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Visual Media Processing Using MATLAB

Learn a range of techniques from enhancing and adding artistic effects to your photographs, to editing and processing your videos, all using MATLAB

Beginner's Guide

George Siogkas

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Visual Media Processing Using Matlab Beginner S Guide Siogkas George

Alasdair McAndrew,Jung Hua Wang,Chun Shun Tseng

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Visual Media Processing Using Matlab Beginner's Guide George Siogkas,2013-09-24 Written in a friendly Beginner s Guide format showing the user how to use the digital media aspects of Matlab image video sound in a practical tutorial based style This is great for novice programmers in any language who would like to use Matlab as a tool for their image and video processing needs and also comes in handy for photographers or video editors with even less programming experience wanting to find an all in one tool for their tasks *Sistem transportasi cerdas* Indrabayu,2017 On smart transportation system with MATLAB software **'Fundamentals of Image, Audio, and Video Processing Using MATLAB®' and 'Fundamentals of Graphics Using MATLAB®'** Ranjan Parekh,2022-02-28 This discounted two book set contains BOTH Fundamentals of Image Audio and Video Processing Using MATLAB introduces the concepts and principles of media processing and its applications in pattern recognition by adopting a hands on approach using program implementations The book covers the tools and techniques for reading modifying and writing image audio and video files using the data analysis and visualization tool MATLAB This is a perfect companion for graduate and post graduate students studying courses on image processing speech and language processing signal processing video object detection and tracking and related multimedia technologies with a focus on practical implementations using programming constructs and skill developments It will also appeal to researchers in the field of pattern recognition computer vision and content based retrieval and for students of MATLAB courses dealing with media processing statistical analysis and data visualization Fundamentals of Graphics Using MATLAB introduces fundamental concepts and principles of 2D and 3D graphics and is written for undergraduate and postgraduate students of computer science graphics multimedia and data science It demonstrates the use of MATLAB programming for solving problems related to graphics and discusses a variety of visualization tools to generate graphs and plots The book covers important concepts like transformation projection surface generation parametric representation curve fitting interpolation vector representation and texture mapping all of which can be used in a wide variety of educational and research fields Theoretical concepts are illustrated using a large number of practical examples and programming codes which can be used to visualize and verify the results Introduction to Digital Image Processing with MATLAB Alasdair McAndrew,Jung Hua Wang,Chun Shun Tseng,2010 **A Guide to MATLAB** Brian R. Hunt,Ronald L. Lipsman,Jonathan M. Rosenberg,Kevin R. Coombes,John E. Osborn,Garrett J. Stuck,2006-06-08 This is a short focused introduction to MATLAB a comprehensive software system for mathematical and technical computing It contains concise explanations of essential MATLAB commands as well easily understood instructions for using MATLAB s programming features graphical capabilities simulation models and rich desktop interface Written for MATLAB 7 it can also be used with earlier and later versions of MATLAB This book teaches how to graph functions solve equations manipulate images and much more It contains explicit instructions for using MATLAB s companion software Simulink which allows graphical models to be

built for dynamical systems MATLAB s new publish feature is discussed which allows mathematical computations to be combined with text and graphics to produce polished integrated interactive documents *Guide to MATLAB.* Brian R. Hunt,2014 *Introduction to Digital Signal Processing* John G. Proakis,Vinay K. Ingle,2001

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