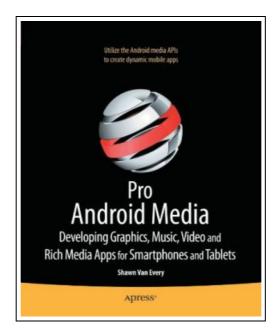
### Pro Android Media: Developing Graphics, Music, Video, and Rich Media Apps for Smartphones and Tablets



Filesize: 7.75 MB

#### Reviews

This book might be worth a read, and far better than other. It is rally interesting throgh studying time period. I discovered this book from my i and dad suggested this ebook to find out.

(Isobel Bailey)

# PRO ANDROID MEDIA: DEVELOPING GRAPHICS, MUSIC, VIDEO, AND RICH MEDIA APPS FOR SMARTPHONES AND TABLETS



To save Pro Android Media: Developing Graphics, Music, Video, and Rich Media Apps for Smartphones and Tablets PDF, you should refer to the web link under and save the ebook or have accessibility to additional information which might be related to PRO ANDROID MEDIA: DEVELOPING GRAPHICS, MUSIC, VIDEO, AND RICH MEDIA APPS FOR SMARTPHONES AND TABLETS book.

Apress. Paperback. Condition: New. 320 pages. Dimensions: 9.1in. x 7.4in. x 1.1in.Mobile devices haveevolved to focus onrich media production and consumption. Developers of mobile applications are able to create applications that allow people to play, capture, andshare media in a variety of new ways on mobile devices. The popularity of Android has soared in part because the platform offers developers a rich set of capabilities including access to media capturing and playback functions. Pro Android Mediaprovides concise and clear instruction on how to utilize the media APIs made available through Android to create dynamic apps. It takes youfrom a simple means to gain access to the camera to complex video capture and sharing examples. It also covers sound, graphics, painting, and moreeverything you need to make your app come alive. After reading this book, the app you create willshowcase the best of multimedia that Android has to offer. What youll learn Develop graphics, music, video and rich media apps for Android smartphones and tablets Build touchscreen input features into Android apps that allow users to draw, paint, and do other creative forms of input Turn the Android smartphone into a full fledged media player Integrate and use location-based services and media-related web service APIs Who this book is for This book is aimed primarily at the growing market of Android developers. It is written in such a way that it may be used by those who are familiar with Android, but have no experience developing applications that deal with images, audio, or video. Table of Contents Introduction to Android Imaging Building Custom Camera Applications Image Editing and Processing Graphics and Touch Events Introduction to Audio on Android Background and Networked Audio Audio Capture Audio Synthesis and Analysis Introduction to Video Advanced Video Video Capture Media Consumption and Publishing Using Web...

Read Pro Android Media: Developing Graphics, Music, Video, and Rich Media Apps for Smartphones and Tablets Online

Download PDF Pro Android Media: Developing Graphics, Music, Video, and Rich Media Apps for Smartphones and Tablets

#### Other eBooks



#### [PDF] The Trouble with Trucks: First Reading Book for 3 to 5 Year Olds

Access the web link beneath to read "The Trouble with Trucks: First Reading Book for 3 to 5 Year Olds" file.

Download eBook »



### [PDF] Read Write Inc. Phonics: Grey Set 7 Non-Fiction 1 a Job for Jordan

Access the web link beneath to read "Read Write Inc. Phonics: Grey Set 7 Non-Fiction 1 a Job for Jordan" file.

Download eBook »



## [PDF] On Becoming Baby Wise, Book Two: Parenting Your Five to Twelve-Month Old Through the Babyhood Transition

Access the web link beneath to read "On Becoming Baby Wise, Book Two: Parenting Your Five to Twelve-Month Old Through the Babyhood Transition" file.

Download eBook »



#### [PDF] Dog on It! - Everything You Need to Know about Life Is Right There at Your Feet

Access the web link beneath to read "Dog on It! - Everything You Need to Know about Life Is Right There at Your Feet" file.

Download eBook »



#### [PDF] Kodu for Kids: The Official Guide to Creating Your Own Video Games

Access the web link beneath to read "Kodu for Kids: The Official Guide to Creating Your Own Video Games" file.

Download eBook »



[PDF] Children's Educational Book: Junior Leonardo Da Vinci: An Introduction to the Art, Science and Inventions of This Great Genius. Age 7 8 9 10 Year-Olds. [Us English]

Access the web link beneath to read "Children's Educational Book: Junior Leonardo Da Vinci: An Introduction to the Art, Science and Inventions of This Great Genius. Age 7 8 9 10 Year-Olds. [Us English]" file.

Download eBook »