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For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Wisdom from the best and the brightest in the industry, this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX. The book covers techniques and solutions all VFX artists/producers/supervisors need to know, from breaking down a script and initial bidding, to digital character creation and compositing of both live-action and CG elements. In-depth lessons on stereoscopic moviemaking, color management and digital intermediates are included, as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively. From predproduction to acquisition to postproduction, every aspect of the VFX production workflow is given prominent coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and lessons from the set, equipping you with everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

The two-volume set LNICST 236-237 constitutes the post-conference proceedings of the 12th EAI International Conference on Communications and Networking, ChinaCom 2017, held in Xi'an, China, in September 2017. The total of 112 contributions presented in these volumes are carefully reviewed and selected from 178 submissions. Aside from the technical paper sessions the book is organized in topical sections on wireless communications and networking, satellite and space communications and networking, big data network track, multimedia communications and smart networking, signal processing and communications, network and information security, advances and trends of V2X networks.

This book provides a comprehensive understanding of the technology architecture, physical facility changes and – most importantly – the new media management workflows and business processes to support the entire lifecycle of the IP broadcast facility from an engineering and workflow perspective. Fully updated, this second edition covers the technological evolutions and changes in the media broadcast industry, including the new standards and specifications for live IP production, the SMPTE ST2110 suite of standards, the necessity of protecting against cyber threats and the expansion of cloud services in opening new possibilities. It provides users with the necessary information for planning, organizing, producing and distributing media for the modern broadcast facility. Key features of this text include: Strategies to implement a cost-effective live and file-based production and distribution system. A cohesive, big-picture viewpoint that helps you identify how to overcome the challenges of upgrading your plant. The impact live production is having on the evolution to IP. Case studies serve as recommendations and examples of use. New considerations in engineering and maintenance of IP and file-based systems. Those in the fields of TV, cable, IT engineering and broadcast engineering will find this book an invaluable resource, as will students learning how to set up modern broadcast facilities and the workflows of contemporary broadcasting.

Along with its interrelated companion volume, *The Content, Impact, and Regulation of Streaming Video*, this book covers the next generation of TV—streaming online video, with details about its present and a broad perspective on the future. It reviews the new technical elements that are emerging, both in hardware and software, their long-term trend, and the implications. It discusses the emerging 'media cloud' of video and infrastructure platforms, and the organizational form of such TV.

This book presents revised selected papers from the 14th International Forum on Digital TV and Wireless Multimedia Communication, IFTC 2017, held in Shanghai, China, in November 2017. The 46 papers presented in this volume were carefully reviewed and selected from 122 submissions. They were organized in topical sections named: image processing; machine learning; quality assessment; social media; telecommunications; video surveillance; virtual reality; computer vision; and image compression.

Mobile multimedia broadcasting compasses a broad range of topics including radio propagation, modulation and demodulation, error control, signal compression and coding, transport and time slicing, system on chip real-time implementation in hardware, software and system levels. The major goal of this technology is to bring multimedia enriched contents to handheld devices such as mobile phones, portable digital assistants, and media players through radio transmission or internet protocol (IP) based broadband networks. Research and development of mobile multimedia broadcasting technologies are now explosively growing and regarded as new killer applications. A number of mobile multimedia broadcasting standards related to transmission, compression and multiplexing now coexist and are being extensively further developed. The development and implementation of mobile multimedia broadcasting systems are very challenging tasks and require the huge efforts of the related industry, research and regulatory authorities so as to bring the success. From an implementation design and engineering practice point of view, this book aims to be the first single volume to provide a comprehensive and highly coherent treatment for multiple standards of mobile multimedia broadcasting by covering basic principles, algorithms, design trade-off, and well-compared implementation system examples. This book is organized into 4 parts with 22 chapters.

"Digital Video and Audio Broadcasting Technology – A Practical Engineering Guide" deals with all the most important digital television, sound radio and multimedia standards such as MPEG, DVB, DVD, DAB, ATSC, T-DMB, DMB-T, DRM and ISDB-T. The book provides an in-depth look at these subjects in terms of practical experience. In addition it contains chapters on the basics of technologies such as analog television, digital modulation, COFDM or mathematical transformations between time and frequency domains. The attention in the respective field under discussion is focussed on aspects of measuring techniques and of measuring practice, in each case consolidating the knowledge imparted with numerous practical examples. This book is directed primarily at the specialist working in the field, on transmitters and transmission equipment, network planning, studio technology,

playout centers and multiplex center technology and in the development departments for entertainment electronics or TV test engineering. Since the entire field of electrical communications technology is traversed in a wide arc, those who are students in this field are not excluded either. The third edition of this well established reference work includes the new formats MPEG-4 and IPTV, and it already gives an outlook to the newest standards like DVB-SH and DVB-T2.

This comprehensive and state-of-the-art approach to video processing gives engineers and students a comprehensive introduction and includes full coverage of key applications: wireless video, video networks, video indexing and retrieval and use of video in speech processing. Containing all the essential methods in video processing alongside the latest standards, it is a complete resource for the professional engineer, researcher and graduate student. Numerous conceptual and numerical examples All the latest standards are thoroughly covered: MPEG-1, MPEG-2, MPEG-4, H.264 and AVC Coverage of the latest techniques in video security "Like its sister volume "The Essential Guide to Image Processing," Professor Bovik's Essential Guide to Video Processing provides a timely and comprehensive survey, with contributions from leading researchers in the area. Highly recommended for everyone with an interest in this fascinating and fast-moving field." —Prof. Bernd Girod, Stanford University, USA * Edited by a leading person in the field who created the IEEE International Conference on Image Processing, with contributions from experts in their fields. * Numerous conceptual and numerical examples *All the latest standards are thoroughly covered: MPEG-1, MPEG-2, MPEG-4, H.264 and AVC. * Coverage of the latest techniques in video security

In this book, the author addresses technologies that are being used in emerging cellular markets. These include GSM/EGPRS and CDMA which are being deployed at a rapid pace, while technologies such as UMTS (3G)/ HSPA (3.5G) which have started to find a place in these high growth markets, are also considered. The book examines other technologies including LTE (3.9G) which have already moved out of research labs into the commercial world. 2G-CDMA is widely used, while further developments, e.g. CDMA2000 are also finding acceptance in the commercial arena. IMS/Convergence is increasingly popular all over the world; UMA, which is deployed mostly in North America; and DVB which is gaining worldwide popularity, especially in South Asia, are all reviewed. Each chapter discusses a different technology and is structured into three parts. The technology is examined at an overview level, first explaining what the technology is and then considering the technical features of the technology. The chapter concludes by looking at the planning/implementation aspects of the technology. Key Features: Useful for all cellular industry professionals as provides an overview of the currently deployed technologies in mass scale, and the forthcoming technologies that are expected to make an impact in the future, such as 4th Generation Cellular Networks. One of the first books on the market to encompass all the major cellular technologies, as well as considering the design and implementation perspective. Wireless Technology will play a key role in uplifting the economies of the Emerging countries globally. Ashok Chandra, Wireless Advisor to Govt. of India

The "digital revolution" of the last two decades has pervaded innumerable aspects of our daily lives and changed our planet irreversibly. The shift from analog to digital broadcasting has facilitated a seemingly infinite variety of new applications—audience interactivity being but one example. The greater efficiency and compression of digital media have endowed broadcasters with a "digital dividend" of spare transmission capacity over and above the requirements of terrestrial broadcasting. The question is, who will use it, and how? Comparing the European experience with that of broadcasters elsewhere in the world, the author sketches the current status of international frequency management, quantifies the value of the "dividend" itself, analyzes the details of the analog-to-digital switchovers already completed, and posits what the future holds for the sector. As we grapple with new devices, inconceivable a mere generation ago, that allow us to access digital media instantly, anywhere and at any time of day, this book is a potent reminder that what we have witnessed so far may be just the first wavering steps along a road whose destination we can only guess at.

This book provides a panoramic overview on wireless communication network technologies and its evolution, namely cellular mobile networks (especially 5G), Wireless Local Area Network (WLAN) and Narrow Band Internet of Things (NB-IoT). With rich experiences in teaching and scientific research, the renowned authors selectively analyze several key technologies that restrict the performance of wireless communication and computer networks. For easy reading, each chapter is illustrated in somewhat the style of lesson plan. The useful reference text will benefit both undergraduate and graduate students in the fields of wireless communication, computer networks, electronic engineering, automatic control, etc.

This book provides a full and comprehensive coverage of video and television technology including the latest developments in display equipment, HDTV and DVD. Starting with TV fundamentals, the bulk of the book covers the many new technologies that are bringing growth to the TV and video market, such as plasma and LCD, DLP (digital light processing), DVD, Blu-ray technology, Digital television, High Definition television (HDTV) and video projection systems. For each technology, a full explanation is provided of its operation and practical application, supported by over 300 diagrams including schematic diagrams of commercially available consumer equipment. Where relevant, testing and fault finding procedures are outlined together with typical fault symptoms supported by photographs. The new edition has a number of useful appendices on microcomputer/microcontroller systems, test instruments, serial buses (I2C and RS 232), teletext and error correction techniques. The book is intended for students of electronics and practicing engineers. In particular, it will be useful for students on vocational courses and service engineers as well as enthusiasts. * The definitive guide to the new technologies transforming the world of television: HDTV, Digital TV, DVD recorders, hard disk recorders, wide-screen CRT, flat screen technologies and others * A practical approach, including troubleshooting and servicing information * Covers UK, European and North American systems

This book constitutes the refereed proceedings of the 12th International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2015, held in Mallorca, Spain, in September 2015. The 30 full papers presented together with 4 short papers were carefully reviewed and selected from numerous submissions. There is a group of papers dressing the big data related to the cooperative work. It includes the information modeling, intensive task management, how to use the cloud technology to foster the cooperation etc. To deal with the social network issues is the topic of another group of papers in this volume. They range from creating programming languages to automate cooperative processes, social network information visualization, and the ranking cooperative research teams by analyzing the social network data.

This book takes China Mobile's "5G +" plan as the mainline, introduces three major scenarios, nine indicators, system architecture and basic principles of 5G, and systematically explains the essence of China Mobile's "5G +" for the first time. A lot of industry use cases and solutions are introduced for 5G to bring new changes to life, industries, and social governance. This book can benefit all readers who are interested in 5G. It also can be a reference for vertical industry partners to fully understand the possible applications of 5G. Most of all, it will help to promote all industries with new developments based on 5G's new kinetic energy.

This book describes the fundamentals of THz communications, spanning the whole range of applications, propagation and channel models, RF transceiver technology, antennas, baseband techniques, and networking interfaces. The requested data rate in wireless communications will soon reach from 100 Gbit/s up to 1 Tbps necessitating systems with ultra-high bandwidths of several 10s of GHz which are available only above 200 GHz. In the last decade, research at these frequency bands has made significant progress, enabling mature experimental demonstrations of so-called THz communications, which are thus expected to play a vital role in future wireless networks. In addition to chapters by leading experts on the theory, modeling, and implementation of THz communication technology, the book also features the latest experimental results and addresses standardization and regulatory aspects. This book will be of interest to both academic researchers and engineers in the telecommunications industry.

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

Get a clear picture of IP Multicast applications for delivering commercial high-quality video services This book provides a concise guide to current IP Multicast technology and its applications, with a focus on IP-based Television (IPTV) and Digital Video Broadcast-Handheld (DVB-H) applications—areas of tremendous commercial interest. Traditional phone companies can use IP Multicast technology to deliver video services over their networks; cell phone companies can use it to stream video to handheld phones and PDAs; and many cable TV companies are considering upgrading to IP technology. In addition to applications in industries seeking to provide high-quality digital video and audio, there are numerous other practical uses: multi-site corporate videoconferencing; broad distribution of financial data, stock quotes, and news bulletins; database replication; software distribution; and content caching (for example, Web site caching). After an introduction that gets readers up to speed on the basics, IP Multicast with Applications to IPTV and Mobile DVB-H: Discusses multicast addressing for payload and payload forwarding Covers routing in a variety of protocols, including PIM-SM, CBT, PIM-DM, DVMRP, and MOSPF Discusses multicasting in IPv6 environments and Multicast Listener Discovery (MLD) Features examples of IP Multicast applications in the IPTV and mobile DVB-H environments Includes reference RFCs and protocols placed in the proper context of a commercial-grade infrastructure for the delivery of robust, entertainment-quality linear and nonlinear video programming This is a concise, compact reference for practitioners who seek a quick, practical review of the topic with an emphasis on the major and most often used aspects of the technology. It serves as a hands-on resource for engineers in the communications industry or Internet design, content providers, and researchers. It's also an excellent text for college courses on IP Multicast and/or IPTV.

Now available in a three-volume set, this updated and expanded edition of the bestselling *The Digital Signal Processing Handbook* continues to provide the engineering community with authoritative coverage of the fundamental and specialized aspects of information-bearing signals in digital form. Encompassing essential background material, technical details, standards, and software, the second edition reflects cutting-edge information on signal processing algorithms and protocols related to speech, audio, multimedia, and video processing technology associated with standards ranging from WiMax to MP3 audio, low-power/high-performance DSPs, color image processing, and chips on video. Drawing on the experience of leading engineers, researchers, and scholars, the three-volume set contains 29 new chapters that address multimedia and Internet technologies, tomography, radar systems, architecture, standards, and future applications in speech, acoustics, video, radar, and telecommunications. This volume, *Video, Speech, and Audio Signal Processing and Associated Standards*, provides thorough coverage of the basic foundations of speech, audio, image, and video processing and associated applications to broadcast, storage, search and retrieval, and communications.

In the field-defining text *TELEVISION PRODUCTION HANDBOOK*, author Herbert Zettl emphasizes how production proceeds in the digital age—from idea to image—and how it moves through the three major phases, from preproduction to production to postproduction. In this context, Zettl describes the necessary tools, considers what they can and cannot do, and explains how they are used to ensure maximum efficiency and effectiveness. This edition features the latest digital equipment and production techniques, including including stereo 3D, 3D camcorders, 4K and 8K digital cinema cameras, portable switchers, LED lighting instruments, and digital lighting control systems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

It is almost impossible to imagine life today without the electronics, communications and networks we have all come to take for granted. The 6G network is currently under development and some chips able to operate at the Terahertz (THz) scale have already been introduced, so the next decade will probably see the consolidation of 6G-based technology, as well as many compliant devices. This book presents the proceedings of the 11th International Conference on Electronics, Communications and Networks (CECNet 2021), initially planned to be held from 18-21 November 2021 in Beijing, China, but ultimately held as an online event due to ongoing COVID-19 restrictions. The CECNet series is now an established annual event attracting participants in the interrelated fields of electronics, computers, communications and wireless communications engineering and technology from around the world. Careful review by program committee members, who took into consideration the breadth and depth of those research topics that

fall within the scope of CECNet, resulted in the selection of the 88 papers presented here from the 325 submissions received. This represents an acceptance rate of around 27%. Providing an overview of current research and developments in these rapidly evolving fields, the book will be of interest to all those working with digital communications networks.

5G is becoming a critically important supporting technology for industrial evolution. The World of 5G series consists of five salient volumes — Internet of Everything, Intelligent Manufacturing, Intelligent Home, Intelligent Transportation, and Intelligent Medicine. Aim to capture new opportunities brought by 5G, this compendium set focuses on the key technologies, requirements, users' experiences, industry applications, and industrial reforms from the perspective of experts, and comprehensively introduces the related knowledge of 5G. These reference volumes inform readers the essences of 5G, potential changes to the development of public life and society brought by 5G, as well as the potential security and risks such as the legal, moral and ethical aspects. The set also prominently reflects the latest business status in different industrial and social fields, and the great changes that follow.

In emergency and disaster scenarios, it is vital to have a stable and effective infrastructure for relaying communication to the public. With the advent of new technologies, more options are available for enhancing communication systems. *Multimedia Services and Applications in Mission Critical Communication Systems* is a comprehensive source of academic research on the challenges and solutions in creating stable mission critical systems and examines methods to improve system architecture and resources. Highlighting innovative perspectives on topics such as quality of service, performance metrics, and intrusion detection, this book is ideally designed for practitioners, professionals, researchers, graduate students, and academics interested in public safety communication systems.

The story of pioneer Daniel Boone's life, told in his voice—a tall tale like no other, startling, funny, poignant, romantic and brawling—set during the American Revolutionary War Here is Daniel Boone as you've never seen him: debut novelist Alix Hawley presents Boone's life, from his childhood in a Quaker colony, through two stints captured by Indians as he attempted to settle Kentucky, the death of a son at the hands of the same Indians and the rescue of a daughter. The prose rivals Hilary Mantel's and Peter Carey's, conveying that sense of being inside the head of a storied historical figure about which much nonsense is spoken while also feeling completely contemporary. Boone was a fabulous hunter and explorer, and a "white Indian," perhaps happiest when he found a place as the captive, adopted son of a chief who was trying to prevent the white settlement of Kentucky. Hawley takes us intimately into the life-and-death survival of people pushing away from security and into Indian lands, despite sense and treaties, just before and into the War of Independence. The love story between Boone and his wife, Rebecca, is rich and tangled, but mostly it's Boone who fascinates, pushing into places where he imagines he can create a new "clean" world, only to find death and trouble and complication. He is a fabulous character, unrivaled in North American literature, and a prime candidate for the tall tale. The storytelling is taut and expert, the descriptions rich and powerful, the prose full of feeling, but Boone is what drives this outstanding debut.

This book gathers high-quality, peer-reviewed research papers presented at the Second International Conference on Computer Science, Engineering and Education Applications (ICCSEEA2019), held in Kiev, Ukraine on 26–27 January 2019, and jointly organized by the National Technical University of Ukraine "Igor Sikorsky Kyiv Polytechnic Institute" and the International Research Association of Modern Education and Computer Science. The papers discuss state-of-the-art topics and advances in computer science; neural networks; pattern recognition; engineering techniques; genetic coding systems; deep learning and its medical applications; and knowledge representation and its applications in education. Given its scope, the book offers an excellent resource for researchers, engineers, management practitioners, and graduate and undergraduate students interested in computer science and its applications in engineering and education.

This book tries to address different aspects and issues related to video and multimedia distribution over the heterogeneous environment considering broadband satellite networks and general wireless systems where wireless communications and conditions can pose serious problems to the efficient and reliable delivery of content. Specific chapters of the book relate to different research topics covering the architectural aspects of the most famous DVB standard (DVB-T, DVB-S/S2, DVB-H etc.), the protocol aspects and the transmission techniques making use of MIMO, hierarchical modulation and lossy compression. In addition, research issues related to the application layer and to the content semantic, organization and research on the web have also been addressed in order to give a complete view of the problems. The network technologies used in the book are mainly broadband wireless and satellite networks. The book can be read by intermediate students, researchers, engineers or people with some knowledge or specialization in network topics.

Your comprehensive guide to Fiber Optics Fundamentals and advancements taking place in this field... Synopsis This book provides solid base in fiber optics communications for B Tech and M Tech students and also for practicing engineers and research scholars in this field. The book contains more than 650 illustrations which give a comprehensive coverage of the technology involved in the fiber optics communications. This book gives an in-depth coverage of: □ Telecommunications fundamentals □ optical fiber transmission characteristics □ optical fiber manufacturing and cables □ Signal degradation (distortion) in optical fibers □ optical fiber nonlinearities and their management □ optical sources and receivers □ optical amplifiers □ SONET/SDH, OTN, DWDM, OFDM and Super Channels □ connectors and couplers □ fiber optic link design □ optical networks and cloud computing □ review of fiber optic sensors and their applications (Fiber optics sensors are altogether a different field in latest sensor technology) □ Advance technologies in fiber optics communications covering FTTH technologies, OTDR, Nanophotonics, Low signal latency in optical fibers and fabrication and simulation of optical fibers and their optical parameters by Opti-Wave software.

THE TELECOMMUNICATIONS HANDBOOK THE TELECOMMUNICATIONS HANDBOOK ENGINEERING GUIDELINES FOR FIXED, MOBILE AND SATELLITE SYSTEMS Taking a practical approach, *The Telecommunications Handbook* examines the principles and details of all the major and modern telecommunications systems currently available to industry and to end-users. It gives essential information about usage, architectures, functioning, planning, construction, measurements and optimization. The structure of the book is modular, giving both overall descriptions of the architectures and functionality of typical use cases, as well as deeper and practical guidelines for telecom professionals. The focus of the book is on current and future networks, and the most up-to-date functionalities of each network are described in sufficient detail for deployment purposes. The contents include an introduction to

each technology, its evolution path, feasibility and utilization, solution and network architecture, and technical functioning of the systems (signaling, coding, different modes for channel delivery and security of core and radio system). The planning of the core and radio networks (system-specific field test measurement guidelines, hands-on network planning advices and suggestions for parameter adjustments) and future systems are also described. With contributions from specialists in both industry and academia, the book bridges the gap between communications in the academic context and the practical knowledge and skills needed to work in the telecommunications industry.

Covering everything from signal processing algorithms to integrated circuit design, this complete guide to digital front-end is invaluable for profession-

al engineers and researchers in the fields of signal processing, wireless communication and circuit design. Showing how theory is translated into practical technology, it covers all the relevant standards and gives readers the ideal design methodology to manage a rapidly increasing range of applications. Step-by-step information for designing practical systems is provided, with a systematic presentation of theory, principles, algorithms, standards and implementation. Design trade-offs are also included, as are practical implementation examples from real-world systems. A broad range of topics is covered, including digital pre-distortion (DPD), digital up-conversion (DUC), digital down-conversion (DDC) and DC-offset calibration. Other important areas discussed are peak-to-average power ratio (PAPR) reduction, crest factor reduction (CFR), pulse-shaping, image rejection, digital mixing, delay/gain/imbalance compensation, error correction, noise-shaping, numerical controlled oscillator (NCO) and various diversity methods.