多媒体进阶-拍照与录像

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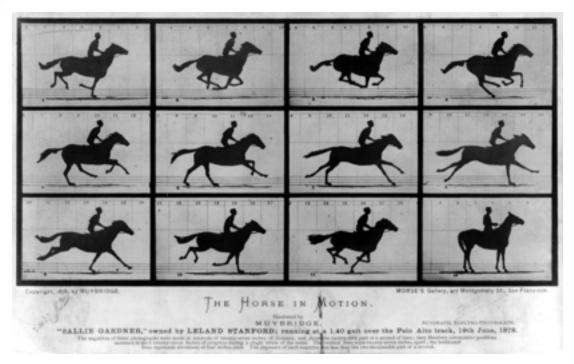


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- □ 从图片到视频
- □ 相机拍照
- □ 最简单的录制
- □ 自定义录制
- □ 课后探索

第一章从图片到视频

电影的诞生





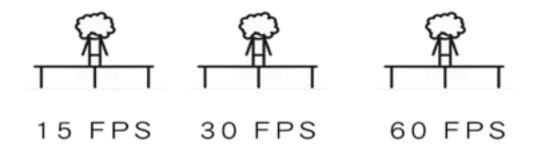
上版 ByteDance字节跳动

电影的先驱:迈布里奇的马,1878

■帧率

每秒的帧数,视觉暂留需要大于24帧,一般都在30帧以

上



□ 分辨率

1080P 指的是1920*1080分辨率,也称为"全高清",表示视频的水平方向有1920个像素,垂直方向有1080个像素。

□ 码率

视频码率就是数据传输时单位时间传送的数据位数,一般我们用的单位是kbps即千位每秒。通俗一点的理解就是取样率,单位时间内取样率越大,精度就越高,处理出来的文件就越接近原始文件。

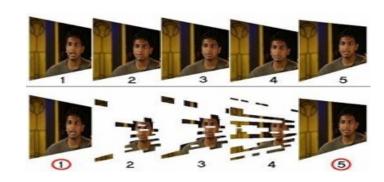
视频大小 = duration 时长(s) x kbps 千位每秒/8 = xx MB

□ 视频的编码

相邻图像之间有冗余,可以压缩成一个关键帧+变化差值

编码格式就是不同的压缩算法: MPEG/H264 (I(关键帧)、

B(双向预测帧)、P(前向预测帧)帧)



□ 视频的封装格式

把视频码流和音频码流按照一定的格式存储在一个文件中,

与编码格式无关。

MP3 MP4 (MPEG 组织-Moving Picture Experts Group,动态

图像专家组)

AVI WAV (Microsoft)

第二章 相机拍照



- □ 拍摄一个自拍照
- □ 显示在屏幕上
- □ 显示图片--ImageView
- □ 吊起拍摄--Button







TAKE PICTURE

步骤一 调起系统相机

- □ 申请权限
 - 1 <uses-permission android:name="android.permission.CAMERA" />
- □ 如何调起相机
 - 1 Intent takePictureIntent = new Intent(MediaStore.ACTION_IMAGE_CAPTURE);
 - 2 startActivityForResult(takePictureIntent, REQUEST_IMAGE_CAPTURE);
- □ 还有那些系统服务
 - □ 从相册选择
 - □ 打电话/发短信
 - □ 查询、新建联系人
 - □ 打开录音机

步骤二 接收数据

□ 接收数据,拿到返回的bitmap,并显示在屏幕上

```
1 @Override
2 protected void onActivityResult(int requestCode, int resultCode, Intent data) {
3    if (requestCode == REQUEST_IMAGE_CAPTURE && resultCode == RESULT_OK) {
4        Bundle extras = data.getExtras();
5        Bitmap imageBitmap = (Bitmap) extras.get("data");
6        mImageView.setImageBitmap(imageBitmap);
7    }
8 }
```

□ 为啥图像这么小?

步骤三 自定义存储路径(一)

□ 申请存储权限

```
1 <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
```

□ 创建文件

步骤三 自定义存储路径(二)

□ 获取content:// URI, 7.0以上手机不允许使用file:// URI跳出应用

步骤三 自定义存储路径(三)

□ 设置存储地址

```
Intent takePictureIntent = new Intent(MediaStore.ACTION_IMAGE_CAPTURE);
imgFile = Utils.getOutputMediaFile(MEDIA_TYPE_IMAGE);
if (imgFile != null) {
    Uri fileUri =
        FileProvider.getUriForFile(this, "com.bytedance.camera.demo", imgFile);
    takePictureIntent.putExtra(MediaStore.EXTRA_OUTPUT, fileUri);
    startActivityForResult(takePictureIntent, REQUEST_IMAGE_CAPTURE);
}
```

步骤四 显示图片

- ❖ 获取view的宽高
- ❖ 获取图片的宽高
- ❖ 计算缩放比例
- ❖ 获取bitmap
- ❖ 显示在屏幕上

```
1 @Override
 2 protected void onActivityResult(int requestCode, int resultCode, Intent data) {
       if (requestCode == REOUEST_IMAGE_CAPTURE && resultCode == RESULT_OK) {
           int targetW = imageView.getWidth();
           int targetH = imageView.getHeight();
           // Get the dimensions of the bitmap
           BitmapFactory.Options bmOptions = new BitmapFactory.Options();
           bmOptions.inJustDecodeBounds = true;
           BitmapFactory.decodeFile(imgFile.getAbsolutePath(), bmOptions);
           int photoW = bmOptions.outWidth;
           int photoH = bmOptions.outHeight;
           // Determine how much to scale down the image
           int scaleFactor = Math.min(photoW / targetW, photoH / targetH);
           // Decode the image file into a Bitmap sized to fill the View
           bmOptions.inJustDecodeBounds = false;
           bmOptions.inSampleSize = scaleFactor;
           bmOptions.inPurgeable = true;
           Bitmap bmp=BitmapFactory.decodeFile(imgFile.getAbsolutePath(), bmOptions);
           imageView.setImageBitmap(bitmap);
22 }
```

步骤五 图片为啥旋转了?

- ❖ 读取图片的旋转角度
- ❖ 在matrix中设置要旋转的角度
- ❖ 旋转图片

```
1 public static Bitmap rotateImage(Bitmap bitmap, String path) throws Exception {
       ExifInterface srcExif = new ExifInterface(path);
       Matrix matrix = new Matrix();
       int angle = 0;
       int orientation = srcExif.getAttributeInt(ExifInterface.TAG_ORIENTATION, ExifIn
   terface.ORIENTATION_NORMAL);
       switch (orientation) {
           case ExifInterface.ORIENTATION_ROTATE_90:
               angle = NUM_90;
               break
           case ExifInterface.ORIENTATION_ROTATE_180:
               angle = NUM_180;
               break:
           case ExifInterface.ORIENTATION_ROTATE_270:
               angle = NUM_270;
               break:
           default:
               break
       matrix.postRotate(angle);
       return Bitmap.createBitmap(bitmap, 0, 0, bitmap.getWidth(), bitmap.getHeight(),
   matrix, true);
21 }
```

随堂练习 (15min)

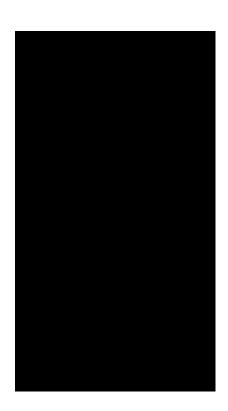
- □ 给自己来个自拍
 - □ 解决权限申请
 - □ 存储到sd卡
 - □ 图片预览方向正确

□ 拓展-在相册中能扫描到自拍照片

第三章 最简单的录制

效果展示

- □ 吊起手机相机录像
- □ 录像显示到屏幕上
- □ 显示视频--VideoView
- □ 吊起相机--Button



步骤一 调起系统相机

□ 申请权限

```
1 <uses-permission android:name="android.permission.CAMERA" />
2 <uses-permission android:name="android.permission.RECORD_AUDIO" />
```

□ 调起相机的录像页面

```
Intent takeVideoIntent = new Intent(MediaStore.ACTION_VIDEO_CAPTURE);
if (takeVideoIntent.resolveActivity(getPackageManager()) != null) {
    startActivityForResult(takeVideoIntent, REQUEST_VIDEO_CAPTURE);
}
```

步骤二 获取返回数据

□ 获取拍摄的视频,并显示在页面上,开始播放

```
1 @Override
2 protected void onActivityResult(int requestCode, int resultCode, Intent intent) {
3    if (requestCode == REQUEST_VIDEO_CAPTURE && resultCode == RESULT_OK) {
4        Uri videoUri = intent.getData();
5        videoView.setVideoURI(videoUri);
6        videoView.start();
7    }
8 }
```

步骤三 查看数据

□ 视频的封装格式

.mp4

□ 视频的分辨率是多大?

720 * 1280

□ 视频的文件大小和录制时长

7.15MB / 8秒

□ 计算视频的码率

7.15 * 1024 * 1024 * 8 / 8 = 7497.3 kbps

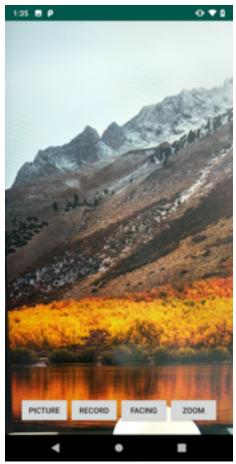
随堂练习 (15min)

- □ 录制一段自拍视频
 - □ 解决权限申请
 - □ 默认存储
 - □ 相机拍摄后在页面上播放
 - □ 点击暂停,再次点击恢复播放

第四章 自定义录制

效果展示

- □ 吊起相机
- □ 屏幕实时显示画面
- □ 拍个照片
- □ 录一段视频
- 实时显示-SurfaceView



lil ByteDance字节跳动

步骤一 获取Camera实例

□ 申请权限

```
1 <uses-permission android:name="android.permission.CAMERA" />
2 <uses-permission android:name="android.permission.RECORD_AUDIO" />
```

□ 一共几个摄像头

Camera.getNumberOfCameras

□ 怎么获取后置摄像头

```
releaseCameraAndPreview();
Camera cam = Camera.open(Camera.CameraInfo.CAMERA_FACING_BACK);
rotationDegree = getCameraDisplayOrientation(position);
cam.setDisplayOrientation(rotationDegree);
```

步骤二 摄像头数据实时显示

□ 用什么控件?

SurfaceView

□ 几个关键类

Camera

SurfaceView

SurfaceHolder

SurfaceHolder.Callback

```
Camera mCamera = getCamera();
   SurfaceView mSurfaceView = findViewById(R.id.img);
   SurfaceHolder surfaceHolder = mSurfaceView.getHolder();
 surfaceHolder.setType(SurfaceHolder.SURFACE_TYPE_PUSH_BUFFERS);
 5 surfaceHolder.addCallback(new SurfaceHolder.Callback() {
       @Override
       public void surfaceCreated(SurfaceHolder holder) {
           mCamera.setPreviewDisplay(holder);
           mCamera.startPreview();
       @Override
       public void surfaceChanged(SurfaceHolder holder, int format, int w, int h) {}
       @Override
       public void surfaceDestroyed(SurfaceHolder holder) {
           mCamera.stopPreview();
           mCamera.release();
           mCamera = null;
19 });
```

步骤三 拍摄一张实时照片

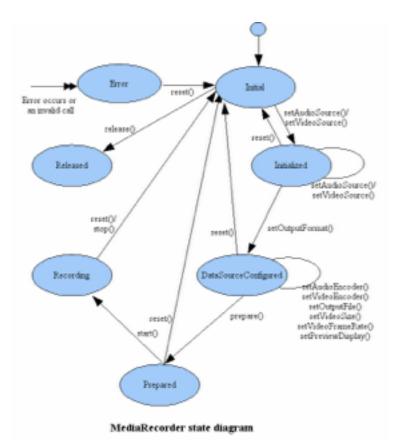
□ 怎么用 camera api 拍照

mCamera.takePicture(null, null, mPicture)

□ 拍照后继续预览

```
private Camera.PictureCallback mPicture = (data, camera) -> {
       File pictureFile = getOutputMediaFile(MEDIA_TYPE_IMAGE);
       try {
           FileOutputStream fos = new FileOutputStream(pictureFile);
           fos.write(data);
           fos.close();
       } catch (IOException e) {
           Log.d("mPicture", "Error accessing file: " + e.getMessage());
       mCamera.startPreview();
11 };
```

步骤四 认识MediaRecorder



步骤五 开始录制(按部就班)

- Unlock the Camera
- □ Configure MediaRecorder
 - □ setCamera()
 - ☐ setAudioSource()
 - setVideoSource()
 - ☐ setProfile
 - setOutputFile()
 - setPreviewDisplay()
- Prepare MediaRecorder
- Start MediaRecorder

```
mMediaRecorder = new MediaRecorder();
 2 // Step 1: Unlock and set camera to MediaRecorder
   mCamera.unlock();
 4 mMediaRecorder.setCamera(mCamera);
5 // Step 2: Set sources
 6 mMediaRecorder.setAudioSource(MediaRecorder.AudioSource.CAMCORDER);
   mMediaRecorder.setVideoSource(MediaRecorder.VideoSource.CAMERA);
 8 // Step 3: Set a CamcorderProfile (requires API Level 8 or higher)
   mMediaRecorder.setProfile(CamcorderProfile.get(CamcorderProfile.QUALITY_HIGH));
10 // Step 4: Set output file
   mMediaRecorder.setOutputFile(getOutputMediaFile(MEDIA_TYPE_VIDEO).toString());
12 // Step 5: Set the preview output
   mMediaRecorder.setPreviewDisplay(mSurfaceView.getHolder().getSurface());
  mMediaRecorder.setOrientationHint(rotationDegree);
15 // Step 6: Prepare configured MediaRecorder
16 try {
       mMediaRecorder.prepare();
       mMediaRecorder.start();
      catch (Exception e) {
       releaseMediaRecorder();
       return false;
22 )
```

步骤六 结束录制 (按部就班)

- Stop MediaRecorder
- → Reset MediaRecorder
- ☐ Release MediaRecorder
- Lock the Camera

```
1 mMediaRecorder.stop();
2 mMediaRecorder.reset();
3 mMediaRecorder.release();
4 mMediaRecorder = null;
5 mCamera.lock();
```

随堂练习 (30min)

- □ 录制一段教室内的视频
 - □ 解决权限申请
 - □ 存储到sd卡
 - □ 视频预览正确
 - □ 视频存储后。预览正确
- □ 拓展-在相册中能扫描到该视频

第五章 课后探索

课后探索

- □ 探索-实时变焦
- □ 探索-开启闪光灯
- □ 探索-延时拍摄
- □ 探索-录制暂停和恢复,分段录制

参考文献

- □ https://developer.android.com/training/camera/videobasics
- https://developer.android.com/guide/topics/media/camera
- → https://blog.csdn.net/feiduclear_up/article/details/51968975

作业上交

- 使用 github 托管你的项目
- 发邮件
 - 发给: jerry.tao@bytedance.com
 - 标题: 浙大Android课设-多媒体进阶
 - 内容: 你的姓名、学号和项目地址

