



## METADATA

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### Abstract

The book strives to strike a balance between theory and practice, so that it is useful for both theory and the laboratory. The latest versions of the most popular professional tools are presented, as well as the most widely used open source tools. Chapters 1, 2, 5, 7, 9, and 11 contain theoretical concepts. For example, the chapter on images presents issues such as color models, raster and vector graphics, characteristics of corresponding hardware (e.g., OLED screens, digital cameras, etc.), image file formats, and references to the categories and characteristics of the latest versions of image processing tools. The remaining chapters contain step-by-step exercises, for which there are corresponding

video clips. Each chapter also contains review questions/exercises with hints. The inclusion of video sequences explaining/demonstrating the steps in the exercises in the book is an innovation that will help students develop practical skills. The topics in each chapter are structured as independent modules. For example, the exercises in the practical chapters are independent modules that can be used in any course related to the corresponding topic: e.g., there is an exercise involving working with layers in Photoshop that can be used independently. Similarly, in theory, we deal with each topic as independently as possible from the others, and therefore each topic is a stand-alone learning object.

