

# H264 Webcam 382

S. R. Vijayalakshmi,S. Muruganand

**Video Over IP** Wes Simpson,2013-06-26 Video Over IP gives you everything you need to know to choose from among the many ways of transferring your video over a network. The information is presented in an easy to read format, with comparison charts provided to help you understand the benefits and drawbacks of different technologies for a variety of practical applications. This new edition is expanded to fully cover HD and wireless technologies and new case studies. Whether your background is video, networking, broadcast, or telecommunications, you will benefit from the breadth of coverage that this book provides. Real-life application examples give readers successful examples of a variety of Video over IP networks that are up and running today.

**A Practical Guide to Video and Audio Compression** Cliff Wootton,2005-04-28 Learn all about Codecs--how they work, as well as design and implementation with this comprehensive, easy-to-use guide to compression. After reading this book, you will be able to prepare and distribute professional audio and video on any platform including streamed to the web, broadcast on-air, stored in PVRs, Burned onto CD-ROMs or DVDs, delivered by broadband, or viewed in Kiosk applications, PDA devices, and mobile phones.

**Mike Meyers' CompTIA A+ Guide to 801 Managing and Troubleshooting PCs, Fourth Edition (Exam 220-801)** Mike Meyers,2012-12-11 Essential Skills for a Successful IT Career Written by the leading authority on CompTIA A+ certification and training, this instructive, full-color guide will help you pass CompTIA A+ exam 220-801 and become an expert PC technician. Mike Meyers' CompTIA A+ Guide to 801: Managing and Troubleshooting PCs, Fourth Edition is completely up to date with the new CompTIA A+ standards. Inside, you'll find helpful on-the-job tips, end-of-chapter practice questions, and hundreds of photographs and illustrations. End-of-chapter solutions and answers are only available to instructors and do not appear in the book. Learn how to: Work with CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components Work with PCs safely using the proper tools Install and configure hard drives Manage input devices and removable media Install video and multimedia cards Install and configure wired and wireless networks Connect to the Internet Manage and maintain portable PCs Install, configure, and manage printers Protect your PC and your network Build and customize specialized PCs Electronic content features: Practice exams for 801 with hundreds of questions An "Introduction to CompTIA A+" video by Mike Meyers Links to Mike's latest favorite shareware and freeware PC tools and utilities Each chapter includes: Learning objectives Photographs and illustrations Real-world examples Try This! and Cross Check exercises Key terms highlighted Tech Tips, Notes, and Warnings Exam Tips End-of-chapter quizzes and lab projects

**High Dynamic Range Video** Frédéric Dufaux,Patrick Le Callet,Rafal Mantiuk,Marta Mrak,2016-04-27 At the time of rapid technological progress and uptake of High Dynamic Range (HDR) video content in numerous sectors, this book provides an overview of the key supporting technologies, discusses the effectiveness of various techniques, reviews the initial standardization efforts and explores new research directions in all aspects involved in HDR video systems. Topics addressed include content acquisition and production, tone mapping and inverse tone mapping operators, coding, quality of experience, and display technologies. This book also explores a number of applications using HDR video technologies in the automotive industry, medical imaging, spacecraft imaging, driving simulation and watermarking. By covering general to advanced topics, along with a broad and deep analysis, this book is suitable for both the researcher new or familiar to the area. With this book the reader will: Gain a broad understanding of all the elements in the HDR video processing chain Learn the most recent results of ongoing research Understand the challenges and perspectives for HDR video technologies Covers a broad range of topics encompassing the whole processing chain in HDR video systems, from acquisition to display Provides a comprehensive overview of this fast emerging topic Presents upcoming applications taking advantages of HDR

**The Social Media Bible** ,2018

Embedded Vision S. R. Vijayalakshmi,S. Muruganand,2019-08-15 An introductory guide for anyone who is interested in designing machines that have vision-enabled, embedded products, this book covers topics encountered in hardware architecture, software algorithms, applications, advancements in processors and sensors. --

Building Bots with Microsoft Bot Framework Kishore Gaddam,2017-05-31 Build intelligent and smart conversational interfaces using Microsoft Bot Framework About This Book Develop various real-world intelligent bots from scratch using Microsoft Bot Framework Integrate your bots with most popular conversation platforms such as Skype, Slack, and Facebook Messenger Flaunt your bot building skills in your organization by thoroughly understanding and implementing the bot development concepts such as messages (rich text and pictures), dialogs, and third-party authentication and calling Who This Book Is For This book is for developers who are keen on building powerful services with great and interactive bot interface. Experience with C# is needed. What You Will Learn Set up a development environment and install all the required software to get started programming a bot Publish a bot to Slack, Skype, and the Facebook Messenger platform Develop a fully functional weather bot that communicates the current weather in a given city Help your bot identify the intent of a text with the help of LUIS in order to make decisions Integrate an API into your bot development Build an IVR solution Explore the concept of MicroServices and see how MicroServices can be used in bot development Develop an IoT project, deploy it, and connect it to a bot In Detail Bots help users to use the language as a UI and interact with the applications from any platform. This book teaches you how to develop real-world bots using Microsoft Bot Framework. The book starts with setting up the Microsoft Bot Framework development environment and emulator, and moves on to building the first bot using Connector and Builder SDK. Explore how to register, connect, test, and publish your bot to the Slack, Skype, and Facebook Messenger platforms. Throughout this book, you will build different types of bots from simple to complex, such as a weather bot, a natural speech and intent processing bot, an Interactive Voice Response (IVR) bot for a bank, a facial expression recognition bot, and more from scratch. These bots were designed and developed to teach you concepts such as text detection, implementing LUIS dialogs, Cortana Intelligence Services, third-party authentication, Rich Text format, Bot State Service, and microServices so you can practice working with the standard development tools such as Visual Studio, Bot Emulator, and Azure. Style and approach This step-by-step guide takes a learn-while-doing approach, delivering the practical knowledge and experience you need to design and build real-world Bots. The concepts come to you on an as-needed basis while developing a bot so you increase your programming knowledge and experience at the same time.

Exploring BeagleBone Derek Molloy,2014-12-05 In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

**HTML5 Canvas** Steve Fulton,Jeff Fulton,2013-04-11 Flash is fading fast as Canvas continues to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to draw, render text, manipulate images, and create animation—all in the course of building an interactive web game throughout the book. Updated for the latest

implementations of Canvas and related HTML5 technologies, this edition includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development. Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and manipulate video, and add audio Build a basic framework for creating a variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile: build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications

**The Internet of Things: Do-It-Yourself at Home Projects for Arduino, Raspberry Pi and BeagleBone Black** Donald Norris,2015-01-30 Build and program projects that tap into the Internet of Things (IoT) using Arduino, Raspberry Pi, and BeagleBone Black! This innovative guide gets you started right away working with the most popular processing platforms, wireless communication technologies, the Cloud, and a variety of sensors. You'll learn how to take advantage of the utility and versatility of the IoT and connect devices and systems to the Internet using sensors. Each project features a list of the tools and components, how-to explanations with photos and illustrations, and complete programming code. All projects can be modified and expanded, so you can build on your skills. The Internet of Things: DIY Projects with Arduino, Raspberry Pi, and BeagleBone Black Covers the basics of Java, C#, Python, JavaScript, and other programming languages used in the projects Shows you how to use IBM's Net Beans IDE and the Eclipse IDE Explains how to set up small-scale networks to connect the projects to the Internet Includes essential tips for setting up and using a MySQL database. The fun, DIY projects in the book include: Raspberry Pi home temperature measurements Raspberry Pi surveillance webcams Raspberry Pi home weather station Arduino garage door controller Arduino irrigation controller Arduino outdoor lighting controller Beaglebone message panel Beaglebone remote control SDR Machine-to-machine demonstration project

**Fundamentals of Multimedia** Ze-Nian Li,Mark S. Drew,Jiangchuan Liu,2014-04-09 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 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.

Multiple View Geometry in Computer Vision Richard Hartley,Andrew Zisserman,2004-03-25 A basic problem in computer vision is to understand the structure of a real world scene given several images of it. Techniques for solving this problem are taken from projective geometry and photogrammetry. Here, the authors cover the geometric principles and their algebraic representation in terms of camera projection matrices, the fundamental matrix and the trifocal tensor. The theory and methods of computation of these entities are discussed with real examples, as is their use in the reconstruction of scenes from multiple images. The new edition features an extended introduction covering the key ideas in the book (which itself has been updated with additional examples and appendices) and significant new results which have appeared since the first edition. Comprehensive background material is provided, so readers familiar with linear algebra and basic numerical methods can understand the projective geometry and estimation algorithms presented, and implement the algorithms directly from the book.

**Asterisk: The Definitive Guide** Russell Bryant,Leif Madsen,Jim Van Meggelen,2013-05-10 Design a complete Voice over IP (VoIP) or traditional PBX system with Asterisk, even if you have only basic telecommunications knowledge. This bestselling guide makes it easy, with a detailed roadmap that shows you how to install and configure this open source software, whether you're upgrading your existing phone system or starting from scratch. Ideal for Linux administrators, developers, and power users, this updated edition shows you how to write a basic dialplan step-by-step, and brings you up to speed on the features in Asterisk 11, the latest long-term support release from Digium. You'll quickly gain working knowledge to build a simple yet inclusive system. Integrate Asterisk with analog, VoIP, and digital telephony systems Build an interactive dialplan, using best practices for more advanced features Delve into voicemail options, such as storing messages in a database Connect to external services including Google Talk, XMPP, and calendars Incorporate Asterisk features and functions into a relational database to facilitate information sharing Learn how to use Asterisk's security, call routing, and faxing features Monitor and control your system with the Asterisk Manager Interface (AMI) Plan for expansion by learning tools for building distributed systems

**Raspberry Pi Cookbook** Simon Monk,2013-12-10 The world of Raspberry Pi is evolving quickly, with many new interface boards and software libraries becoming available all the time. In this cookbook, prolific hacker and author Simon Monk provides more than 200 practical recipes for running this tiny low-cost computer with Linux, programming it with Python, and hooking up sensors, motors, and other hardware--including Arduino. Make sure to check out 10 of the over 60 video recipes for this book at: <http://razzpisampler.oreilly.com/> You can purchase all recipes at:

**Real-World Flash Game Development** Christopher Griffith,2012-11-12 Your deadline just got moved up. Your artist has never worked with Flash before. Your inner programmer is telling you that no OOP is a big Oops! Any Flash developer can share similar tales of woe. This book breaks down the process of Flash game development into simple, approachable steps. Never heard of a game loop before? No idea what a design pattern is? No problem! Chris Griffith gives you real-world expertise, and real-world code that you can use in your own games. Griffith has been building games in Flash long enough to know what works and what doesn't. He shows you what you need to know to get the job done. Griffith covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 10 years in the industry. The 2nd edition will include: completely new game examples on more advanced topics like 3D; more robust physics and collision detection; and mobile device coverage with Android platform development for us on phones and tablets. Also coverage of the new features available in Flash CS5, Flash Player 10.1, and AIR 2.0 that can be used for game development. The associated web site for the book: [www.flashgamebook.com](http://www.flashgamebook.com) gets close to 1,000 visits a month. On the site, readers can find all the source code for the examples, news on industry happenings, updates and special offers, and a discussion forum to ask questions and share ideas.

*YouTube Channels For Dummies* Rob Ciampa,Theresa Go,Matt Ciampa,Rich Murphy,2020-09-01 Create a YouTube channel that draws subscribers with top-notch content YouTube has the eyes and ears of two billion monthly users. YouTube Channels for Dummies, 2nd Edition offers proven steps to attracting a chunk of those billions to your personal or business channel. This updated guide offers insight from a quartet of YouTube channel content creators, managers, marketers, and analysts as they share the secrets of creating great content, building an audience, and interacting with your viewers. The book includes information on: · Setting up a channel · Creating videos that attract viewers · Putting together a video studio · Editing your final product · Reaching your target audience · Interacting with your fans · Building a profitable business · Tips on copyright law Written for both the budding YouTube creator and the business professional seeking to boost their company's profile on the popular social networking site, YouTube Channels for Dummies allows its readers to access the over two billion active YouTube users who log on each day. Learn how to create a channel, build a YouTube following, and get insight on content creation, planning, and marketing from established YouTube creators.

*Mastering Skype for Business 2015* Keith Hanna,2016-03-24 Authoritative, hands-on guidance for Skype Business administrators Mastering Skype for Business 2015 gives administrators the comprehensive coverage they need to effectively utilize Skype for Business. Fully up to date for the 2015 release, this guide walks you through industry best practices for planning, design, configuration, deployment, and management with clear

instruction and plenty of hands-on exercises. Case studies illustrate the real-world benefits of Unified Communication, and provide expert experiences working with Skype for Business. From server roles, infrastructure, topology, and security to telephony, cloud deployment, and troubleshooting, this guide provides the answers you need and the insight that will make your job easier. Sample automation scripts help streamline your workflow, and full, detailed coverage helps you exploit every capability Skype for Business has to offer. Skype for Business enables more robust video conferencing, and integrates with Office, Exchange, and SharePoint for better on-premises and cloud operations. Organizations are turning to Skype for Business as a viable PBX replacement, and admins need to be up to speed and ready to go. This book provides the clear, explicit instructions you need to: Design, configure, and manage IM, voice mail, PBX, and VoIP Connect to Exchange and deploy Skype for Business in the cloud Manage UC clients and devices, remote access, federation, and public IM Automate management tasks, and implement cross-team backup-and-restore The 2015 version is the first Skype to take advantage of the Windows 10 'touch first' capabilities to provide fast, natural, hands-on control of communications, and users are eager to run VoIP, HD video conferencing, collaboration, instant messaging, and other UC features on their mobile devices. Mastering Skype for Business 2015 helps you get Skype for Business up and running quickly, with hands-on guidance and expert insight.

**Macs For Dummies** Edward C. Baig,2009-01-06 Whether you're thinking of switching to a Macintosh computer, are looking into the latest Apple products, or have a Mac and want to learn about Mac OS X Leopard, then Macs For Dummies, 10th Edition will get you going. Here you'll learn all about how to compare the different desktop and laptop models to choose your perfect match, make Mac OS X Leopard work your way, use the new iLife 2008 digital lifestyle applications, get online and connect to a wired or wireless network, and run Windows on your Mac so you can keep the Microsoft programs you need. You'll also discover how to: Navigate your way around the Mac interface and work with icons and folders Best utilize OS X, work with the new Photo Booth, and manage clutter with Exposé and Spaces Get connected, start a Web-browsing Safari, use e-mail and iChat, and shop online Join .Mac and take advantage of iDisk backups, IMAP mail, and Web Gallery Explore all that iTunes offers, process digital photos with iPhoto, make iMovies, and have fun with GarageBand Use Windows on your Mac and transfer Windows files It's a perfect time to join the Mac generation, especially if you're a Windows user who's been thinking of defecting. Macs For Dummies, 10th Edition will get you there, helping you pick peripherals, download freebie programs, set up user accounts, implement security secrets, troubleshoot your Mac, and experience the iLife.

**Android Apps for Absolute Beginners** Wallace Jackson,2017-03-14 Get your first Android apps up and running with the help of plain English and practical examples. If you have a great idea for an Android app, but have never programmed before, then this book is for you. Android Apps for Absolute Beginners cuts through the fog of jargon and mystery that surrounds Android app development, and gives you simple, step-by-step instructions to get you started. This book teaches Android application development in language anyone can understand, giving you the best possible start in Android development. It provides clean, straightforward examples that make learning easy, allowing you to pick up the concepts without fuss. It offers clear code descriptions and layout so that you can get your apps running as soon as possible Although this book covers what's new in Android 7, it is also backwards compatible to cover some of the previous Android releases. What You'll Learn Download, install, and configure the latest software needed for Android app development Work efficiently using an integrated development environment (IDE) Build useful, attractive applications and get them working immediately Create apps with ease using XML markup and drag-and-drop graphical layout editors Use new media and graphics to skin your app so that it has maximum appeal Create advanced apps combining XML, Java and new media content Who This Book Is For If you have a great idea for an Android app, but have never programmed before, then this book is for you. You don't need to have any previous computer programming skills — as long as you have a desire to learn and you know which end of the mouse is which, the world of Android apps development awaits.

**Research in Intelligent and Computing in Engineering** Raghvendra Kumar,Nguyen Ho Quang,Vijender Kumar Solanki,Manuel Cardona,Prasant Kumar Pattnaik,2021-01-04 This book comprises select peer-reviewed proceedings of the international conference on Research in Intelligent and Computing in Engineering (RICE 2020) held at Thu Dau Mot University, Vietnam. The volume primarily focuses on latest research and advances in various computing models such as centralized, distributed, cluster, grid, and cloud computing. Practical examples and real-life applications of wireless sensor networks, mobile ad hoc networks, and internet of things, data mining and machine learning are also covered in the book. The contents aim to enable researchers and professionals to tackle the rapidly growing needs of network applications and the various complexities associated with them.

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## H264 Webcam 382 Introduction

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