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ONKYO Joins HEVC Advance to Expand HEVC/H.265 Video Compression Technology
In response to this need, Renesas has developed and commercialized hardware IP that implements 4K2K video processing with support for the new HEVC/H.265 high-efficiency encoding ... in the development ...

Renesas Electronics Releases HEVC/H.265 Video Codec Hardware IP as Part of Expansion of Licensing Business

With the exception of the first few months of my career—when I programmed racks of multimedia slide projectors to a cue track on a reel-to-reel tape, before convincing my boss to get a Pro Tools 442 ...

Beyond Software: Hardware Processing for Streaming at Scale

H.265 / HEVC, VP-9, AV1 and SHVC 4K60@10bit all in hardware. Audio support for Dolby Atmos and DTS Virtual X is also inherent. And, while the maximum native resolution of the 01 is 1080p, the SoC ...

JMGO O1 Ultra-short Throw Projector review

The SoC comes ... (AVC), H.265 (HEVC) VP8 and VP9 playback. It also comes with Hexagon Voice Assistant Accelerator for hardware-accelerated voice signal processing, Qualcomm Aqstic audio codec ...

Qualcomm Snapdragon 768G announced, offers 15% faster CPU and GPU performance compared to 765G

H.265 / HEVC, VP-9, AV1 and SHVC 4K60@10bit all in hardware. Audio support for Dolby Atmos and DTS Virtual X is also inherent. And, while the maximum native resolution of the 01 is 1080p, the SoC ...

JMGO O1 Ultra-short Throw Projector

The purest expression of this is the C.H.I.P., the \$9 single board Linux computer that made waves simply for how inexpensive it is. The Raspberry Pi Zero is even cheaper, and looking at the spec ...

The \$5 Raspberry Pi Zero

Then came the clones, the knockoffs, and everyone else who wanted a piece of the game. The C.H.I.P., a \$9 or \$8 computer, announced in May of last year. It ' s only beginning to ship to ...

Introducing The Raspberry Pi 3

Qualcomm ' s had a busy 18 months and shows no signs of relenting. The chip-maker has now revealed its latest SoC, the Snapdragon 690, and it ' s designed with the sole purpose of bringing 5G to cheaper ...

Snapdragon 690 Revealed: Qualcomm ' s Plan For Cheap 5G Phones...

Application areas include speech, audio, image and video processing for computer vision, communications, biological testing and diagnostics, artificial intelligence (AI), Voice-over-IP networking. The ...

CHAPTER 11: Department of Electrical and Computer Engineering

Primary camera 48 MP (f/1.8, rear) + 50 MP (f/2.2, ultra-wide) + 8 MP (f/2.4, telephoto) + 2 MP (Monochrome) Quad Camera with LED Flash 50 MP (f/1.75, rear) + 12 MP (f/2.2, ultra-wide) + 12 MP (f ...

OnePlus 9 Pro 5G

H.265 / HEVC, VP-9, AV1 and SHVC 4K60@10bit all in hardware. Audio support for Dolby Atmos and DTS Virtual X is also inherent. And, while the maximum native resolution of the 01 is 1080p, the SoC ...

Optimal Audio and Video Reproduction at Home is a comprehensive guide that will help every reader set up a modern audio-video system in a small room such as a home theater or studio control room. Verdult covers everything the reader needs to know to optimize the reproduction of multichannel audio and high-resolution video. The book provides concrete advice on equipment setup, display calibration, loudspeaker positioning, room acoustics, and much more. Detailed, easy-to-grasp explanations of the underlying principles ensure the reader will make the right choices, find alternatives, and separate the rigid from the more

flexible requirements to achieve the best possible results.

Video is the main driver of bandwidth use, accounting for over 80 per cent of consumer Internet traffic. Video compression is a critical component of many of the available multimedia applications, it is necessary for storage or transmission of digital video over today ' s band-limited networks. The majority of this video is coded using international standards developed in collaboration with ITU-T Study Group and MPEG. The MPEG family of video coding standards begun on the early 1990s with MPEG-1, developed for video and audio storage on CD-ROMs, with support for progressive video. MPEG-2 was standardized in 1995 for applications of video on DVD, standard and high definition television, with support for interlaced and progressive video. MPEG-4 part 2, also known as MPEG-2 video, was standardized in 1999 for applications of low- bit rate multimedia on mobile platforms and the Internet, with the support of object-based or content based coding by modeling the scene as background and foreground. Since MPEG-1, the main video coding standards were based on the so-called macroblocks. However, research groups continued the work beyond the traditional video coding architectures and found that macroblocks could limit the performance of the compression when using high-resolution video. Therefore, in 2013 the high efficiency video coding (HEVC) also known and H.265, was released, with a structure similar to H.264/AVC but using coding units with more flexible partitions than the traditional macroblocks. HEVC has greater flexibility in prediction modes and transform block sizes, also it has a more sophisticated interpolation and de blocking filters. In 2006 the VC-1 was released. VC-1 is a video codec implemented by Microsoft and the Microsoft Windows Media Video (VMW) 9 and standardized by the Society of Motion Picture and Television Engineers (SMPTE). In 2017 the Joint Video Experts Team (JVET) released a call for proposals for a new video coding standard initially called Beyond the HEVC, Future Video Coding (FVC) or known as Versatile Video Coding (VVC). VVC is being built on top of HEVC for application on Standard Dynamic Range (SDR), High Dynamic Range (HDR) and 360 ° Video. The VVC is planned to be finalized by 2020. This book presents the new VVC, and updates on the HEVC. The book discusses the advances in lossless coding and covers the topic of screen content coding. Technical topics discussed include: Beyond the High Efficiency Video CodingHigh Efficiency Video Coding encoderScreen contentLossless and visually lossless coding algorithmsFast coding algorithmsVisual quality assessmentOther screen content coding algorithmsOverview of JPEG Series

High Efficiency Video Coding and Other Emerging Standards provides an overview of high efficiency video coding (HEVC) and all its extensions and profiles. There are nearly 300 projects and problems included, and about 400 references related to HEVC alone. Next generation video coding (NGVC) beyond HEVC is also described. Other video coding standards such as AVS2, DAALA, THOR, VP9 (Google), DIRAC, VC1, and AV1 are addressed, and image coding standards such as JPEG, JPEG-LS, JPEG2000, JPEG XR, JPEG XS, JPEG XT and JPEG-Pleno are also listed. Understanding of these standards and their implementation is facilitated by overview papers, standards documents, reference software, software manuals, test sequences, source codes, tutorials, keynote speakers, panel discussions, reflector and ftp/web sites – all in the public domain. Access to these categories is also provided.

This book provides developers, engineers, researchers and students with detailed knowledge about the High Efficiency Video Coding (HEVC) standard. HEVC is the successor to the widely successful H.264/AVC video compression standard, and it provides around twice as much compression as H.264/AVC for the same level of quality. The applications for HEVC

will not only cover the space of the well-known current uses and capabilities of digital video – they will also include the deployment of new services and the delivery of enhanced video quality, such as ultra-high-definition television (UHDTV) and video with higher dynamic range, wider range of representable color, and greater representation precision than what is typically found today. HEVC is the next major generation of video coding design – a flexible, reliable and robust solution that will support the next decade of video applications and ease the burden of video on world-wide network traffic. This book provides a detailed explanation of the various parts of the standard, insight into how it was developed, and in-depth discussion of algorithms and architectures for its implementation.

The two-volume set LNCS 10735 and 10736 constitutes the thoroughly refereed proceedings of the 18th Pacific-Rim Conference on Multimedia, PCM 2017, held in Harbin, China, in September 2017. The 184 full papers presented were carefully reviewed and selected from 264 submissions. The papers are organized in topical sections on: Best Paper Candidate; Video Coding; Image Super-resolution, Deblurring, and Dehazing; Person Identity and Emotion; Tracking and Action Recognition; Detection and Classification; Multimedia Signal Reconstruction and Recovery; Text and Line Detection/Recognition; Social Media; 3D and Panoramic Vision; Deep Learning for Signal Processing and Understanding; Large-Scale Multimedia Affective Computing; Sensor-enhanced Multimedia Systems; Content Analysis; Coding, Compression, Transmission, and Processing.

A unique, top-down treatment of the principles and practice of signal processing used in real mobile communications systems.

The recent explosion of digital media, online networking, and e-commerce has generated great new opportunities for those Internet-savvy individuals who see potential in new technologies and can turn those possibilities into reality. It is vital for such forward-thinking innovators to stay abreast of all the latest technologies. *Web-Based Services: Concepts, Methodologies, Tools, and Applications* provides readers with comprehensive coverage of some of the latest tools and technologies in the digital industry. The chapters in this multi-volume book describe a diverse range of applications and methodologies made possible in a world connected by the global network, providing researchers, computer scientists, web developers, and digital experts with the latest knowledge and developments in Internet technologies.

This book is intended to attract the attention of practitioners and researchers in academia and industry interested in challenging paradigms of image and video coding algorithms with an emphasis on recent technological developments. All the chapters are well demonstrated by various researchers around the world covering the field of image and video processing. This book highlights the current research in the image and video processing area such as image fusion, image segmentation and classification, image compression, machine vision algorithms and video compression. The entire work available in the book is mainly focusing on researchers who can do quality research in the area of image and video processing and related fields. Each chapter is an independent research which will definitely motivate the young researchers to ponder into. These eleven chapters available in five sections will be an eye-opener for all who are doing systematic research in these fields.

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