



Community Experience Distilled

Mastering OpenCV with Practical Computer Vision Projects

Step-by-step tutorials to solve common real-world computer vision problems for desktop or mobile, from augmented reality and number plate recognition to face recognition and 3D head tracking

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Mastering Opencv With Practical Computer Vision Projects Emami Shervin

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Mastering Opencv With Practical Computer Vision Projects Emami Shervin:

Mastering OpenCV with Practical Computer Vision Projects Daniel Lélis Baggio,2012-12-03 Each chapter in the book is an individual project and each project is constructed with step by step instructions clearly explained code and includes the necessary screenshots You should have basic OpenCV and C C programming experience before reading this book as it is aimed at Computer Science graduates researchers and computer vision experts widening their expertise

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

ROS Robotics By Example Carol Fairchild,Dr. Thomas L. Harman,2016-06-30 Bring life to your robot using ROS robotic applications About This Book This book will help you boost your knowledge of ROS and give you advanced practical experience you can apply to your ROS robot platforms This is the only book that offers you step by step instructions to solidify your ROS understanding and gain experience using

ROS tools From eminent authors this book offers you a plethora of fun filled examples to make your own quadcopter turtlebot and two armed robots Who This Book Is For If you are a robotics developer whether a hobbyist researchers or professional and are interested in learning about ROS through a hands on approach then this book is for you You are encouraged to have a working knowledge of GNU Linux systems and Python What You Will Learn Get to know the fundamentals of ROS and apply its concepts to real robot examples Control a mobile robot to navigate autonomously in an environment Model your robot designs using URDF and Xacro and operate them in a ROS Gazebo simulation Control a 7 degree of freedom robot arm for visual servoing Fly a quadcopter to autonomous waypoints Gain working knowledge of ROS tools such as Gazebo rviz rqt and Move It Control robots with mobile devices and controller boards In Detail The visionaries who created ROS developed a framework for robotics centered on the commonality of robotic systems and exploited this commonality in ROS to expedite the development of future robotic systems From the fundamental concepts to advanced practical experience this book will provide you with an incremental knowledge of the ROS framework the backbone of the robotics evolution ROS standardizes many layers of robotics functionality from low level device drivers to process control to message passing to software package management This book provides step by step examples of mobile armed and flying robots describing the ROS implementation as the basic model for other robots of these types By controlling these robots whether in simulation or in reality you will use ROS to drive move and fly robots using ROS control Style and approach This is an easy to follow guide with hands on examples of ROS robots both real and in simulation

Robot Vision: Teknik Membangun Robot Cerdas Masa Depan (Ed. Revisi) Dr. Widodo Budiharto, S.Si., M.Kom.,Ir. Djoko Purwanto, M.Eng., Ph.D, Buku Robot Vision ini sangat tepat dibaca oleh pe ajar an peneliti dibidang Robotika Elektronika dan teknik informatika Buku ini merupakan buku pegangan utama pada mata kuliah Robotika Kecerdasan Buatan serta Robot vision Menyajikan gambaran lengkap mengenai konsep robotika robot vision dan implementasi buku layak menjadi pegangan wajib bagi penggiat dunia robotika terutama untuk merancang robot cerdas berbasis vision Materi yang disajikan Konsep robotika dan robot vision Pemrograman robot menggunakan mikrokontroler Propeller Computer Vision dengan OpenCV dan EmguCV Pemrograman Robot dan Stereo vision Navigasi Robot Implementasi Robot Vision

OpenCV 2 Hotshot Shervin Emami,2012 Annotation Computer Vision is fast becoming an important technology and is used in Mars robots national security systems automated factories driver less cars and medical image analysis to new forms of human computer interaction OpenCV is the most common library for computer vision providing hundreds of complex and fast algorithms But it has a steep learning curve and limited in depth tutorials Mastering OpenCV with Practical Computer Vision Projects is the perfect book for developers with just basic OpenCV skills who want to try practical computer vision projects as well as the seasoned OpenCV experts who want to add more Computer Vision topics to their skill set or gain more experience with OpenCVs new C interface before migrating from the C API to the C API Each chapter is a separate project including the necessary background knowledge so try them all one by one or jump straight to

the projects you're most interested in Create working prototypes from this book including real time mobile apps Augmented Reality 3D shape from video or track faces eyes fluid wall using Kinect number plate recognition and so on Mastering OpenCV with Practical Computer Vision Projects gives you rapid training in nine computer vision areas with useful projects

Mastering OpenCV 4 with Python Alberto Fernández Villán, 2019-03-29 Create advanced applications with Python and OpenCV exploring the potential of facial recognition machine learning deep learning web computing and augmented reality Key Features Develop your computer vision skills by mastering algorithms in Open Source Computer Vision 4 OpenCV 4 and Python Apply machine learning and deep learning techniques with TensorFlow and Keras Discover the modern design patterns you should avoid when developing efficient computer vision applications Book Description OpenCV is considered to be one of the best open source computer vision and machine learning software libraries It helps developers build complete projects in relation to image processing motion detection or image segmentation among many others OpenCV for Python enables you to run computer vision algorithms smoothly in real time combining the best of the OpenCV C API and the Python language In this book you'll get started by setting up OpenCV and delving into the key concepts of computer vision You'll then proceed to study more advanced concepts and discover the full potential of OpenCV The book will also introduce you to the creation of advanced applications using Python and OpenCV enabling you to develop applications that include facial recognition target tracking or augmented reality Next you'll learn machine learning techniques and concepts understand how to apply them in real world examples and also explore their benefits including real time data production and faster data processing You'll also discover how to translate the functionality provided by OpenCV into optimized application code projects using Python bindings Toward the concluding chapters you'll explore the application of artificial intelligence and deep learning techniques using the popular Python libraries TensorFlow and Keras By the end of this book you'll be able to develop advanced computer vision applications to meet your customers demands What you will learn Handle files and images and explore various image processing techniques Explore image transformations including translation resizing and cropping Gain insights into building histograms Brush up on contour detection filtering and drawing Work with Augmented Reality to build marker based and markerless applications Work with the main machine learning algorithms in OpenCV Explore the deep learning Python libraries and OpenCV deep learning capabilities Create computer vision and deep learning web applications Who this book is for This book is designed for computer vision developers engineers and researchers who want to develop modern computer vision applications Basic experience of OpenCV and Python programming is a must **Mastering OpenCV with Practical Computer Vision Projects** Daniel Lélis Baggio, 2012 This is the definitive advanced tutorial for OpenCV designed for those with basic C skills The computer vision projects are divided into easily assimilated chapters with an emphasis on practical involvement for an easier learning curve Cool fun and advanced projects that cover the various aspects of OpenCV programming Strong emphasis on programming techniques and methodology for the best approach to each project Ten

projects that are carefully designed to build on your skills at every step In Detail OpenCV is a computer vision library that is extensively used in companies research groups and governmental bodies for real time capture video file import image manipulation object detection and much more Its comprehensive set of computer vision and machine learning algorithms makes it the obvious choice for professionals to develop visual applications With this book in hand you would not need to plow through several pages of theory as this book will take you through the creation of many exciting projects that showcase the huge range of possibilities that open up when OpenCV is exploited to its full potential Mastering OpenCV 4 Roy Shilkrot,David Millán Escrivá,2018-12-27 Work on practical computer vision projects covering advanced object detector techniques and modern deep learning and machine learning algorithms Key FeaturesLearn about the new features that help unlock the full potential of OpenCV 4Build face detection applications with a cascade classifier using face landmarksCreate an optical character recognition OCR model using deep learning and convolutional neural networksBook Description Mastering OpenCV now in its third edition targets computer vision engineers taking their first steps toward mastering OpenCV Keeping the mathematical formulations to a solid but bare minimum the book delivers complete projects from ideation to running code targeting current hot topics in computer vision such as face recognition landmark detection and pose estimation and number recognition with deep convolutional networks You ll learn from experienced OpenCV experts how to implement computer vision products and projects both in academia and industry in a comfortable package You ll get acquainted with API functionality and gain insights into design choices in a complete computer vision project You ll also go beyond the basics of computer vision to implement solutions for complex image processing projects By the end of the book you will have created various working prototypes with the help of projects in the book and be well versed with the new features of OpenCV4 What you will learnBuild real world computer vision problems with working OpenCV code samplesUncover best practices in engineering and maintaining OpenCV projectsExplore algorithmic design approaches for complex computer vision tasksWork with OpenCV s most updated API v4 0 0 through projectsUnderstand 3D scene reconstruction and Structure from Motion SfM Study camera calibration and overlay AR using the ArUco ModuleWho 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

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 Mil n Escriv Learn OpenCV 4 By Building Projects Second Edition by David Mil 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

OpenCV 3.0 Computer Vision with Java Daniel Lélis Baggio,2015-07-30 OpenCV 3 0 Computer Vision with Java is a practical tutorial guide that explains fundamental tasks from computer vision while focusing on Java development This book will teach you how to set up OpenCV for Java and handle matrices using the basic operations of image processing such as filtering and image transforms It will also help you learn how to use Haar cascades for tracking faces and to detect foreground and background regions with the help of a Kinect device It will even give you insights into server side OpenCV Each chapter is presented with several projects that are ready to use The functionality of these projects is found in many classes that allow developers to understand computer vision principles and rapidly extend or customize the projects for their needs

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Mastering Opencv With Practical Computer Vision Projects Emami Shervin Introduction

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