Multimedia Technologies: Concepts, Methodologies, Tools, and Applications

Syed Mahbubur Rahman Minnesota State University, Mankato, USA



INFORMATION SCIENCE REFERENCE

Hershey • New York

Acquisitions Editor:Kristin KlingerDevelopment Editor:Kristin RothSenior Managing Editor:Jennifer NeidigManaging Editor:Jamie SnavelyTypesetter:Michael Brehm, Jeff Ash, Carole Coulson, Elizabeth Duke, Chris Hrobak, Sean WoznickiCover Design:Lisa TosheffPrinted at:Yurchak Printing Inc.

Published in the United States of America by Information Science Reference (an imprint of IGI Global) 701 E. Chocolate Avenue, Suite 200 Hershey PA 17033 Tel: 717-533-8845 Fax: 717-533-88661 E-mail: cust@igi-global.com Web site: http://www.igi-global.com/reference

and in the United Kingdom by

Information Science Reference (an imprint of IGI Global) 3 Henrietta Street Covent Garden London WC2E 8LU Tel: 44 20 7240 0856 Fax: 44 20 7379 0609 Web site: http://www.eurospanbookstore.com

Copyright © 2008 by IGI Global. All rights reserved. No part of this publication may be reproduced, stored or distributed in any form or by any means, electronic or mechanical, including photocopying, without written permission from the publisher.

Product or company names used in this set are for identification purposes only. Inclusion of the names of the products or companies does not indicate a claim of ownership by IGI Global of the trademark or registered trademark.

Library of Congress Cataloging-in-Publication Data

Multimedia technologies : concepts, methodologies, tools, and applications / Syed Mahbubur Rahman, editor.

p. cm.

Includes bibliographical references and index.

Summary: "This book offers an in-depth explanation of multimedia technologies within their many specific application areas as well as presenting developing trends for the future"--Provided by publisher.

ISBN 978-1-59904-953-3 (hardcover) -- ISBN 978-1-59904-954-0 (ebook)

1. Multimedia systems. 2. Multimedia communications. I. Syed, Mahbubur Rahman, 1952-

QA76.575.M5218 2008

006.7--dc22

2008021157

If a library purchased a print copy of this publication, please go to http://www.igi-global.com/agreement for information on activating the library's complimentary electronic access to this publication.

8 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: <u>www.igi-</u> global.com/chapter/multimedia-information-retrieval-crossroad/27086

Related Content

Development of a Novel Deep Convolutional Neural Network Model for Early Detection of Brain Stroke Using CT Scan Images

Tariq Ahmad, Sadique Ahmad, Asif Rahimand Neelofar Shah (2023). *Recent Advancements in Multimedia Data Processing and Security: Issues, Challenges, and Techniques (pp. 197-229).*

www.irma-international.org/chapter/development-of-a-novel-deep-convolutional-neural-network-model-for-early-detection-of-brain-stroke-using-ct-scan-images/331443

Application of Object Recognition With Shape-Index Identification and 2D Scale Invariant Feature Transform for Key-Point Detection

Chiranji Lal Chowdhary (2018). Feature Dimension Reduction for Content-Based Image Identification (pp. 218-231).

www.irma-international.org/chapter/application-of-object-recognition-with-shape-index-identification-and-2d-scale-invariant-feature-transform-for-key-point-detection/207236

Bregman Hyperplane Trees for Fast Approximate Nearest Neighbor Search

Bilegsaikhan Naidanand Magnus Lie Hetland (2012). International Journal of Multimedia Data Engineering and Management (pp. 75-87).

www.irma-international.org/article/bregman-hyperplane-trees-fast-approximate/75457

Online Video Summarization Based on Local Features

Javier Iparraguirreand Claudio A. Delrieux (2014). *International Journal of Multimedia Data Engineering and Management (pp. 41-53).*

www.irma-international.org/article/online-video-summarization-based-on-local-features/113306

Board Game Supporting Learning Prim's Algorithm and Dijkstra's Algorithm

Wen-Chih Chang, Te-Hua Wangand Yan-Da Chiu (2010). *International Journal of Multimedia Data Engineering* and Management (pp. 16-30).

www.irma-international.org/article/board-game-supporting-learning-prim/49147