Quick answers to common problems

OpenCV Computer Vision Application Programming Cookbook

Second Edition

Over 50 recipes to help you build computer vision applications in C++ using the OpenCV library

Robert Laganière

Opencv Computer Vision Application Programming Cookbook 2nd Edition Raw

Robert Laganière

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OpenCV 2 Robert Laganière,2011 **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 OpenCV Computer Vision Application Programming Cookbook Second Edition Robert Laganière,2014 Over 50 recipes to help you build computer vision applications in C using the OpenCV library In Detail OpenCV Computer Vision Application Programming Cookbook Second Edition is your guide to the development of computer vision applications The book shows you how to install and deploy the OpenCV library to write an effective computer vision application Different techniques for image enhancement pixel manipulation and shape analysis will be presented You will also learn how to process video from files or cameras and detect and track moving objects You will also be introduced to recent approaches in machine learning and object classification This book is a comprehensive reference guide that exposes you to practical and fundamental computer vision concepts illustrated by extensive examples 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 image geometry in order to relate different views of a pictured scene Calibrate the camera from different image observations Detect faces and people in images using machine learning techniques Downloading the example code for this book You can download the example code files for all Packt books you have purchased from your account at http www PacktPub com If you purchased this book elsewhere you can visit http www PacktPub com support and register to have the files e mailed directly to you **Opencv Computer Vision Application Programming Cookbook** ,2014 OpenCV Computer Vision Application Programming Cookbook Robert Laganière,2011 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 *OpenCV 4 Computer Vision Application Programming Cookbook* David Millán Escrivá,Robert Laganiere,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 learnInstall and create a program using the OpenCV librarySegment images into homogenous regions and extract meaningful objectsApply image filters to enhance image contentExploit image geometry to relay different views of a pictured sceneCalibrate the camera from different image observationsDetect people and objects in images using machine learning techniquesReconstruct a 3D scene from imagesExplore face detection using deep learningWho 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 4 Computer Vision Application Programming Cookbook - Fourth Edition** David Escriva,Robert Laganiere,2019 Discover interesting recipes to help you understand the concepts of object detection image processing and facial detection Key Features Explore the latest features and APIs in OpenCV 4 and build computer vision algorithms Develop effective robust and fail safe vision for your applications Build computer vision algorithms with machine learning capabilities Book 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 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 of 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 Downloading the example code for this ebook You can download the example code files for this ebook on GitHub at the following link https github   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 3 Computer Vision Application Programming Cookbook - Third Edition Robert Laganiere,2016-12-30 Over 100 recipes to help you build computer vision applications that make the most of the popular C library OpenCV 3About 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 imagesWho This Book Is ForOpenCV 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 faces and people in images using machine learning techniquesIn DetailMaking 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 **OpenCV 3 Computer Vision with Python Cookbook** Aleksei Spizhevoi,Aleksandr Rybnikov,2018-03-23 OpenCV 3 is a native cross platform library for computer vision machine learning and image processing OpenCV s convenient high level APIs hide very powerful internals designed for computational efficiency that can take advantage of multicore and GPU processing This book will help you tackle increasingly challenging computer vision problems *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 **OpenCV for Secret Agents** Joseph Howse,2015-01-28 This book is for programmers who want to expand their skills by building fun smart and useful systems with OpenCV The projects are ideal in helping you to think creatively about the uses of

computer vision natural user interfaces and ubiquitous computers in your home car and hand **Learn OpenCV 4 by Building Projects** David Millán Escrivá,Vinícius G. Mendonça,Prateek Joshi,2018-11-30 Explore OpenCV 4 to create visually appealing cross platform computer vision applications Key Features Understand basic OpenCV 4 concepts and algorithms Grasp advanced OpenCV techniques such as 3D reconstruction machine learning and artificial neural networks Work with Tesseract OCR an open source library to recognize text in images Book Description OpenCV is one of the best open source libraries available and can help you focus on constructing complete projects on image processing motion detection and image segmentation Whether you re completely new to computer vision or have a basic understanding of its concepts Learn OpenCV 4 by Building Projects Second edition will be your guide to understanding OpenCV concepts and algorithms through real world examples and projects You ll begin with the installation of OpenCV and the basics of image processing Then you ll cover user interfaces and get deeper into image processing As you progress through the book you ll learn complex computer vision algorithms and explore machine learning and face detection The book then guides you in creating optical flow video analysis and background subtraction in complex scenes In the concluding chapters you ll also learn about text segmentation and recognition and understand the basics of the new and improved deep learning module By the end of this book you ll be familiar with the basics of Open CV such as matrix operations filters and histograms and you ll have mastered commonly used computer vision techniques to build OpenCV projects from scratch What you will learn Install OpenCV 4 on your operating system Create CMake scripts to compile your C application Understand basic image matrix formats and filters Explore segmentation and feature extraction techniques Remove backgrounds from static scenes to identify moving objects for surveillance Employ various techniques to track objects in a live video Work with new OpenCV functions for text detection and recognition with Tesseract Get acquainted with important deep learning tools for image classification Who this book is for If you are a software developer with a basic understanding of computer vision and image processing and want to develop interesting computer vision applications with OpenCV Learn OpenCV 4 by Building Projects for you Prior knowledge of C will help you understand the concepts covered in this book *OpenCV By Example* Prateek Joshi,David Millan Escriva,Vinicius Godoy,2016-01-22 Enhance your understanding of Computer Vision and image processing by developing real world projects in OpenCV 3 About This Book Get to grips with the basics of Computer Vision and image processing This is a step by step guide to developing several real world Computer Vision projects using OpenCV 3 This book takes a special focus on working with Tesseract OCR a free open source library to recognize text in images Who This Book Is For If you are a software developer with a basic understanding of Computer Vision and image processing and want to develop interesting Computer Vision applications with Open CV this is the book for you Knowledge of C is required What You Will Learn Install OpenCV 3 on your operating system Create the required CMake scripts to compile the C application and manage its dependencies Get to grips with the Computer Vision workflows and understand the basic image matrix format and filters Understand the

segmentation and feature extraction techniques Remove backgrounds from a static scene to identify moving objects for video surveillance Track different objects in a live video using various techniques Use the new OpenCV functions for text detection and recognition with Tesseract In Detail Open CV is a cross platform free for use library that is primarily used for real time Computer Vision and image processing It is considered to be one of the best open source libraries that helps developers focus on constructing complete projects on image processing motion detection and image segmentation Whether you are completely new to the concept of Computer Vision or have a basic understanding of it this book will be your guide to understanding the basic OpenCV concepts and algorithms through amazing real world examples and projects Starting from the installation of OpenCV on your system and understanding the basics of image processing we swiftly move on to creating optical flow video analysis or text recognition in complex scenes and will take you through the commonly used Computer Vision techniques to build your own Open CV projects from scratch By the end of this book you will be familiar with the basics of Open CV such as matrix operations filters and histograms as well as more advanced concepts such as segmentation machine learning complex video analysis and text recognition Style and approach This book is a practical guide with lots of tips and is closely focused on developing Computer vision applications with OpenCV Beginning with the fundamentals the complexity increases with each chapter Sample applications are developed throughout the book that you can execute and use in your own projects **Machine Learning for OpenCV 4** Aditya Sharma,Vishwesh Ravi Shrimali,Michael Beyeler,2019-09-06 A practical guide to understanding the core machine learning and deep learning algorithms and implementing them to create intelligent image processing systems using OpenCV 4 Key FeaturesGain insights into machine learning algorithms and implement them using OpenCV 4 and scikit learnGet up to speed with Intel OpenVINO and its integration with OpenCV 4Implement high performance machine learning models with helpful tips and best practicesBook Description OpenCV is an opensource library for building computer vision apps The latest release OpenCV 4 offers a plethora of features and platform improvements that are covered comprehensively in this up to date second edition You ll start by understanding the new features and setting up OpenCV 4 to build your computer vision applications You will explore the fundamentals of machine learning and even learn to design different algorithms that can be used for image processing Gradually the book will take you through supervised and unsupervised machine learning You will gain hands on experience using scikit learn in Python for a variety of machine learning applications Later chapters will focus on different machine learning algorithms such as a decision tree support vector machines SVM and Bayesian learning and how they can be used for object detection computer vision operations You will then delve into deep learning and ensemble learning and discover their real world applications such as handwritten digit classification and gesture recognition Finally you ll get to grips with the latest Intel OpenVINO for building an image processing system By the end of this book you will have developed the skills you need to use machine learning for building intelligent computer vision applications with OpenCV 4 What you will

learnUnderstand the core machine learning concepts for image processingExplore the theory behind machine learning and deep learning algorithm designDiscover effective techniques to train your deep learning modelsEvaluate machine learning models to improve the performance of your modelsIntegrate algorithms such as support vector machines and Bayes classifier in your computer vision applicationsUse OpenVINO with OpenCV 4 to speed up model inferenceWho this book is for This book is for Computer Vision professionals machine learning developers or anyone who wants to learn machine learning algorithms and implement them using OpenCV 4 If you want to build real world Computer Vision and image processing applications powered by machine learning then this book is for you Working knowledge of Python programming is required to get the most out of this book   Learning OpenCV 3 Adrian Kaehler,Gary Bradski,2016-12-14 Get started in the rapidly expanding field of computer vision with this practical guide Written by Adrian Kaehler and Gary Bradski creator of the open source OpenCV library this book provides a thorough introduction for developers academics roboticists and hobbyists You ll learn what it takes to build applications that enable computers to see and make decisions based on that data With over 500 functions that span many areas in vision OpenCV is used for commercial applications such as security medical imaging pattern and face recognition robotics and factory product inspection This book gives you a firm grounding in computer vision and OpenCV for building simple or sophisticated vision applications Hands on exercises in each chapter help you apply what you ve learned This volume covers the entire library in its modern C implementation including machine learning tools for computer vision Learn OpenCV data types array types and array operations Capture and store still and video images with HighGUI Transform images to stretch shrink warp remap and repair Explore pattern recognition including face detection Track objects and motion through the visual field Reconstruct 3D images from stereo vision Discover basic and advanced machine learning techniques in OpenCV   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   **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 **Mastering OpenCV 3** Daniel Lelis Baggio,Shervin Emami,David Millan Escriva,Khvedchenia Ievgen,Jason Saragih,Roy Shilkrot,2017-04-28 Practical Computer Vision Projects About This Book Updated for OpenCV 3 this book covers new features that will help you unlock the full potential of OpenCV 3 Written by a team of 7 experts each chapter explores a new aspect of OpenCV to help you make amazing computer vision aware applications Project based approach with each chapter being a complete tutorial showing you how to apply OpenCV to solve complete problems Who This Book Is For This book is for those who have a basic knowledge of OpenCV and are competent C programmers You need to have an understanding of some of the more theoretical mathematical concepts as we move quite quickly throughout the book What You Will Learn Execute basic image processing operations and cartoonify an image Build an OpenCV project natively with Raspberry Pi and cross compile it for Raspberry Pi text Extend the natural feature tracking algorithm to support the tracking of multiple image targets on a video Use OpenCV 3 s new 3D visualization framework to illustrate the 3D scene geometry Create an application for Automatic Number Plate Recognition ANPR using a support vector machine and Artificial Neural Networks Train and predict pattern recognition algorithms to decide whether an image is a number plate Use POSIT for the six degrees of freedom head pose Train a face recognition database using deep learning and recognize faces from that database In Detail As we become more capable of handling data in every kind we are becoming more reliant on visual input and what we can do with those self driving cars face recognition and even augmented reality applications and games This is all powered by Computer Vision This book will put you straight to work in creating powerful and unique computer vision applications Each chapter is structured around a central project and deep dives into an important aspect of OpenCV such as facial recognition image target tracking making augmented reality applications the 3D visualization framework and machine learning You ll learn how to make AI that can remember and use neural networks to help your applications learn By the end of the book you will have created various working prototypes with the projects in the book and will be well versed with the new features of OpenCV3 Style and approach This book takes a project based approach and helps you learn about the new features by putting them to work by implementing them in your own projects **Building Computer Vision Projects with OpenCV 4 and C++** David Millán Escrivá,Prateek Joshi,Vinícius G. Mendonça,Roy Shilkrot,2019-03-26 Delve into practical computer vision and image processing projects and get up to speed with advanced

object detection techniques and machine learning algorithms Key FeaturesDiscover best practices for engineering and maintaining OpenCV projectsExplore important deep learning tools for image classificationUnderstand basic image matrix formats and filtersBook Description OpenCV is one of the best open source libraries available and can help you focus on constructing complete projects on image processing motion detection and image segmentation This Learning Path is your guide to understanding OpenCV concepts and algorithms through real world examples and activities Through various projects you ll also discover how to use complex computer vision and machine learning algorithms and face detection to extract the maximum amount of information from images and videos In later chapters you ll learn to enhance your videos and images with optical flow analysis and background subtraction Sections in the Learning Path will help you get to grips with text segmentation and recognition in addition to guiding you through the basics of the new and improved deep learning modules By the end of this Learning Path you will have mastered commonly used computer vision techniques to build OpenCV projects from scratch This Learning Path includes content from the following Packt books Mastering OpenCV 4 Third Edition by Roy Shilkrot and David Mill n Escriv Learn OpenCV 4 By Building Projects Second Edition by David Mill n Escriv Vin cius G Mendon a and Prateek JoshiWhat you will learnStay up to date with algorithmic design approaches for complex computer vision tasksWork with OpenCV s most up to date API through various projectsUnderstand 3D scene reconstruction and Structure from Motion SfM Study camera calibration and overlay augmented reality AR using the ArUco moduleCreate CMake scripts to compile your C applicationExplore segmentation and feature extraction techniquesRemove backgrounds from static scenes to identify moving objects for surveillanceWork with new OpenCV functions to detect and recognize text with TesseractWho this book is for If you are a software developer with a basic understanding of computer vision and image processing and want to develop interesting computer vision applications with OpenCV this Learning Path is for you Prior knowledge of C and familiarity with mathematical concepts will help you better understand the concepts in this Learning Path

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Opencv Computer Vision Application Programming Cookbook 2nd Edition Raw Introduction

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