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Editorial

We present in this issue three innovative approaches to the multimedia processing technologies.

Peer-to-Peer (P2P) techniques have been used in many applications; one newer application is the Internet Protocol Television (IPTV). In the first paper on "**Quality Adaptation in P2P TV Based on Scalable Video Coding**", the authors *Youssef Lahbabi, Ahmed Hammouch* and *El Hassan Ibn Elhaj* have proposed concepts and mechanisms that enable the use of Scalable Video Coding (SVC) in Peer–to–Peer Television (P2PTV) system to achieve the quality adaptation. They have developed a two-stage quality adaptation algorithm that matches the video quality with available local and system resources and later experimented on real stream data. The results have shown good amount of progress as they reach real adaptive peer-to-peer streaming.

In the next paper on "**Image Mosaic Using ORB Descriptor and Improved Blending Algorithm**" the authors *TIAN Fang* and *SHI Ping* designed an image mosaic technique using ORB descriptor. They have found that the experiments lead to show that this approach is efficient in accounting for image mosaic, and the edge artifacts could be significantly reduced and even completely eliminated with the blending process.

Interactive video enhances visual experiences with the help of advancement of multimedia playback technology. In the paper on "**Design of Hotspot Labeling System in Interactive Video**" the authors *Dajie Cong Ping Shi* and *Kang Wu* have designed an interactive video edit and playback system based on hotspot labeling. Authors have combined XML technology with DirectShow and achieved the goal of hotspot labeling in varieties of video.

We wish the readers a good reading.

Editors