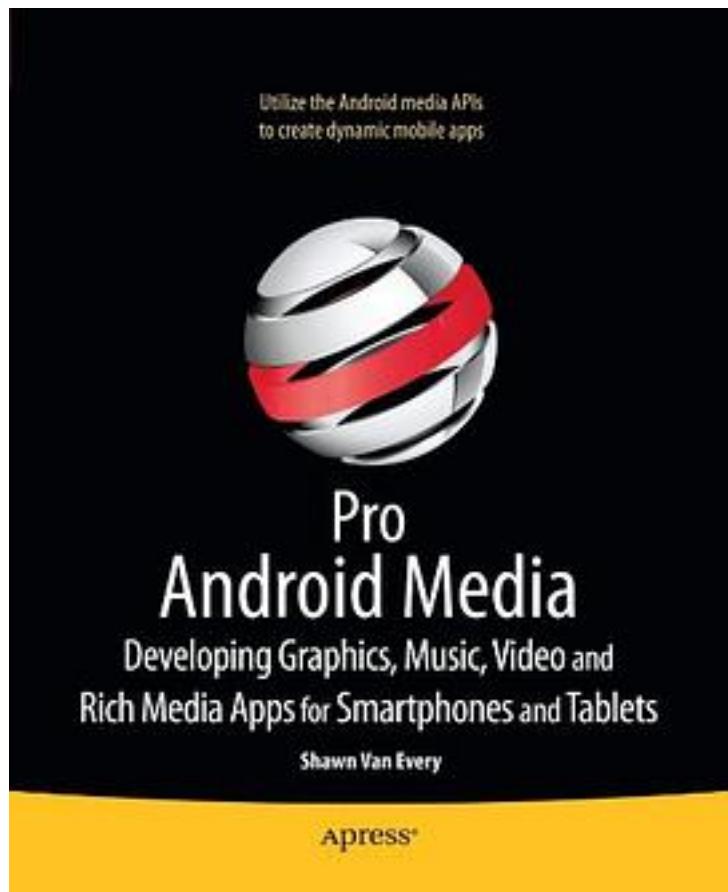


Pro Android Media



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Mobile devices have evolved to focus on rich media production and consumption. Developers of mobile applications are able to create applications that allow people to play, capture, and share 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 Media provides concise and clear instruction on how to utilize the media APIs made available through Android to create dynamic apps. It takes you from a simple means to gain access to the camera to complex video capture and sharing examples. It also covers sound, graphics, painting, and more—everything you need to make your app come "alive."

After reading this book, the app you create will showcase the best of multimedia that Android has to offer. What you'll 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 How to 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.

作者介绍:

作者简介

Shawn Van

Every是一位资深的移动和流媒体顾问，他帮助公司更好地利用与音频和视频相关的新技术，主要是开发移动和流媒体应用程序。他的客户范围从19 Entertainment、MoMA和迪士尼(Disney)，到Morgan Stanley、雷曼兄弟(Lehman Brothers)和纽约大学医学院(NYU Media School)，同时还包括无数的创业公司和其他小型客户。

此外，Shawn是纽约大学交互式电信计划(Interactive Telecommunications Program)中通信领域内的一位兼职助理教授。他的教学范围很广泛，包括参与性和社会媒体、编程、移动技术以及交互式电话等课程。他于2008年获得了大卫佩恩卡特(David Payne Carter)卓越教学奖。

他在许多会议和技术展示中演示、展示和介绍了其作品内容(包括O'Reilly的新兴电话，O'Reilly的新技术、ACM Multimedia、Vloggercon以及Strong Angle II)。他是Open Media Developers Summit，Beyond Broadcast(开放媒体开发者峰会，超越广播)(2006)以及iPhoneDevCamp NYC(NYC iPhone开发夏令营)的联合组织者。

Shawn在纽约布法罗市的SUNY大学获得多媒体研究(Media Study)方向的学士学位，并在纽约大学获得交互式电信方向的硕士学位。

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