Editorial

We present the third issue of the **Journal of Multimedia Processing and Technologies** with the below papers.

In the first paper, "***Ceramic Art Creation Design Based 3D Digital Renderings***," the authors *Zhang Yang* and *Jingchao Liu* based on 3D digital renderings, created a design for ceramic artworks. They described the importance of 3D digital renderings in ceramic art creation and discussed the design process, including modelling, rendering, postprocessing, and other aspects. Finally, the practicality and advantages of 3D digital renderings in ceramic art creation were verified by analysing specific cases.

In his next paper, "**Design of Image System Based on Embedded ARM Experimental Teaching**," *Wei Yin* used embedded ARM experimental teaching and carried out embedded systems and image processing. In the first step, they outlined the principles of embedded systems and image processing technology. Based on embedded ARM experimental teaching, they elaborated on the purpose and significance of image system design. Later, the author provided a detailed description of the imaging system's hardware design and software implementation.

In the last paper, "**Automated Restoration Measurement Analysis of Image Grayscale Imaging Sequence Based on Triangle Shape**," the authors addressed image distortion in image processing. In this work, they studied an automatic restoration measurement and analysis method for image grayscale imaging sequences based on triangles. This model used triangles to segment the image and achieved automatic image restoration and measurement by grayscale imaging of the segmented triangles.

The papers of this issue mark technical enhancement and contribute to image processing.

Editors