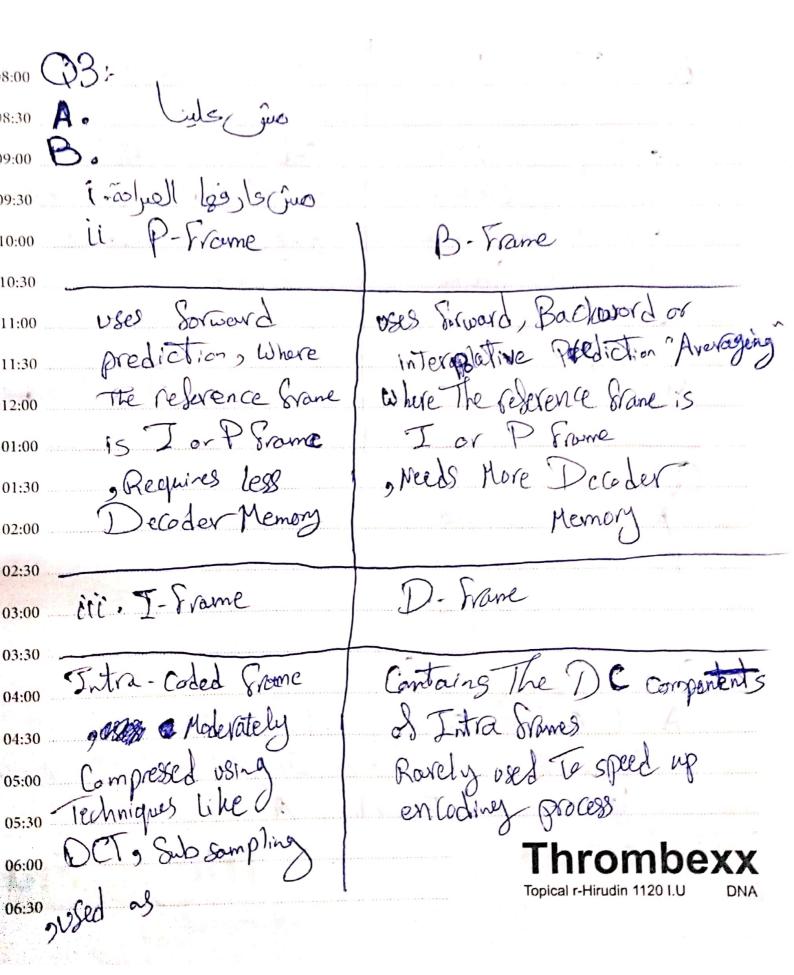
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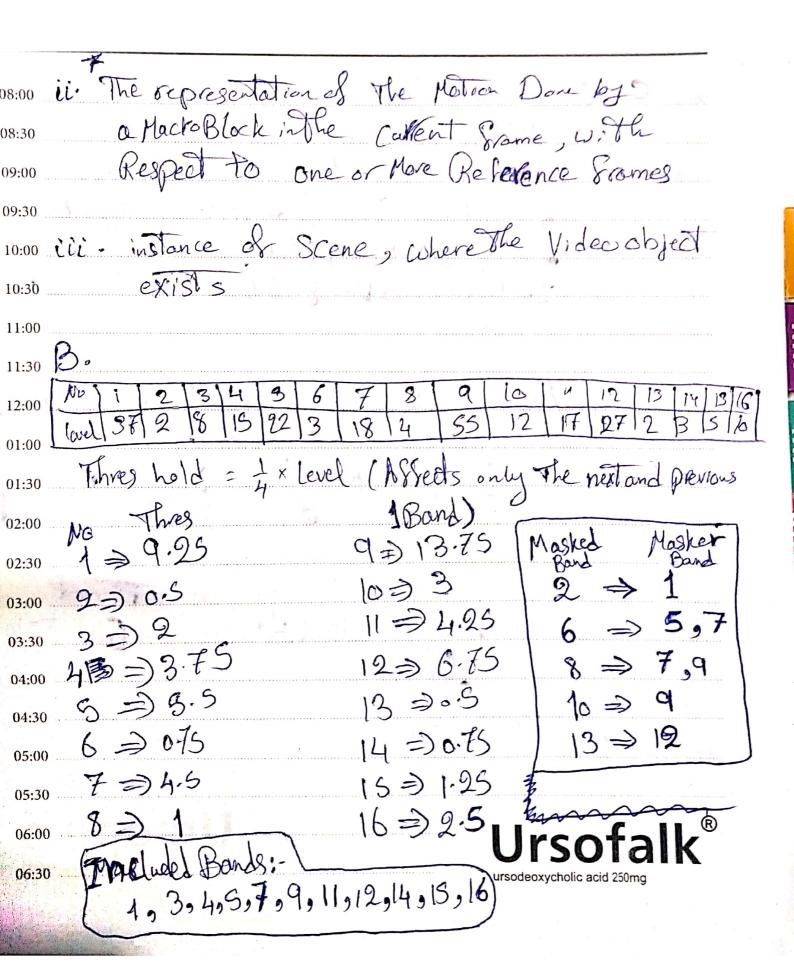
08:00 Q21 Digital video Standards is well sorgo						
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04.20		4.				

perceptual Acadio encoding julio isc Threshold of Hearing: The least sound that Humans Can Hear Trouves based on frequency of Sound, with the lowest value between 1-5 kHz brequency Masking + if a tone or Frequency Band Has High enough Intensity/Power, it can Mask other Neighboring Tones, either partially, or Completely Hidingstern Humans won't Hearthem The higher the intensity, The Higher. The Masking Threshold Temporal Masking: if atone or Frequency Band Has
High enough Intensity/Power, I can Mosk other tones That Come Afterwords "The Tone is high enough That Hamans can't Hear other Sounds Sora while. The Masking if is for about 500 msec, its Threshold Decreases as Time Wasses. Salofalk® Mesalazine 500mg

ii. Based on experiments, it has been found Their The "Silence" of Threshold of Heaving Varies based on The Frequency of the Sound Played , where the lowest three hold exists @ 1 0 5 kHz. The experiments commed to 10 watts/m2 do be the lowest intensity a human Can Hear The Audio is Split first into 32 Freq. Bands , Where iii . Thresholding/Masking helps reduce bits as follows; follows i 1. The Completely Maghed Bonds won't be heard a So They won't be sent in the first place 2. The partally Moshed Bands will not be Sent completely, only the Disserve between Their intensity & The masking Thres hold respectively reducing The Bits required Some for Temporal Masking الوفيك حيل مشرح الشرح Thrombexx



08:00 iv. Into Coding	ter Goding
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09:30 Block separately >	with Motion Vectors
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0400 Q5: 2 Distance 1016	
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05:00 Descrete ones by A	proximating Them to the nearcost
asso level a need for Tonie	Aproximating Them to the nearest
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c. i. lipe just to Describe the Multimedia context in side the Video of oseful for Query or Filtering Agents of Smill Line Format.

Includes Table of contexts, Still Images getc.

MPEG-71 used for File Faither Compressed

The video, As well as including the
Concept of Audio/Video Objects and
Partitioning Scene into Arbitrary shaped

areas, used in interactive Graphics
Applications, Digital T.V.

Culo Jus