OpenCV with Python Blueprints

Design and develop advanced computer vision projects using OpenCV with Python

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Opencv With Python Blueprints:

OpenCV with Python Blueprints Michael Beyeler,2015-10-19 Design and develop advanced computer vision projects using OpenCV with Python About This Book Program advanced computer vision applications in Python using different features of the OpenCV library Practical end to end project covering an important computer vision problem All projects in the book include a step by step guide to create computer vision applications Who This Book Is For This book is for intermediate users of OpenCV who aim to master their skills by developing advanced practical applications Readers are expected to be familiar with OpenCV s concepts and Python libraries Basic knowledge of Python programming is expected and assumed What You Will Learn Generate real time visual effects using different filters and image manipulation techniques such as dodging and burning Recognize hand gestures in real time and perform hand shape analysis based on the output of a Microsoft Kinect sensor Learn feature extraction and feature matching for tracking arbitrary objects of interest Reconstruct a 3D real world scene from 2D camera motion and common camera reprojection techniques Track visually salient objects by searching for and focusing on important regions of an image Detect faces using a cascade classifier and recognize emotional expressions in human faces using multi layer peceptrons MLPs Recognize street signs using a multi class adaptation of support vector machines SVMs Strengthen your OpenCV2 skills and learn how to use new OpenCV3 features In Detail OpenCV is a native cross platform C Library for computer vision machine learning and image processing It is increasingly being adopted in Python for development OpenCV has C C Python and Java interfaces with support for Windows Linux Mac iOS and Android Developers using OpenCV build applications to process visual data this can include live streaming data from a device like a camera such as photographs or videos OpenCV offers extensive libraries with over 500 functions This book demonstrates how to develop a series of intermediate to advanced projects using OpenCV and Python rather than teaching the core concepts of OpenCV in theoretical lessons Instead the working projects developed in this book teach the reader how to apply their theoretical knowledge to topics such as image manipulation augmented reality object tracking 3D scene reconstruction statistical learning and object categorization By the end of this book readers will be OpenCV experts whose newly gained experience allows them to develop their own advanced computer vision applications Style and approach This book covers independent hands on projects that teach important computer vision concepts like image processing and machine learning for OpenCV with multiple examples *OpenCV with Python Blueprints: Design and Develop Advanced Computer Vision Projects Using OpenCV with Python* Michael Beyeler,2015 **OpenCV 4 with Python Blueprints** Dr. Menua Gevorgyan,Arsen Mamikonyan,Michael Beyeler,2020-03-20 Get to grips with traditional computer vision algorithms and deep learning approaches and build real world applications with OpenCV and other machine learning frameworks Key FeaturesUnderstand how to capture high quality image data detect and track objects and process the actions of animals or humansImplement your learning in different areas of computer visionExplore advanced concepts in OpenCV such as machine

learning artificial neural network and augmented realityBook Description OpenCV is a native cross platform C library for computer vision machine learning and image processing It is increasingly being adopted in Python for development This book will get you hands on with a wide range of intermediate to advanced projects using the latest version of the framework and language OpenCV 4 and Python 3 8 instead of only covering the core concepts of OpenCV in theoretical lessons This updated second edition will guide you through working on independent hands on projects that focus on essential OpenCV concepts such as image processing object detection image manipulation object tracking and 3D scene reconstruction in addition to statistical learning and neural networks You ll begin with concepts such as image filters Kinect depth sensor and feature matching As you advance you ll not only get hands on with reconstructing and visualizing a scene in 3D but also learn to track visually salient objects The book will help you further build on your skills by demonstrating how to recognize traffic signs and emotions on faces Later you ll understand how to align images and detect and track objects using neural networks By the end of this OpenCV Python book you ll have gained hands on experience and become proficient at developing advanced computer vision apps according to specific business needs What you will learnGenerate real time visual effects using filters and image manipulation techniques such as dodging and burningRecognize hand gestures in real time and perform hand shape analysis based on the output of a Microsoft Kinect sensorLearn feature extraction and feature matching to track arbitrary objects of interestReconstruct a 3D real world scene using 2D camera motion and camera reprojection techniquesDetect faces using a cascade classifier and identify emotions in human faces using multilayer perceptronsClassify localize and detect objects with deep neural networksWho this book is for This book is for intermediate level OpenCV users who are looking to enhance their skills by developing advanced applications Familiarity with OpenCV concepts and Python libraries and basic knowledge of the Python programming language are assumed   **OpenCV 4 with Python Blueprints - Second Edition** Menua Gevorgyan,Arsen Mamikonyan,Michael Beyeler,2020 Get to grips with traditional computer vision algorithms and deep learning approaches and build real world applications with OpenCV and other machine learning frameworks Key Features Understand how to capture high quality image data detect and track objects and process the actions of animals or humans Implement your learning in different areas of computer vision Explore advanced concepts in OpenCV such as machine learning artificial neural network and augmented reality Book Description OpenCV is a native cross platform C library for computer vision machine learning and image processing It is increasingly being adopted in Python for development This book will get you hands on with a wide range of intermediate to advanced projects using the latest version of the framework and language OpenCV 4 and Python 3 8 instead of only covering the core concepts of OpenCV in theoretical lessons This updated second edition will guide you through working on independent hands on projects that focus on essential OpenCV concepts such as image processing object detection image manipulation object tracking and 3D scene reconstruction in addition to statistical learning and neural networks You ll begin with concepts such as image filters Kinect

depth sensor and feature matching As you advance you ll not only get hands on with reconstructing and visualizing a scene in 3D but also learn to track visually salient objects The book will help you further build on your skills by demonstrating how to recognize traffic signs and emotions on faces Later you ll understand how to align images and detect and track objects using neural networks By the end of this OpenCV Python book you ll have gained hands on experience and become proficient at developing advanced computer vision apps according to specific business needs What you will learn Generate real time visual effects using filters and image manipulation techniques such as dodging and burning Recognize hand gestures in real time and perform hand shape analysis based on the output of a Microsoft Kinect sensor Learn feature extraction and feature matching to track arbitrary objects of interest Reconstruct a 3D real world scene using 2D camera motion and camera reprojection techniques Detect faces using a cascade classifier and identify emotions in human faces using multilayer perceptrons Classify localize and detect objects with deep neural networks Who this book is for This book is for inter

   OpenCV 3 Blueprints Joseph Howse,Steven Puttemans,Quan Hua,Utkarsh Sinha,2015-11-10 Expand your knowledge of computer vision by building amazing projects with OpenCV 3 About This Book Build computer vision projects to capture high quality image data detect and track objects process the actions of humans or animals and much more Discover practical and interesting innovations in computer vision while building atop a mature open source library OpenCV 3 Familiarize yourself with multiple approaches and theories wherever critical decisions need to be made Who This Book Is For This book is ideal for you if you aspire to build computer vision systems that are smarter faster more complex and more practical than the competition This is an advanced book intended for those who already have some experience in setting up an OpenCV development environment and building applications with OpenCV You should be comfortable with computer vision concepts object oriented programming graphics programming IDEs and the command line What You Will Learn Select and configure camera systems to see invisible light fast motion and distant objects Build a camera trap as used by nature photographers and process photos to create beautiful effects Develop a facial expression recognition system with various feature extraction techniques and machine learning methods Build a panorama Android application using the OpenCV stitching module in C with NDK support Optimize your object detection model make it rotation invariant and apply scene specific constraints to make it faster and more robust Create a person identification and registration system based on biometric properties of that person such as their fingerprint iris and face Fuse data from videos and gyroscopes to stabilize videos shot from your mobile phone and create hyperlapse style videos In Detail Computer vision is becoming accessible to a large audience of software developers who can leverage mature libraries such as OpenCV However as they move beyond their first experiments in computer vision developers may struggle to ensure that their solutions are sufficiently well optimized well trained robust and adaptive in real world conditions With sufficient knowledge of OpenCV these developers will have enough confidence to go about creating projects in the field of computer vision This book will help you tackle increasingly challenging computer vision

problems that you may face in your careers It makes use of OpenCV 3 to work around some interesting projects Inside these pages you will find practical and innovative approaches that are battle tested in the authors industry experience and research Each chapter covers the theory and practice of multiple complementary approaches so that you will be able to choose wisely in your future projects You will also gain insights into the architecture and algorithms that underpin OpenCV s functionality We begin by taking a critical look at inputs in order to decide which kinds of light cameras lenses and image formats are best suited to a given purpose We proceed to consider the finer aspects of computational photography as we build an automated camera to assist nature photographers You will gain a deep understanding of some of the most widely applicable and reliable techniques in object detection feature selection tracking and even biometric recognition We will also build Android projects in which we explore the complexities of camera motion first in panoramic image stitching and then in video stabilization By the end of the book you will have a much richer understanding of imaging motion machine learning and the architecture of computer vision libraries and applications Style and approach This book covers a combination of theory and practice We examine blueprints for specific projects and discuss the principles behind these blueprints in detail **Smart Systems Design, Applications, and Challenges** Rodrigues, João M.F.,Cardoso, Pedro J.S.,Monteiro, Jânio,Ramos, Célia M.Q.,2020-02-28 Smart systems when connected to artificial intelligence AI are still closely associated with some popular misconceptions that cause the general public to either have unrealistic fears about AI or to expect too much about how it will change our workplace and life in general It is important to show that such fears are unfounded and that new trends technologies and smart systems will be able to improve the way we live benefiting society without replacing humans in their core activities Smart Systems Design Applications and Challenges provides emerging research that presents state of the art technologies and available systems in the domains of smart systems and AI and explains solutions from an augmented intelligence perspective showing that these technologies can be used to benefit instead of replace humans by augmenting the information and actions of their daily lives The book addresses all smart systems that incorporate functions of sensing actuation and control in order to describe and analyze a situation and make decisions based on the available data in a predictive or adaptive manner Highlighting a broad range of topics such as business intelligence cloud computing and autonomous vehicles this book is ideally designed for engineers investigators IT professionals researchers developers data analysts professors and students **Bilgisayar Bilimlerinde Teorik Ve Uygulamalı Araştırmalar** Tarık Talan,Cemal Aktürk, **Computer Vision – ECCV 2016 Workshops** Gang Hua,Hervé Jégou,2016-09-17 The three volume set LNCS 9913 LNCS 9914 and LNCS 9915 comprises the refereed proceedings of the Workshops that took place in conjunction with the 14th European Conference on Computer Vision ECCV 2016 held in Amsterdam The Netherlands in October 2016 27 workshops from 44 workshops proposals were selected for inclusion in the proceedings These address the following themes Datasets and Performance Analysis in Early Vision Visual Analysis of Sketches Biological and Artificial Vision Brave New

Ideas for Motion Representations Joint Imagenet and MS Coco Visual Recognition Challenge Geometry Meets Deep Learning Action and Anticipation for Visual Learning Computer Vision for Road Scene Understanding and Autonomous Driving Challenge on Automatic Personality Analysis BioImage Computing Benchmarking Multi Target Tracking MOTChallenge Assistive Computer Vision and Robotics Transferring and Adapting Source Knowledge in Computer Vision Recovering 6D Object Pose Robust Reading 3D Face Alignment in the Wild and Challenge Egocentric Perception Interaction and Computing Local Features State of the Art Open Problems and Performance Evaluation Crowd Understanding Video Segmentation The Visual Object Tracking Challenge Workshop Web scale Vision and Social Media Computer Vision for Audio visual Media Computer VISion for ART Analysis Virtual Augmented Reality for Visual Artificial Intelligence Joint Workshop on Storytelling with Images and Videos and Large Scale Movie Description and Understanding Challenge *Applications in Electronics Pervading Industry, Environment and Society* Sergio Saponara,Alessandro De Gloria,2019-05-10 This book provides a thorough overview of cutting edge research on electronics applications relevant to industry the environment and society at large It covers a broad spectrum of application domains from automotive to space and from health to security while devoting special attention to the use of embedded devices and sensors for imaging communication and control The book is based on the 2018 ApplePies Conference held in Pisa Italy in September 2018 which brought together researchers and stakeholders to consider the most significant current trends in the field of applied electronics and to debate visions for the future Areas addressed by the conference included information communication technology biotechnology and biomedical imaging space secure clean and efficient energy the environment and smart green and integrated transport As electronics technology continues to develop apace constantly meeting previously unthinkable targets further attention needs to be directed toward the electronics applications and the development of systems that facilitate human activities This book written by industrial and academic professionals represents a valuable contribution in this endeavor **Python For Automations** satluciferan,2025-12-02 Python for Automation Make Your Life Better You didn t pick up this book to learn another programming language You picked it up because your time matters If you ve ever felt your focus chipped away by tiny thankless clicks if you ve ever stayed late to wrestle a report you ll never read again if you ve thought There has to be a better way you re in the right place This is a hands on field guide to turning computers into coworkers It won t bury you in jargon It won t ask you to love theory It will help you reclaim your hours with small satisfying wins that add up fast By the end you won t just know Python you ll delegate to Python What this book does for you Gets you wins on Day One A simple setup a wow script and momentum that sticks Builds real confidence Variables loops functions files and SQLite only what you actually use explained like a friend at your desk Upgrades your everyday work Regex that finds and fixes patterns in seconds CSV JSON YAML pipelines that tame messy data Spreadsheet magic with pandas that turns numbers into clear shareable reports Takes you beyond the browser Scrape with requests BeautifulSoup Log in click and submit forms with Selenium bots

you can literally watch working for you Delegates the follow up Automatic email reports Slack Discord alerts calendar syncs and a Daily Brief in your inbox every morning Lets your computer do the clicking Launch apps focus windows move the mouse type and capture screens with PyAutoGUI Yes it s as fun as it sounds Adds your voice Build a mini JARVIS that listens and executes commands hands free Scales when you re ready Scheduling async speedups cloud or Raspberry Pi deploys and one file apps with PyInstaller Delivers the payoff Automate personal finance and plug in AI to summarize draft and chat bots that think with you not just for you How the journey flows Part 1 Mindset ship a first win Part 2 Core Powers The essentials taught practically Part 3 Data Alchemy Text tricks tidy pipelines spreadsheet sorcery Part 4 The Web Frontier Scrape and drive real websites Part 5 Delegation Email chat calendar daily dashboards Part 6 Desktop Control OS windows UI media watchdogs Part 7 Voice NLP Your own voice controlled assistant Part 8 Scale Share Speed reliability deploys one file apps Parts 9 10 The Payoff Finance automation AI integration No gatekeeping No fluff Just clear steps copy and adapt snippets and projects that make your day lighter Open the book Ship your first automation Today is the day you stop clicking and start commanding   **The Official Raspberry Pi Projects Book Volume 2** The Makers of The MagPi magazine,2016-11-01 The Official Raspberry Pi projects book returns with inspirational projects detailed step by step guides and product reviews based around the phenomenon that is the Raspberry Pi See why educators and makers adore the credit card sized computer that can be used to make robots retro games consoles and even art In this volume of The Official Raspberry Pi Projects Book you ll Get involved with the amazing and very active Raspberry Pi community Be inspired by incredible projects made by other people Learn how to make with your Raspberry Pi with our tutorials Find out about the top kits and accessories for your Pi projects And much much more If this is your first time using a Raspberry Pi you ll also find some very helpful guides to get you started with your Raspberry Pi journey With millions of Raspberry Pi boards out in the wild that s millions more people getting into digital making and turning their dreams into a Pi powered reality Being so spoilt for choice though means that we ve managed to compile an incredible list of projects guides and reviews for you This book was written using an earlier version of Raspberry Pi OS Please use Raspberry Pi OS Legacy for full compatibility See magpi cc legacy for more information   **Learning OpenCV 3 Computer Vision with Python** Joe Minichino,2015 Unleash the power of computer vision with Python using OpenCVAbout 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 guideWho This Book Is ForIntended 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 applicationIn DetailOpenCV 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 approachThis book is a comprehensive guide to the brand new OpenCV 3 with Python to develop real life computer vision applications **Learning OpenCV 4 Computer Vision with Python** 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   *OpenCV: Computer Vision Projects with Python* Joseph Howse,Prateek Joshi,Michael Beyeler,2016-10-24 Get savvy with OpenCV and actualize cool computer vision applications About This Book Use OpenCV s Python bindings to capture video manipulate images and track objects Learn about the different functions of OpenCV and their actual implementations Develop a series of intermediate to advanced projects using OpenCV and Python Who This Book Is For This learning path is for someone who has a working knowledge of Python and wants to try out OpenCV This Learning Path will take you from a beginner to an expert in computer vision applications using OpenCV OpenCV s application are humongous and this Learning Path is the best resource to get yourself acquainted thoroughly with OpenCV What You Will Learn Install OpenCV and related software such as Python NumPy SciPy OpenNI and SensorKinect all on Windows Mac or Ubuntu Apply curves and other color transformations to simulate the look of old photos movies or video games Apply geometric transformations to images perform image filtering and convert an image into a cartoon like image Recognize hand gestures in real time and perform hand shape analysis based on the output of a Microsoft Kinect sensor Reconstruct a 3D real world scene from 2D camera motion and common camera reprojection techniques Detect and recognize street signs using a cascade classifier and support vector machines SVMs Identify emotional expressions in human faces using convolutional neural networks CNNs and SVMs Strengthen your OpenCV2 skills and learn how to use new OpenCV3 features In Detail OpenCV is a state of art computer vision library that allows a great variety of image and video processing operations OpenCV for Python enables us to run computer vision algorithms in real time This learning path proposes to teach the following topics First we will learn how to get started with OpenCV and OpenCV3 s Python API and develop a computer vision application that tracks body parts Then we will build amazing intermediate level computer vision applications such as making an object disappear from an image identifying different shapes reconstructing a 3D map from images and building an augmented reality application Finally we ll move to more advanced projects such as hand gesture recognition tracking visually salient objects as well as recognizing traffic signs and emotions on faces using

support vector machines and multi layer perceptrons respectively This Learning Path combines some of the best that Packt has to offer in one complete curated package It includes content from the following Packt products OpenCV Computer Vision with Python by Joseph Howse OpenCV with Python By Example by Prateek Joshi OpenCV with Python Blueprints by Michael Beyeler Style and approach This course aims to create a smooth learning path that will teach you how to get started with will learn how to get started with OpenCV and OpenCV 3 s Python API and develop superb computer vision applications Through this comprehensive course you ll learn to create computer vision applications from scratch to finish and more **Raspberry Pi Robotic Blueprints** Richard Grimmett,2015-10-30 Utilize the powerful ingredients of Raspberry Pi to bring to life your amazing robots that can act draw and have fun with laser tags About This Book Learn to implement a number of features offered by Raspberry Pi to build your own amazing robots Understand how to add vision and voice to your robots This fast paced practical guide comprises a number of creative projects to take your Raspberry Pi knowledge to the next level Who This Book Is For This all encompassing guide was created for anyone who is interested in expanding their knowledge in applying the peripherals of Raspberry Pi If you have a fancy for building complex looking robots with simple inexpensive and readily available hardware then this book is ideal for you Prior understanding of Raspberry Pi with simple mechanical systems is recommended What You Will Learn Add sensors to your robot so that it can sense the world around it Know everything there is to know about accessing motors and servos to provide movement to the robotic platform Explore the feature of adding vision to your robot so it can see the world around it Refine your robot with the skill of speech recognition so that it can receive commands Polish your robot by adding speech output so it can communicate with the world around it Maximize the use of servos in Raspberry Pi to create a drawing robot Strengthen your robot by adding wireless communication skills so you can see what the robot is seeing and control it from a distance Build an unbelievable autonomous hexcopter controlled by Raspberry Pi In Detail The Raspberry Pi is a series of credit card sized single board computers developed in the UK by the Raspberry Pi Foundation with the intention of promoting the teaching of basic computer science in schools The Raspberry Pi is known as a tiny computer built on a single circuit board It runs a Linux operating system and has connection ports for various peripherals so that it can be hooked up to sensors motors cameras and more Raspberry Pi has been hugely popular among hardware hobbyists for various projects including robotics This book gives you an insight into implementing several creative projects using the peripherals provided by Raspberry Pi To start we ll walk through the basic robotics concepts that the world of Raspberry Pi offers us implementing wireless communication to control your robot from a distance Next we demonstrate how to build a sensible and a visionary robot maximizing the use of sensors and step controllers After that we focus on building a wheeled robot that can draw and play hockey To finish with a bang we ll build an autonomous hexcopter that is a flying robot controlled by Raspberry Pi By the end of this book you will be a maestro in applying an array of different technologies to create almost any imaginable robot Style and approach This book

is an easy to follow project based guide that throws you directly into the action of creating almost any imaginable robot through blueprints It is full of step by step instructions and screenshots to help you build amazing robots in no time at all

   OpenCV 4 for Secret Agents Joseph Howse,2019-04-30 Turn futuristic ideas about computer vision and machine learning into demonstrations that are both functional and entertaining Key Features Build OpenCV 4 apps with Python 2 and 3 on desktops and Raspberry Pi Java on Android and C in Unity Detect classify recognize and measure real world objects in real time Work with images from diverse sources including the web research datasets and various cameras Book Description OpenCV 4 is a collection of image processing functions and computer vision algorithms It is open source supports many programming languages and platforms and is fast enough for many real time applications With this handy library you ll be able to build a variety of impressive gadgets OpenCV 4 for Secret Agents features a broad selection of projects based on computer vision machine learning and several application frameworks To enable you to build apps for diverse desktop systems and Raspberry Pi the book supports multiple Python versions from 2 7 to 3 7 For Android app development the book also supports Java in Android Studio and C in the Unity game engine Taking inspiration from the world of James Bond this book will add a touch of adventure and computer vision to your daily routine You ll be able to protect your home and car with intelligent camera systems that analyze obstacles people and even cats In addition to this you ll also learn how to train a search engine to praise or criticize the images that it finds and build a mobile app that speaks to you and responds to your body language By the end of this book you will be equipped with the knowledge you need to advance your skills as an app developer and a computer vision specialist What you will learn Detect motion and recognize gestures to control a smartphone game Detect car headlights and estimate their distance Detect and recognize human and cat faces to trigger an alarm Amplify motion in a real time video to show heartbeats and breaths Make a physics simulation that detects shapes in a real world drawing Build OpenCV 4 projects in Python 3 for desktops and Raspberry Pi Develop OpenCV 4 Android applications in Android Studio and Unity Who this book is for If you are an experienced software developer who is new to computer vision or machine learning and wants to study these topics through creative projects then this book is for you The book will also help existing OpenCV users who want upgrade their projects to OpenCV 4 and new versions of other libraries languages tools and operating systems General familiarity with object oriented programming application development and usage of operating systems OS developer tools and the command line is required   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 Computer Vision with Python* Joseph Howse,2013 A practical project based tutorial for Python developers and hobbyists who want to get started with computer vision with OpenCV and Python OpenCV Computer Vision with Python is written for Python developers who are new to computer vision and want a practical guide to teach them the essentials Some understanding of image data for example pixels and color channels would be beneficial At a minimum you will need access to at least one webcam Certain exercises require additional hardware like a second webcam a Microsoft Kinect or an OpenNI compliant depth sensor such as the Asus Xtion PRO **iOS Application Development with OpenCV 3** Joseph Howse,2016-06-30 Create four mobile apps and explore the world through photography and computer vision About This Book Efficiently harness iOS and OpenCV to capture and process high quality images at high speed Develop photographic apps and augmented reality apps quickly and easily Detect recognize and morph faces and objects Who This Book Is For If you want to do computational photography and computer vision on Apple s mobile devices then this book is for you No previous experience with app development or OpenCV is required However basic knowledge of C or Objective C is recommended What You Will Learn Use Xcode and Interface Builder to develop iOS apps Obtain OpenCV s standard modules and build extra modules from source Control all the parameters of the iOS device s camera Capture save and share photos

and videos Analyze colors shapes and textures in ordinary and specialized photographs Blend and compare images to create special photographic effects and augmented reality tools Detect faces and morph facial features Classify coins and other objects In Detail iOS Application Development with OpenCV 3 enables you to turn your smartphone camera into an advanced tool for photography and computer vision Using the highly optimized OpenCV library you will process high resolution images in real time You will locate and classify objects and create models of their geometry As you develop photo and augmented reality apps you will gain a general understanding of iOS frameworks and developer tools plus a deeper understanding of the camera and image APIs After completing the book s four projects you will be a well rounded iOS developer with valuable experience in OpenCV Style and approach The book is practical creative and precise It shows you the steps to create and customize five projects that solve important problems for beginners in mobile app development and computer vision Complete source code and numerous visual aids are included in each chapter Experimentation is an important part of the book You will use computer vision to explore the real world and then you will refine the projects based on your findings

OpenCV Computer Vision with Python Joseph Howse,2015-01-07 Learn to capture videos manipulate images and track objects with Python using the OpenCV Library Overview Set up OpenCV its Python bindings and optional Kinect drivers on Windows Mac or Ubuntu Create an application that tracks and manipulates faces Identify face regions using normal color images and depth images In Detail Computer Vision can reach consumers in various contexts via webcams camera phones and gaming sensors like Kinect OpenCV s Python bindings can help developers meet these consumer demands for applications that capture images change their appearance and extract information from them in a high level language and in a standardized data format that is interoperable with scientific libraries such as NumPy and SciPy OpenCV Computer Vision with Python is a practical hands on guide that covers the fundamental tasks of computer vision capturing filtering and analyzing images with step by step instructions for writing both an application and reusable library classes OpenCV Computer Vision with Python shows you how to use the Python bindings for OpenCV By following clear and concise examples you will develop a computer vision application that tracks faces in live video and applies special effects to them If you have always wanted to learn which version of these bindings to use how to integrate with cross platform Kinect drivers and and how to efficiently process image data with NumPy and SciPy then this book is for you What you will learn from this book Install OpenCV and related software such as Python NumPy SciPy OpenNI and SensorKinect all on Windows Mac or Ubuntu Capture display and save photos and real time videos Handle window events and input events using OpenCV s HighGui module or Pygame Understand OpenCV s image format and how to perform efficient operations on OpenCV images with NumPy and SciPy Apply curves and other color transformations to simulate the look of old photos movies or video games Apply an effect only to edges in an image Copy and resize segments of an image Apply an effect only to certain depths in an image by using data from a depth sensor such as Kinect Track faces eyes noses and mouths by using prebuilt datasets Track

arbitrary objects by creating original datasets Approach A practical project based tutorial for Python developers and hobbyists who want to get started with computer vision with OpenCV and Python Who this book is written for OpenCV Computer Vision with Python is written for Python developers who are new to computer vision and want a practical guide to teach them the essentials Some understanding of image data for example pixels and color channels would be beneficial At a minimum you will need access to at least one webcam Certain exercises require additional hardware like a second webcam a Microsoft Kinect or an OpenNI compliant depth sensor such as the Asus Xtion PRO

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