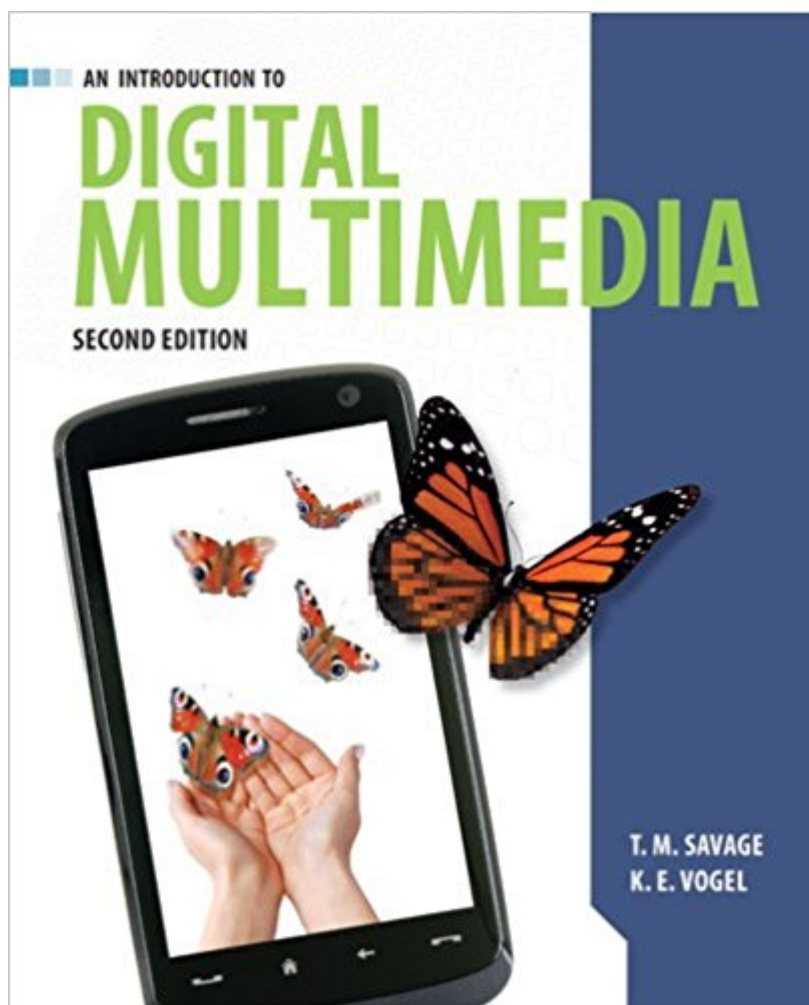The book was found

An Introduction To Digital Multimedia

Synopsis

A Textbook on the Cutting Edge of the Digital Revolution Digital multimedia has created a revolution in communications, commerce, and entertainment. A powerful and accessible tool of creative expression, digital multimedia requires a broad platform of practical skills in the use of specific software and hardware, including operating systems, media editing programs, authoring applications, and software utilities. An Introduction to Digital Multimedia is a comprehensive and approachable text that is both an invaluable resource and an excellent introduction to computing, computer hardware, software, and digital data. The second edition has been revised to reflect the continuing evolution of multimedia technologies with updated discussions of hardware and software including developments in mobile platforms and user interfaces. Full-color plates assist students in understanding key concepts presented throughout the text. Discussions of the multimedia development process and the issues faced by media professionals prepare students for careers in this rapidly-expanding and creative field. This comprehensive and highly accessible text is ideal for introductory courses in two- and four-year institutions, and is also an excellent reference for more advanced students. Key Features include: Ã¢â ¬Â¢Reading objectives, summaries of major concepts, and a listing of key terms for each chapter Ã¢â ¬Â¢Review and discussion questions designed to assess student comprehension of chapter contents Ã¢â ¬Â¢A comprehensive glossary providing concise explanations of main concepts Ã¢â ¬Â¢Graphics and screen captures that provide visual reinforcement for key topics Ã¢â ¬Â¢A timeline summarizing significant events in the evolution of multimedia Ã¢â ¬Â¢Full-color plate illustrations of key concepts Ã¢â ¬Â¢An overview of the positions and responsibilities of multimedia development teams and a discussion of professional issues in multimedia development Ã¢â ¬Â¢Discussion of the historical origins of multimedia, the nature of digital data, and fundamentals of computer hardware and software

Book Information

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Customer Reviews

It's okay. Drab for a multimedia book, in my opinion. Gets a bit wordy.

Used this book in my com 207 class. Some of the definitions are oddly phrased.

Got this for my Interactive Digital Media class. It did a good job of explaining what I needed to know.

Good book.

Covers a very wide variety of digital multimedia.

Good

An average text book that covers a broad swath of multimedia in web design / applications, but in a general and non specific manner.

From the very beginning of computers as we know them advanced thinkers had a vision that computers could do more than just process data and write things like pay checks - although pay checks are nice to get. In the last twenty years, however, entirely new concepts of graphical color images, sound, video and devices like phones, tablets and more have come into being. With them have come digital cameras and video recorders, color ink jet printers have replaced whining dot matrix printers, and more. These have been combined with visions of what can be or needs to be done. All of this has led to the concept we now call MULTIMEDIA.Multimedia has developed into a subset of computing (yes, other computers still print pay checks), and this book gives an excellent introduction to what is involved. It talks about the hardware, the software and the concepts of what multimedia involves. It is intended for the casual interested reader and for use as a textbook for a variety of computer science classes. It provides a good base from which the interested reader moves to a text on the software systems to be used to produce the multimedia project.

Feature Detectors and Motion Detection in Video Processing (Advances in Multimedia and Interactive Technologies) (Advances in Multimedia and Interactive Technologies (Amit)) An Introduction to Digital Multimedia Copyright Law in the Digital Society: The Challenges of Multimedia JPEG: Still Image Data Compression Standard (Digital Multimedia Standards S) Multimedia Storytelling for Digital Communicators in a Multiplatform World Multimedia Foundations: Core Concepts for Digital Design Bitcoin Basics: Cryptocurrency, Blockchain And The New Digital Economy (Digital currency, Cryptocurrency, Blockchain, Digital Economy) Photography: Complete Guide to Taking Stunning,Beautiful Digital Pictures (photography, stunning digital, great pictures, digital photography, portrait ... landscape photography, good pictures) Photography: DSLR Photography Secrets and Tips to Taking Beautiful Digital Pictures (Photography, DSLR, cameras, digital photography, digital pictures, portrait photography, landscape photography) White Space Is Not Your Enemy: A Beginner's Guide to Communicating Visually Through Graphic, Web & Multimedia Design Multimedia Demystified Strategic Writing: Multimedia Writing for Public Relations, Advertising, and More e-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning Videojournalism: Multimedia Storytelling Aim for the Heart; Write, Shoot, Report and Produce for TV and Multimedia Multimedia Fluid Mechanics Handbook of Image and Video Processing (Communications, Networking and Multimedia) Interventional Radiology: A Multimedia Approach (Book with 2 CD-ROM for Windows) Clinical Anesthesia, 8e: Print + Ebook with Multimedia On Thin Ice: Enhanced Multimedia Edition (Figure Skating Mystery Book 2)