



Introduction to Video and Image Processing: Building Real Systems and Applications (Undergraduate Topics in Computer Science)

By *Thomas B. Moeslund*

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This textbook presents the fundamental concepts and methods for understanding and working with images and video in a unique, easy-to-read style which ensures the material is accessible to a wide audience. Exploring more than just the basics of image processing, the text provides a specific focus on the practical design and implementation of real systems for processing video data. Features: includes more than 100 exercises, as well as C-code snippets of the key algorithms; covers topics on image acquisition, color images, point processing, neighborhood processing, morphology, BLOB analysis, segmentation in video, tracking, geometric transformation, and visual effects; requires only a minimal understanding of mathematics; presents two chapters dedicated to applications; provides a guide to defining suitable values for parameters in video and image processing systems, and to conversion between the RGB color representation and the HIS, HSV and YUV/YC_bC_r color representations.

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Editorial Review

From the Back Cover

In order to build successful video processing systems, it is important to consider not only traditional image processing methods, but also techniques which account for temporal aspects.

This *Introduction to Video and Image Processing* presents the fundamental concepts and methods in an unique, easy-to-read style which ensures the material is accessible to a wide audience. Exploring more than just the basics of image processing, the text provides a specific focus on the practical design and implementation of real systems for processing video data.

Topics and features:

- Includes more than 100 exercises, as well as C-code snippets of the key algorithms
- Equips the reader with a solid foundation for understanding and working with images and video, including basic methods for image manipulation and image analysis
- Covers topics on image acquisition, color images, point processing, neighborhood processing, morphology, BLOB analysis, segmentation in video, tracking, geometric transformation, and visual effects
- Requires only a minimal understanding of mathematics
- Presents two chapters dedicated to applications, in which the different methods are applied in real systems, supported by further application examples at an associated website
- Provides a guide to defining suitable values for parameters in video and image processing systems, and to conversion between the RGB color representation and the HIS, HSV and YUV/YC_bC_r color representations

This concise and easy-to-follow textbook/reference is an ideal introduction to the subject for both first-year engineering students and for non-engineering students without a strong mathematical background. Suitable for self-study, professionals outside of the field will also find the work an excellent overview of the basics.

About the Author

Dr. Thomas B. Moeslund is an Associate Professor and Head of the Visual Analysis of People Lab at Aalborg University, Denmark, with more than 10 years of experience of teaching image and video processing. He is also co-editor of the Springer title *Visual Analysis of Humans: Looking at People*.

Users Review

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