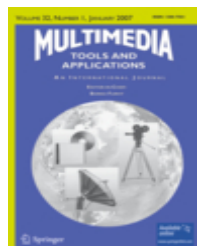


Special Issue Proposal



Multimedia Tools and Applications

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Special Issue on Real-Time Multimedia Computing

Early computer systems were designed to be “serious” business machines. But with evolution, computer systems started to provide more and more multimedia capabilities. Nowadays we have powerful multi-core computers with high-performance graphical processor units and big amount of storage memory. A content size and complexity also increased, especially when we work with high-definition video and develop modern video games. With progress of graphical processor units, the computer graphics became more realistic, and film director can now use incredible and complex special effects, that were impossible a decade ago. Internet technology made possible to watch video, even online, just through our browsers, without requiring us to download it.

This all requires effective methods to process, store and transmit multimedia content. Such topics, as streaming media systems, distributed database systems, high performance parallel processing, are becoming essential, when we want effectively work with modern content. This special issue aims to describe fundamental and introduce novel techniques, algorithms and application regarding real-time multimedia computing

Topics

It will cover the following topical areas but are not limited to:

- Multimedia computing
- Operating systems
- Streaming media systems
- Multimedia communication
- Real-time networking protocols
- High-definition video storing and processing
- Multimedia applications
- Multimedia and Game Technology
- Multimedia Visualization
- Distributed database systems
- Video conferencing
- High performance parallel processing

Submission Details

Original, high quality contributions that are not yet published or that are not currently under review by other journals or peer-reviewed conferences are sought. Manuscripts should be submitted online at <http://mtap.edmgr.com/>. Please mention the special issue title in the covering letter and in the appropriate fields of the online form which requests this information. Until this is done, the paper will not be accepted for this Special Issue. General information and instructions for authors can be found at <http://www.springer.com/computer/information+systems/journal/11042>. In addition, please select manuscript type as "SI: Real-Time Multimedia Computing"

Schedule

- Deadline for manuscript submission: Aug. 30, 2010
- Acceptance notification: Jan. 31, 2011
- Final manuscript due: April 30, 2011
- Publication date: End of 2011 (Tentative)

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