Editorial

We present the last issue of the fifteenth volume of the Journal of Multimedia Processing and Technologies with the papers below.

In the first paper, "**Enhancing Realism in 3D Modeling Through Advanced Procedural Generation Techniques**," the authors Dheenadhayalan and Nelson Mandela studied the impact of advanced procedural generation techniques on enhancing realism in 3D modelling. This study helps understand best practices and provides recommendations for future research and practical applications in 3D modelling.

In the next paper, "**Optimizing Auto Facial Rigging for Character Animation Using Perseus Auto Rigger**," the authors Adiseshu Billa and Nelsonmandela explored the impact of automated rigging technology on character animation, focusing on the Perseus Auto Rigger for facial rigging optimisation. Through a qualitative review of the literature, the study examines efficiency. The process leads to significant time savings, enhanced rigging process consistency, and improved accessibility for animators of varying skill levels.

In the next paper, "**Analysis of the Development and Application of Modern Technology in Music Education Based on Multimedia Features**," the authors studied the development and application of modern technology in music education based on multimedia features. This paper proposed measures and suggestions to promote the application of multimedia technology in music education, providing a reference for the modern development of music education.

In the final paper, "**Design and Analysis of Diversified Applications in Multimedia Foreign Language Teaching**", the authors studied the application design of computer multimedia in foreign language teaching, aiming to improve the effectiveness and quality of foreign language teaching through diversified multimedia technology. They studied the diversified application design of foreign language teaching from the perspectives of teaching design and application and proposed some specific suggestions and measures.

More research will appear in the next volume.

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