

Editorial

We present the second issue of the fourteenth volume of the Journal of Multimedia Processing and Technologies with the three papers described.

In the opening paper on “**Developing texture images with texture generation and syntheses**”, the authors described how to develop texture images with texture generation and text synthesis. They have developed images with graphics using natural features. They tested using procedures and found the results interesting, which helped generate the textures.

In the next paper on “**Watermark embedding with high resolution using SVD algorithms**”, the authors discussed the watermark embedding with high resolution and quality. They experimented performance of SVD algorithms and then inserted them using the video, coded by H.264/AVC coder. The quality of the separated watermark is protected with video coding using the average squared error.

In the last paper on “**Three-dimensional Image model with motion recovery features**”, the authors developed the video content using 3D modelling. Their main goal is to find the optimum algorithm that fits the features to develop the 3D model with many images. They used the triangular polygonal mesh with the algorithm to building exteriors.

We hope the published papers offer insights into multimedia and image-processing research.

Editors