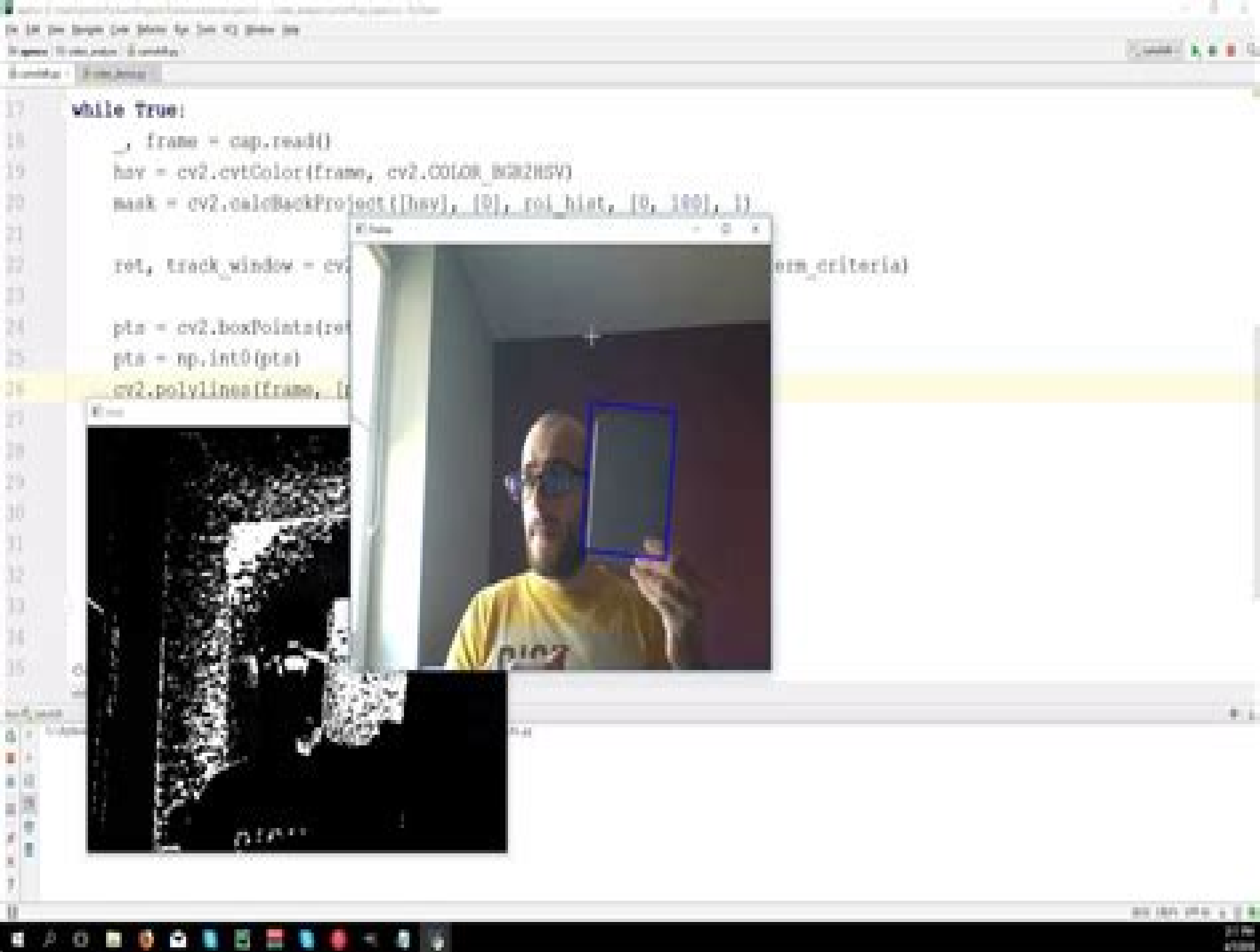




Object Tracking Using Camshift Opencv Source Code

Joseph Howse, Joe Minichino



Object Tracking Using Camshift Opencv Source Code:

Computer Vision with OpenCV 3 and Qt5 Amin Ahmadi Tazehkandi, 2018-01-02 Blend the power of Qt with OpenCV to build cross platform computer vision applications Key Features Start creating robust applications with the power of OpenCV and Qt combined Learn from scratch how to develop cross platform computer vision applications Accentuate your OpenCV applications by developing them with Qt Book Description Developers have been using OpenCV library to develop computer vision applications for a long time However they now need a more effective tool to get the job done and in a much better and modern way Qt is one of the major frameworks available for this task at the moment This book will teach you to develop applications with the combination of OpenCV 3 and Qt5 and how to create cross platform computer vision applications We ll begin by introducing Qt its IDE and its SDK Next you ll learn how to use the OpenCV API to integrate both tools and see how to configure Qt to use OpenCV You ll go on to build a full fledged computer vision application throughout the book Later you ll create a stunning UI application using the Qt widgets technology where you ll display the images after they are processed in an efficient way At the end of the book you ll learn how to convert OpenCV Mat to Qt QImage You ll also see how to efficiently process images to filter them transform them detect or track objects as well as analyze video You ll become better at developing OpenCV applications What you will learn Get an introduction to Qt IDE and SDK Be introduced to OpenCV and see how to communicate between OpenCV and Qt Understand how to create UI using Qt Widgets Learn to develop cross platform applications using OpenCV 3 and Qt 5 Explore the multithreaded application development features of Qt5 Improve OpenCV 3 application development using Qt5 Build test and deploy Qt and OpenCV apps either dynamically or statically See Computer Vision technologies such as filtering and transformation of images detecting and matching objects template matching object tracking video and motion analysis and much more Be introduced to QML and Qt Quick for iOS and Android application development Who this book is for This book is for readers interested in building computer vision applications Intermediate knowledge of C programming is expected Even though no knowledge of Qt5 and OpenCV 3 is assumed if you re familiar with these frameworks you ll benefit

Practical OpenCV Samarth Brahmabhatt, 2013-11-19 Practical OpenCV is a hands on project book that shows you how to get the best results from OpenCV the open source computer vision library Computer vision is key to technologies like object recognition shape detection and depth estimation OpenCV is an open source library with over 2500 algorithms that you can use to do all of these as well as track moving objects extract 3D models and overlay augmented reality It s used by major companies like Google in its autonomous car Intel and Sony and it is the backbone of the Robot Operating System s computer vision capability In short if you re working with computer vision at all you need to know OpenCV With Practical OpenCV you ll be able to Get OpenCV up and running on Windows or Linux Use OpenCV to control the camera board and run vision algorithms on Raspberry Pi Understand what goes on behind the scenes in computer vision applications like object detection image stitching filtering stereo vision and more Code complex computer

vision projects for your class hobby robot job many of which can execute in real time on off the shelf processors Combine different modules that you develop to create your own interactive computer vision app What you ll learn The ins and outs of OpenCV programming on Windows and Linux Transforming and filtering images Detecting corners edges lines and circles in images and video Detecting pre trained objects in images and video Making panoramas by stitching images together Getting depth information by using stereo cameras Basic machine learning techniques BONUS Learn how to run OpenCV on Raspberry Pi Who this book is for This book is for programmers and makers with little or no previous exposure to computer vision Some proficiency with C is required Table of ContentsPart 1 Getting comfortable Chapter 1 Introduction to Computer Vision and OpenCV Chapter 2 Setting up OpenCV on your computer Chapter 3 CV Bling OpenCV inbuilt demos Chapter 4 Basic operations on images and GUI windows Part 2 Advanced computer vision problems and coding them in OpenCV Chapter 5 Image filtering Chapter 6 Shapes in images Chapter 7 Image segmentation and histograms Chapter 8 Basic machine learning and keypoint based object detection Chapter 9 Affine and Perspective transformations and their applications to image panoramas Chapter 10 3D geometry and stereo vision Chapter 11 Embedded computer vision Running OpenCV programs on the Raspberry Pi

Learn Computer Vision Using OpenCV Sunila Gollapudi,2019-04-26 Build practical applications of computer vision using the OpenCV library with Python This book discusses different facets of computer vision such as image and object detection tracking and motion analysis and their applications with examples The author starts with an introduction to computer vision followed by setting up OpenCV from scratch using Python The next section discusses specialized image processing and segmentation and how images are stored and processed by a computer This involves pattern recognition and image tagging using the OpenCV library Next you ll work with object detection video storage and interpretation and human detection using OpenCV Tracking and motion is also discussed in detail The book also discusses creating complex deep learning models with CNN and RNN The author finally concludes with recent applications and trends in computer vision After reading this book you will be able to understand and implement computer vision and its applications with OpenCV using Python You will also be able to create deep learning models with CNN and RNN and understand how these cutting edge deep learning architectures work What You Will Learn Understand what computer vision is and its overall application in intelligent automation systems Discover the deep learning techniques required to build computer vision applications Build complex computer vision applications using the latest techniques in OpenCV Python and NumPy Create practical applications and implementations such as face detection and recognition handwriting recognition object detection and tracking and motion analysis Who This Book Is ForThose who have a basic understanding of machine learning and Python and are looking to learn computer vision and its applications

[Learning OpenCV 4 Computer Vision with Python 3](#) Joseph Howse,Joe Minichino,2020-02-20 Updated for OpenCV 4 and Python 3 this book covers the latest on depth cameras 3D tracking augmented reality and deep neural networks helping you solve real world computer vision

problems with practical code Key Features Build powerful computer vision applications in concise code with OpenCV 4 and Python 3 Learn the fundamental concepts of image processing object classification and 2D and 3D tracking Train use and understand machine learning models such as Support Vector Machines SVMs and neural networks Book Description Computer vision is a rapidly evolving science encompassing diverse applications and techniques This book will not only help those who are getting started with computer vision but also experts in the domain You ll be able to put theory into practice by building apps with OpenCV 4 and Python 3 You ll start by understanding OpenCV 4 and how to set it up with Python 3 on various platforms Next you ll learn how to perform basic operations such as reading writing manipulating and displaying still images videos and camera feeds From taking you through image processing video analysis and depth estimation and segmentation to helping you gain practice by building a GUI app this book ensures you ll have opportunities for hands on activities Next you ll tackle two popular challenges face detection and face recognition You ll also learn about object classification and machine learning concepts which will enable you to create and use object detectors and classifiers and even track objects in movies or video camera feed Later you ll develop your skills in 3D tracking and augmented reality Finally you ll cover ANNs and DNNs learning how to develop apps for recognizing handwritten digits and classifying a person s gender and age By the end of this book you ll have the skills you need to execute real world computer vision projects What you will learn Install and familiarize yourself with OpenCV 4 s Python 3 bindings Understand image processing and video analysis basics Use a depth camera to distinguish foreground and background regions Detect and identify objects and track their motion in videos Train and use your own models to match images and classify objects Detect and recognize faces and classify their gender and age Build an augmented reality application to track an image in 3D Work with machine learning models including SVMs artificial neural networks ANNs and deep neural networks DNNs Who this book is for If you are interested in learning computer vision machine learning and OpenCV in the context of practical real world applications then this book is for you This OpenCV book will also be useful for anyone getting started with computer vision as well as experts who want to stay up to date with OpenCV 4 and Python 3 Although no prior knowledge of image processing computer vision or machine learning is required familiarity with basic Python programming is a must *Communications and Information Processing* Maotai Zhao,Junping Sha,2012-06-28 The two volume set CCIS 288 and 289 constitutes the thoroughly refereed post conference proceedings of the First International Conference on Communications and Information Processing ICCIP 2012 held in Aveiro Portugal in March 2012 The 168 revised full papers of both volumes were carefully reviewed and selected from numerous submissions The papers present the state of the art in communications and information processing and feature current research on the theory analysis design test and deployment related to communications and information processing systems [Learning OpenCV 3 Computer Vision with Python](#) Joe Minichino,Joseph Howse,2015-09-29 Unleash the power of computer vision with Python using OpenCV About This Book Create impressive applications with OpenCV and

Python Familiarize yourself with advanced machine learning concepts Harness the power of computer vision with this easy to follow guide Who This Book Is For Intended for novices to the world of OpenCV and computer vision as well as OpenCV veterans that want to learn about what's new in OpenCV 3 this book is useful as a reference for experts and a training manual for beginners or for anybody who wants to familiarize themselves with the concepts of object classification and detection in simple and understandable terms Basic knowledge about Python and programming concepts is required although the book has an easy learning curve both from a theoretical and coding point of view What You Will Learn Install and familiarize yourself with OpenCV 3's Python API Grasp the basics of image processing and video analysis Identify and recognize objects in images and videos Detect and recognize faces using OpenCV Train and use your own object classifiers Learn about machine learning concepts in a computer vision context Work with artificial neural networks using OpenCV Develop your own computer vision real life application In Detail OpenCV 3 is a state of the art computer vision library that allows a great variety of image and video processing operations Some of the more spectacular and futuristic features such as face recognition or object tracking are easily achievable with OpenCV 3 Learning the basic concepts behind computer vision algorithms models and OpenCV's API will enable the development of all sorts of real world applications including security and surveillance Starting with basic image processing operations the book will take you through to advanced computer vision concepts Computer vision is a rapidly evolving science whose applications in the real world are exploding so this book will appeal to computer vision novices as well as experts of the subject wanting to learn the brand new OpenCV 3 0 0 You will build a theoretical foundation of image processing and video analysis and progress to the concepts of classification through machine learning acquiring the technical know how that will allow you to create and use object detectors and classifiers and even track objects in movies or video camera feeds Finally the journey will end in the world of artificial neural networks along with the development of a hand written digits recognition application Style and approach This book is a comprehensive guide to the brand new OpenCV 3 with Python to develop real life computer vision applications *OpenCV 3 Computer Vision Application Programming Cookbook* Robert Laganiere, 2017-02-09 Recipes to help you build computer vision applications that make the most of the popular C library OpenCV 3 About This Book Written to the latest gold standard specification of OpenCV 3 Master OpenCV the open source library of the computer vision community Master fundamental concepts in computer vision and image processing Learn about the important classes and functions of OpenCV with complete working examples applied to real images Who This Book Is For OpenCV 3 Computer Vision Application Programming Cookbook Third Edition is appropriate for novice C programmers who want to learn how to use the OpenCV library to build computer vision applications It is also suitable for professional software developers who wish to be introduced to the concepts of computer vision programming It can also be used as a companion book for university level computer vision courses It constitutes an excellent reference for graduate students and researchers in image processing and computer vision

What You Will Learn Install and create a program using the OpenCV library Process an image by manipulating its pixels Analyze an image using histograms Segment images into homogenous regions and extract meaningful objects Apply image filters to enhance image content Exploit the image geometry in order to relay different views of a pictured scene Calibrate the camera from different image observations Detect people and objects in images using machine learning techniques Reconstruct a 3D scene from images In Detail Making your applications see has never been easier with OpenCV With it you can teach your robot how to follow your cat write a program to correctly identify the members of One Direction or even help you find the right colors for your redecoration OpenCV 3 Computer Vision Application Programming Cookbook Third Edition provides a complete introduction to the OpenCV library and explains how to build your first computer vision program You will be presented with a variety of computer vision algorithms and exposed to important concepts in image and video analysis that will enable you to build your own computer vision applications This book helps you to get started with the library and shows you how to install and deploy the OpenCV library to write effective computer vision applications following good programming practices You will learn how to read and write images and manipulate their pixels Different techniques for image enhancement and shape analysis will be presented You will learn how to detect specific image features such as lines circles or corners You will be introduced to the concepts of mathematical morphology and image filtering The most recent methods for image matching and object recognition are described and you ll discover how to process video from files or cameras as well as how to detect and track moving objects Techniques to achieve camera calibration and perform multiple view analysis will also be explained Finally you ll also get acquainted with recent approaches in machine learning and object classification Style and approach This book will arm you with the basics you need to start writing world aware applications right from a pixel level all the way through to processing video sequences *OpenCV 4 Computer Vision Application Programming Cookbook* David Millán Escrivá,Robert Laganieri,2019-05-03 Discover interesting recipes to help you understand the concepts of object detection image processing and facial detection Key FeaturesExplore the latest features and APIs in OpenCV 4 and build computer vision algorithmsDevelop effective robust and fail safe vision for your applicationsBuild computer vision algorithms with machine learning capabilitiesBook Description OpenCV is an image and video processing library used for all types of image and video analysis Throughout the book you ll work through recipes that implement a variety of tasks such as facial recognition and detection With 70 self contained tutorials this book examines common pain points and best practices for computer vision CV developers Each recipe addresses a specific problem and offers a proven best practice solution with insights into how it works so that you can copy the code and configuration files and modify them to suit your needs This book begins by setting up OpenCV and explains how to manipulate pixels You ll understand how you can process images with classes and count pixels with histograms You ll also learn detecting describing and matching interest points As you advance through the chapters you ll get to grips with estimating projective relations in

images reconstructing 3D scenes processing video sequences and tracking visual motion In the final chapters you ll cover deep learning concepts such as face and object detection By the end of the book you ll be able to confidently implement a range to computer vision algorithms to meet the technical requirements of your complex CV projects What you will learn

- Install and create a program using the OpenCV library
- Segment images into homogenous regions and extract meaningful objects
- Apply image filters to enhance image content
- Exploit image geometry to relay different views of a pictured scene
- Calibrate the camera from different image observations
- Detect people and objects in images using machine learning techniques
- Reconstruct a 3D scene from images
- Explore face detection using deep learning

Who this book is for If you re a CV developer or professional who already uses or would like to use OpenCV for building computer vision software this book is for you You ll also find this book useful if you re a C programmer looking to extend your computer vision skillset by learning OpenCV

OpenCV Computer Vision Application Programming Cookbook Second Edition Robert Laganière, 2014-08-26

OpenCV 3 Computer Vision Application Programming Cookbook is appropriate for novice C programmers who want to learn how to use the OpenCV library to build computer vision applications It is also suitable for professional software developers wishing to be introduced to the concepts of computer vision programming It can also be used as a companion book in a university level computer vision courses It constitutes an excellent reference for graduate students and researchers in image processing and computer vision

Proceedings of the Fifth International Conference on Fuzzy and Neuro Computing (FANCCO - 2015) V. Ravi, Bijaya Ketan Panigrahi, Swagatam Das, Ponnuthurai Nagaratnam Suganthan, 2015-11-24 This proceedings bring together contributions from researchers from academia and industry to report the latest cutting edge research made in the areas of Fuzzy Computing Neuro Computing and hybrid Neuro Fuzzy Computing in the paradigm of Soft Computing The FANCCO 2015 conference explored new application areas design novel hybrid algorithms for solving different real world application problems After a rigorous review of the 68 submissions from all over the world the referees panel selected 27 papers to be presented at the Conference The accepted papers have a good balanced mix of theory and applications The techniques ranged from fuzzy neural networks decision trees spiking neural networks self organizing feature map support vector regression adaptive neuro fuzzy inference system extreme learning machine fuzzy multi criteria decision making machine learning web usage mining Takagi Sugeno Inference system extended Kalman filter Goedel type logic fuzzy formal concept analysis biclustering etc The applications ranged from social network analysis twitter sentiment analysis cross domain sentiment analysis information security education sector e learning information management climate studies rainfall prediction brain studies bioinformatics structural engineering sewage water quality movement of aerial vehicles etc

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