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<<多媒体技术>>

图书基本信息

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内容概要

内容简介
本书涵盖了多媒体技术的重要课题，从操作系统和硬件到用户接口，应用和程序设计抽象.内容极为丰富，为理解多媒体技术必不可缺，是开发多媒体系统各个组成部分的基础。
书中既描述了各种概念，又提出了具体实现的办法.主要内容有：声、象和形的基本原理；视频与动画制作；数据压缩；光学存贮介质；多媒体操作与通信系统；文件、超级文本与MHEG；用户接口；同步；多媒体应用.
本书既适用于有志于多媒体系统的计算机专业人员，也可用作计算机专业的大学本科生和研究生的教材.

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