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Designed as the foundation text in multimedia, this book covers basic principles of each media type - text, graphics, audio, animation and video - describing their digitization and progressing onto issues that arise when media are combined; interaction provided by scripting and multimedia distributed over networks - principally the web.

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Nigel Chapman. Dr. Nigel Chapman is an internationally respected author of major textbooks and professional books on Web design, digital media and programming languages, and is a Web and multimedia applications developer and Web designer. A graduate of Cambridge University, Nigel Chapman has taught and studied at several of the world's best universities.

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Digital Multimedia 3rd edition Nigel Chapman and Jenny Chapman © 2009 Published by John Wiley & Sons, Ltd. The material in this sampler provides an indication of the content, style and teaching and learning features in the fully revised and re-illustrated 3rd edition of Digital Multimedia. We have included short excerpts from most chapters.

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A new edition of the bestselling book that covers the basic principles of digital multimedia Digital multimedia combines text, graphics, video, animation, sound, and other components and presents endless options and potential for computer users. This new edition of a perennial bestseller serves as an ideal foundation to the basic principles of each media type and describes their digitization and the possibilities that exist when different media elements are combined. Offering completely revised and rewritten material, the book features an emphasis on Web/Flash and provides in-depth coverage of

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MPEG4 and DVD in accordance with current trends. Offers a clear, easy-to-understand introduction to digital multimedia and examines the elements that comprise it, including text, graphics, video, animation, sound, and more Walks you through the fundamentals and basic principles of digital multimedia Looks at vector graphics, bitmapped images, hypermedia, interactivity, accessibility, and scripting Explores the possibilities that exist when various media are combined With this new edition by your side, you'll quickly discover how to make the most of every aspect of digital multimedia!

Digital Media Tools is a clearly focussed introduction to the major software tools used for creating digital graphics, multimedia and Web pages. There are substantial chapters on each of the industry-leading applications such as Photoshop or Flash, plus an introductory chapter on the common interface elements. Readers will acquire a basic fluency with these important tools, learn what they do best and what their limitations are. The book is lavishly illustrated throughout, and files are provided on the supporting web site for students to work through all the major examples themselves. The approach is highly practical and founded in the authors' extensive experience with these tools, but also supported by a thorough understanding and explanation of the technical and theoretical issues underpinning their use. Digital Media Tools is designed to be the perfect practical companion text to the authors' latest course Web Design: A Complete Introduction. This edition brings this very successful book up to date and provides information on the latest versions of Photoshop, Flash, Illustrator and Dreamweaver, along with new coverage of Bridge. This 3rd edition introduces a wide range of new teaching and learning features both in the book itself and on the new supporting Web site www.digitalmediatools.org

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Simply the best introduction to all aspects of the design and development of successful Web sites. As the World Wide Web has matured, the need for high quality education in all aspects of Web design has become widely acknowledged. This book is a core text for undergraduate and masters courses that provides a complete introduction to every aspect of the building of Web pages and Web sites. A complete understanding of the basics of all aspects of Web design is essential to the development of good practice. Starting from a review of Web experiences, the text provides a deep and thorough introduction to Web technology, markup, stylesheets, Web graphics, Web animation and embedded video, client-side scripting, Web applications, usability, accessibility, page design and site design. At all times, the focus remains on good practice, underpinned by sound principles, in the context of the real World Wide Web. Full coverage of the essential technologies is provided: HTTP, XHTML, CSS, Javascript and the DOM, and the use of Web Standards is emphasized throughout as an essential part of the authors' forward-looking approach. Some elementary programming knowledge is required for use of this text. Suitable for course use or self-study, this comprehensive introduction represents a complete overview of the practice of Web design, providing clear summaries and a wealth of exercises and short practical assignments, as well as a valuable survey of the most popular software tools used in Web design. An extensive glossary and a wide range of other supplementary material are provided on the

supporting Web site.

A short book in the "Web Security Topics" series for Web developers, by the well-known authors Nigel and Jenny Chapman. Web applications manipulate resources in response to requests from users. It is often necessary to determine whether a requested operation should be allowed for the user who sent the request. This process of authorization - that is, deciding whether an application should be allowed to carry out the operation which a request from a particular user or program calls for - depends on, but is separate from, the process of authentication. Authentication means determining the identity of the user or program sending the request. This is usually done by maintaining user accounts, protected by passwords, and by requiring users to log in. Written for professional and student Web developers, this book provides a clear and practical description of authentication and authorization for Web sites. Secure methods of storing users' account details are described, with special emphasis on the secure storage of passwords. The authors explain different methods of authentication, and techniques for applying authorization to requests from authenticated users. A simple application, written in JavaScript and built on the Express framework, is developed throughout the book to demonstrate the principles. The source code is provided via the companion site websecuritytopics.info. Topics covered include hashing and salting passwords for secure storage, using CAPTCHAs to prevent the creation of bogus accounts, resetting passwords, session-based authentication and attacks against sessions, HTTP authentication, OpenId, authorization based on user accounts, role-based authorization, and OAuth. Notes on relevant topics in cryptography are also included. Clear key points provide useful summaries at the end of each section, and technical terms are defined in a 16-page glossary.

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Digital Media Tools is a clearly focussed introduction to the major software tools used for creating digital graphics, multimedia and Web pages. There are substantial chapters on each of the industry-leading applications such as Photoshop or Flash, plus an introductory chapter on the common interface elements. Readers will acquire a basic fluency with these important tools, learn what they do best and what their limitations are. The book is lavishly illustrated throughout, and files are provided on the supporting web site for students to work through all the major examples themselves. The approach is highly practical and founded in the authors' extensive experience with these tools, but also supported by a thorough understanding and explanation of the technical and theoretical issues underpinning their use. Digital Media Tools is designed to be the perfect practical companion text to the authors' latest course Web Design: A Complete Introduction. This edition brings this very successful book up to date and provides information on the latest versions of Photoshop, Flash, Illustrator and Dreamweaver, along with new coverage of Bridge. This 3rd edition introduces a wide range of new teaching and learning features both in the book itself and on the new supporting Web site www.digitalmediatools.org

This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud

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computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

This text deals with signal processing as an important aspect of electronic communications in its role of transmitting information, and the language of its expression. It develops the required mathematics in an interesting and informative way, leading to confidence on the part of the reader. The first part of the book focuses on continuous-time models, and contains chapters on signals and linear systems, and on system responses. Fourier methods, so vital in the study of information theory, are developed prior to a discussion of methods for the design of analogue filters. The second part of the book is directed towards discrete-time signals and systems. There is full development of the z - and discrete Fourier transforms to support the chapter on digital filter design. All preceding material in the book is drawn together in the final chapter on some important aspects of speech processing which provides an up-to-date example of the use of the theory. Topics considered include a speech production model, linear predictive filters, lattice filters and cepstral analysis, with application to recognition of non-nasal voiced speech and formant estimation. In addition to course requirement for undergraduates studying electrical engineering, applied mathematics, and branches of computer science involving such signal processing as speak synthesis, computer vision and robotics, this book should provide a valuable reference source for post-graduate research work in industry and academia. An elementary knowledge of algebra (e.g. partial fractions) is a prerequisite, and also calculus including differential equations. A knowledge of complex numbers and of the basic concept of a function of a complex variable is also needed. Deals with signal processing as an important aspect of electronic communications in its role of transmitting information,

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and the language of its expression Topics considered include a speech production model, linear predictive filters, lattice filters and cepstral analysis, with application to recognition of non-nasal voiced speech and formant estimation

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