



Streaming Media: Technologies, Standards, Applications

By Tobias Kunkel

John Wiley and Sons Ltd. Paperback. Book Condition: new. BRAND NEW, Streaming Media: Technologies, Standards, Applications, Tobias Kunkel, A technical introduction to streaming media for developers. Streaming technologies, such as HTTP or QuickTime, facilitate the transmission of audio and video data in networks. Businesses are turning to Internet-based multimedia communication, whether the goal is videoconferencing, distance learning, telemedicine, or real-time entertainment broadcasts. Streaming Media is a complete guide to the technical principles, protocols, and applications underlying this technology. With its clear, accessible coverage on compression and coding, storage and communication of the full range of digital media types, the book offers unparalleled coverage of the field's current innovations and standards. Describes how streaming media content is produced and coded for optimal transmission. Extensive and detailed real-world examples. Accompanying CD-ROM includes tools to get readers started immediately.



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