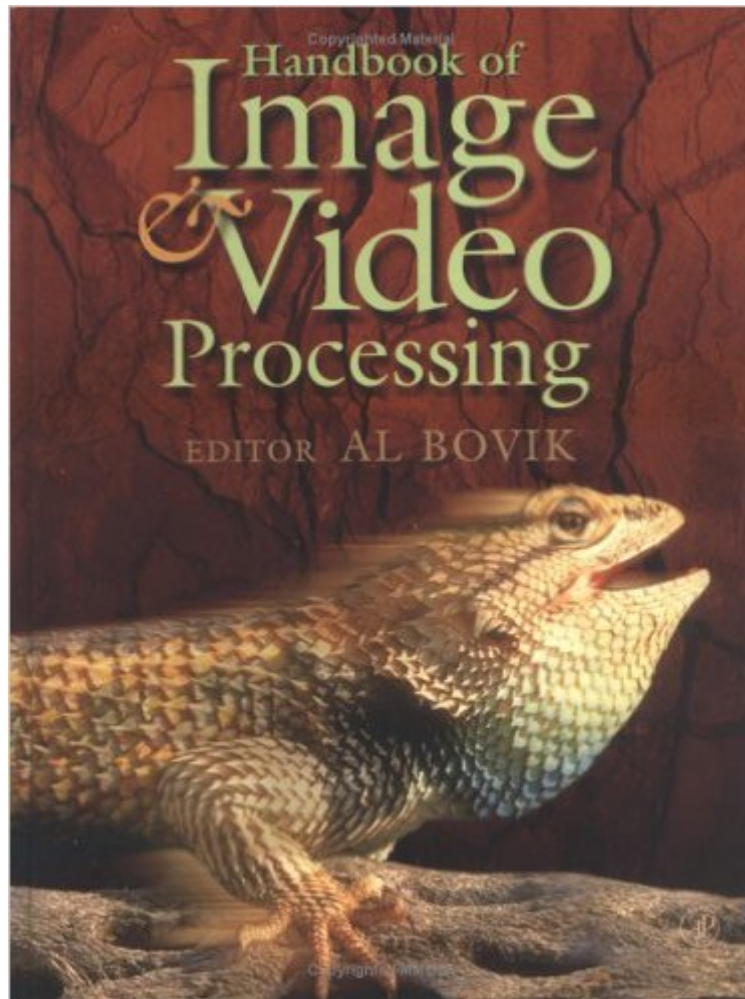


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# Handbook Of Image And Video Processing (Communications, Networking And Multimedia)



## Synopsis

The Handbook of Image and Video Processing contains a comprehensive and highly accessible presentation of all essential mathematics, techniques, and algorithms for every type of image and video processing used by scientists and engineers. The timely volume will provide both the novice and the seasoned practitioner with the necessary information and skills to be able to develop algorithms and applications for multimedia, digital imaging, digital video, telecommunications, and World Wide Web industries. Handbook of Image and Video Processing will also serve as a textbook for courses such as digital image processing, digital image analysis, digital video, video communications, multimedia, and biomedical image processing in the departments of electrical and computer engineering and computer science. \* No other resource contains the same breadth of up-to-date coverage\* Contains over 100 example algorithm illustrations\* Contains a series of extremely accessible tutorial chapters\* Indispensable for researchers in telecommunications, internet applications, multimedia, and nearly every branch of science

## Book Information

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## Customer Reviews

This is an encyclopedia of image processing topics. It contains some introductory material to help people understand what images are and how to process them. The majority of the text, however, is for experienced people wanting to look up topics. This book is big. It is about 8"x11" by 900 pages. It contains material from 100 different professionals on 50 different topics. The style is academic. The

editor is the editor of the IEEE Transactions on Image Processing. The page style is similar to what you would see in an IEEE Transaction. There is plenty of math. The text explains the mathematics, but not to the depth I would like to see. The authors illustrate the techniques with many images. If there are no "before and after" images in an image processing book, reject it. Well, this book has plenty of images. That is a strong point. A weak point is there is no source code illustrating the techniques and algorithms. I find this a major weakness, but one that is not unique to this book. The authors leave much to the reader. This is not a read from cover to cover book. The reader must go slow, take notes, study, and read again to understand the material. All in all, this is a good source of knowledge on image processing. If you work with images and write software to process images, you should have this book on your desk.

This is a very nice reference work for image processing professionals. It is a collection of articles by various experts in aspects of image processing, reporting on the state-of-the-art in their particular domains. The coverage is broad and deep. However, it is not for everyone. The writing style is that of a refereed journal. If you are not comfortable with that style of exposition, or if you are simply trying to find a snippet of code to implement a particular algorithm, this is not the book for you. At the other extreme, do not expect to find new and startling insights into the field that you did your dissertation on. However, if you want to understand the current state of the art of a colleague's field, or if you need to expand your expertise into a new area of image processing, this is a very good place to start.

I bought and received this book about a month ago. I had been using the Gonzalez book for quite some time. It's quite poor compared to this book. This handbook is so accessible and complete, it's all I'm using in my work now. It's very much like a textbook and handbook and how-to book all rolled in one. I work for Microsoft in the digital video area and I'm using it daily. Kudos!!

No other book contains the complete body of knowledge within the image and video processing field. The "Handbook of Image and Video Processing" is the most up-to-date reference and text on this expanding field. The handbook contains contributions from the world's leading image and video processing engineers: Joe Havlicek, Ed Delp, Murat Tekalp, Scott Acton and Jake Aggarwal. The editor AI Bovik has done a superb job in blending the subjects and unifying the presentation within the handbook. I would give my superlative recommendation for use as a desktop reference or classroom text. The "Handbook of Image and Video Processing" is the bible of the digital imaging

revolution!

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