.9	Coding Examples using MATLAB	435
7.9.1	Surfaces.....	435
7.9.2	Lights	441
	Review Questions.....	443
	References	443
8.	Compression	444
8.1	Compression Fundamentals.....	444
8.1.1	Key Terms	444
8.1.2	Historical Evolution.....	446
8.1.3	Basic Concepts.....	447
8.2	Text Compression.....	449
8.2.1	Run Length Encoding (RLE)	449
8.2.2	Huffman Coding	449
8.2.3	Dictionary-Based Coding.....	451
8.3	Image Compression	453
8.3.1	Lossless Image Compression	453
8.3.2	Lossy Image Compression.....	454
8.4	Graphics Compression	457
8.4.1	Quadtree Segmentation (QT)	458
8.4.2	Fractal Compression.....	459
8.5	Audio Compression.....	460
8.5.1	Lossless Audio Compression	461
8.5.2	Lossy Audio Compression	464
8.6	Video Compression.....	468
8.6.1	Lossless Video Compression.....	469
8.6.2	Lossy Video Compression	469
8.7	Numerical Problems	474
8.8	Coding Examples using MATLAB	481
8.8.1	Run Length Encoding (RLE)	481
8.8.2	DCT-Based Compression.....	481
8.8.3	2D DCT Basis Functions	484
8.8.4	Huffman coding	485
8.8.5	DPCM	486
8.8.6	Quadtree Segmentation	486
	Review Questions.....	489
	References	489
	Appendix	490
	Index	499