IAT 884 Computer Vision

IAT884: Tangible Computing

Computer Vision Algorithms

Frame Differencing

Identifies differences between adjacent frames

Background Subtraction

Detects differences between each frame and an initial image of the scene's background

Brightness Thresholding

Detects differences in Luminosity between foreground and background

Brightness Tracking

Tracks the brightest spot in a video image.

Computer Vision Other Techniques

Color Tracking

Identify and track a specific color

Blob Tracking

Identify regions in the image that are lighter or darker than surroundings

Fiducial Tracking

Track specific patterns representing individual objects

Face Recognition

Scan facial features to identify individual people

Computer Vision A Few Software Libraries

OpenCV: <u>sourceforge.net/projects/opencvlibrary</u> Works with processing

CV.Jit: <u>http://jmpelletier.com/cvjit/</u> Max/MSP/Jitter

Vuforia <u>https://www.vuforia.com/</u> Unity

IAT884: Tangible Computing



reacTIVision: <u>reactivision.sourceforge.net/</u> Fiducial Tracking and Multi-Touch Surfaces



Computer Vision In Class Activity

- 1. Download the camera vision example code
- Run the Basic Webcam Connection example Modify the sketch to manipulate the camera feed in some way.
- 3. Run the Improved Blob Tracking example Click on a colour inside the sketch to track it
- 4. Run the Face Detection sketch
- 5. Task: Think of 3 ways to use camera vision & discuss in groups.