



# Car Damage Detection

Computer Vision - Final Project



# The Problem

- 01 Rental agencies, parking services, and insurance companies handle thousands of vehicles daily, but lack the manpower or budget for inspections—leading to missed damages and financial disputes.
- 02 There is a growing demand for real-time, automated damage detection tools that can quickly and accurately classify vehicle conditions using image inputs, particularly for digital-first insurance and resale platforms.
- 03 Traditional car damage assessments rely heavily on manual inspection, which is often slow, subjective, and prone to human error—especially in high-traffic environments like insurance claims or rental returns.



# The Solution



An Automated,  
Explainable,  
and Efficient  
Solution for  
Vehicle  
Assessment

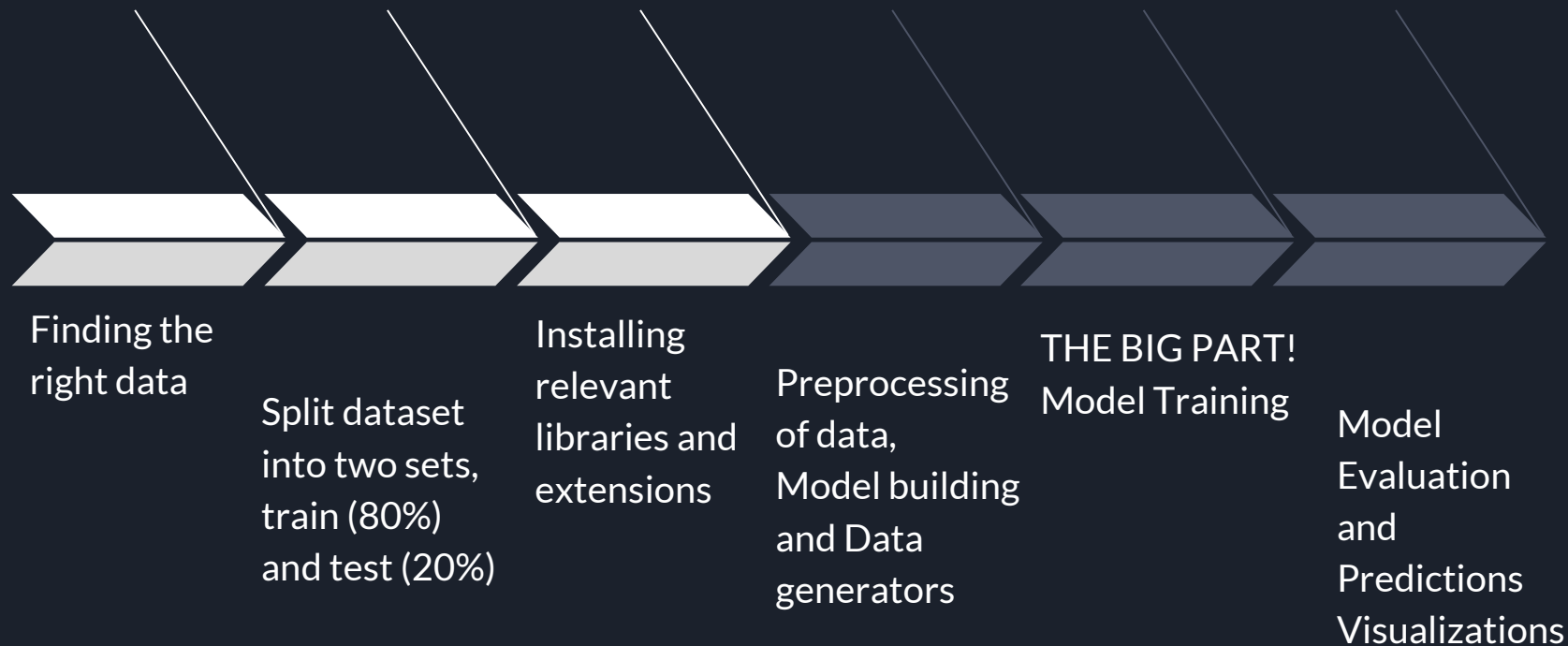
# Overview

This program leverages MobileNetV2-based transfer learning to classify car damage types and locations (Front/Rear – Crushed/Breakage/Normal) with high speed and accuracy.

MobileNetV2 is a lightweight, convolutional neural network architecture optimized for embedded vision applications. It improves upon the original MobileNet by introducing inverted residual blocks and linear bottlenecks, resulting in higher accuracy and speed while maintaining low computational costs.



# Project Flow at a Lens



# Finding the Right Data

6 classes:

F\_Breakage, F\_Crushed, F\_Normal

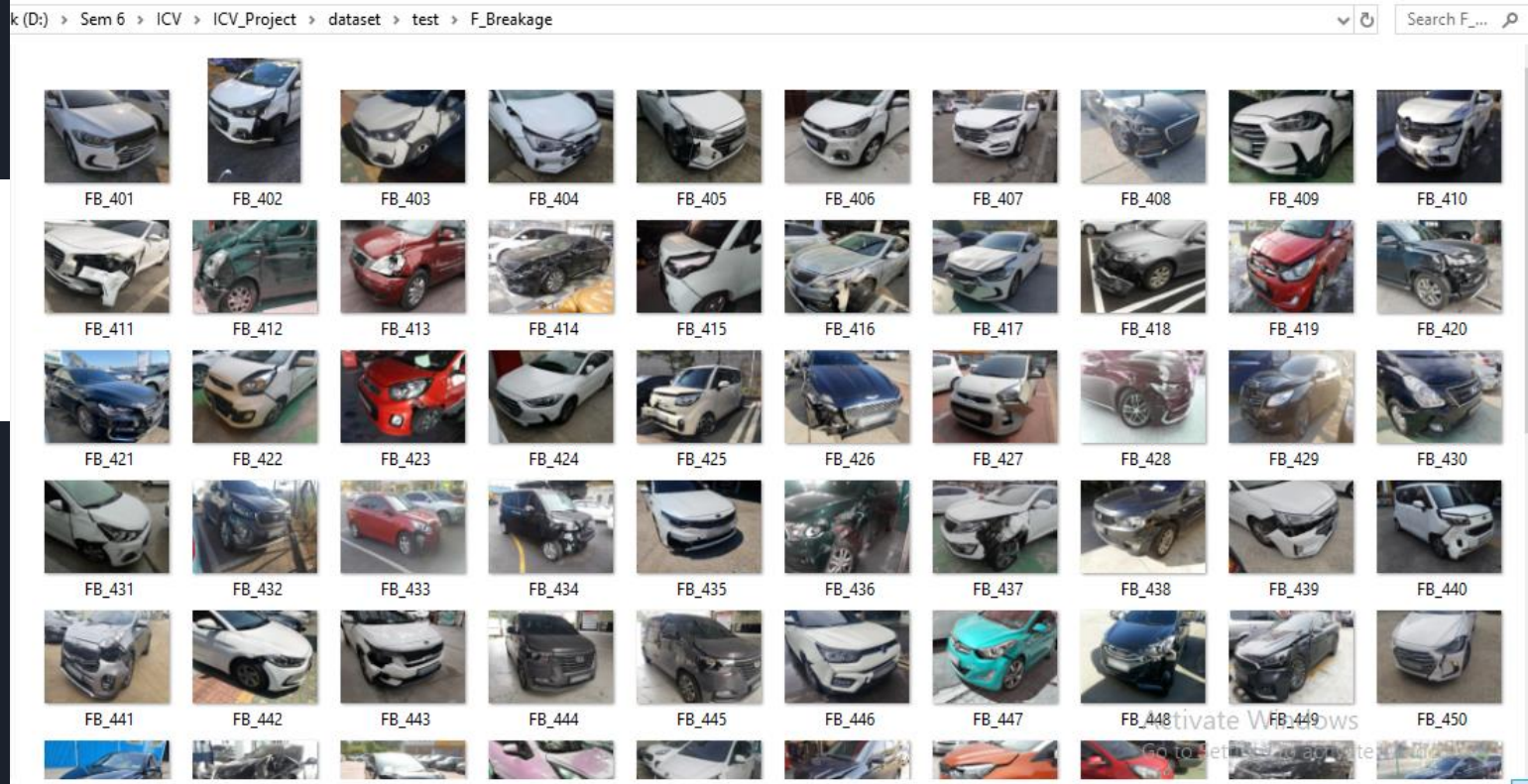
R\_Breakage, R\_Crushed, R\_Normal

<https://www.kaggle.com/datasets/samwash94/comprehensive-car-damage-detection>



# Downloading and Splitting the Data

test  
train



# Image Preprocessing

Histogram equalization - light adjustment and improved contrast

Image resizing to standard dimensions (224x224)

Color space conversion - BGR to RGB for MobileNetv2

Normalization - pixel values from 0-255 to 0-1 for stabilising gradients

Edge Detection and Contour Analysis - read and resize - convert to grayscale - Gaussian blur

Canny edge detection to highlight damages

Contour visualization to identify structural damage





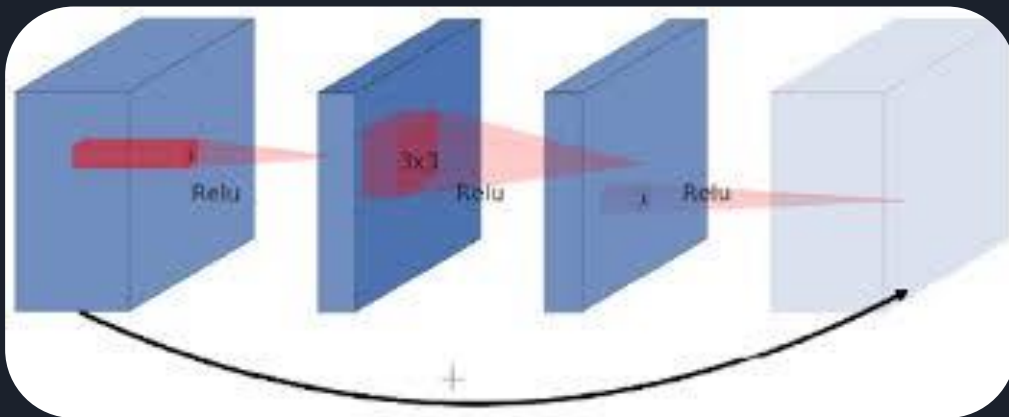
# Model Architecture

Transfer learning with MobileNetV2 (faster than VGG)

Custom classification head with dropout for regularization

Global Average Pooling

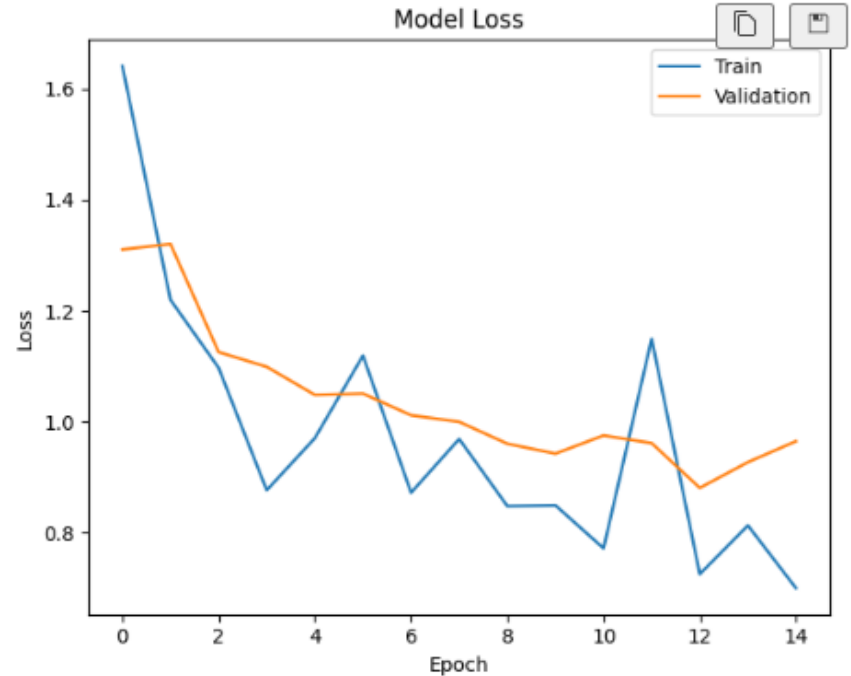
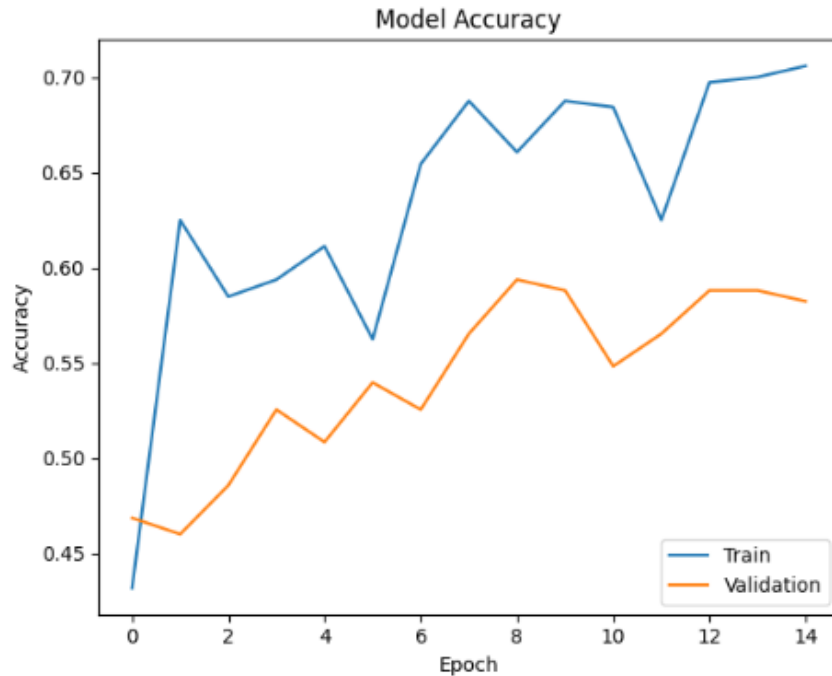
Batch normalization for more stable training



# Layers

Layer (type)	Output Shape	Param #
mobilenetv2_1.00_224 ( <a href="#">Functional</a> )	( <a href="#">None</a> , <a href="#">7</a> , <a href="#">7</a> , <a href="#">1280</a> )	<a href="#">2,257,984</a>
global_average_pooling2d_2 ( <a href="#">GlobalAveragePooling2D</a> )	( <a href="#">None</a> , <a href="#">1280</a> )	<a href="#">0</a>
batch_normalization_2 ( <a href="#">BatchNormalization</a> )	( <a href="#">None</a> , <a href="#">1280</a> )	<a href="#">5,120</a>
dense_6 ( <a href="#">Dense</a> )	( <a href="#">None</a> , <a href="#">512</a> )	<a href="#">655,872</a>
dropout_4 ( <a href="#">Dropout</a> )	( <a href="#">None</a> , <a href="#">512</a> )	<a href="#">0</a>
dense_7 ( <a href="#">Dense</a> )	( <a href="#">None</a> , <a href="#">256</a> )	<a href="#">131,328</a>
dropout_5 ( <a href="#">Dropout</a> )	( <a href="#">None</a> , <a href="#">256</a> )	<a href="#">0</a>
dense_8 ( <a href="#">Dense</a> )	( <a href="#">None</a> , <a href="#">6</a> )	<a href="#">1,542</a>

# Model Training



# Model Training

Build CNNs

Load train data, validation data and test data

Prepare Data Generators

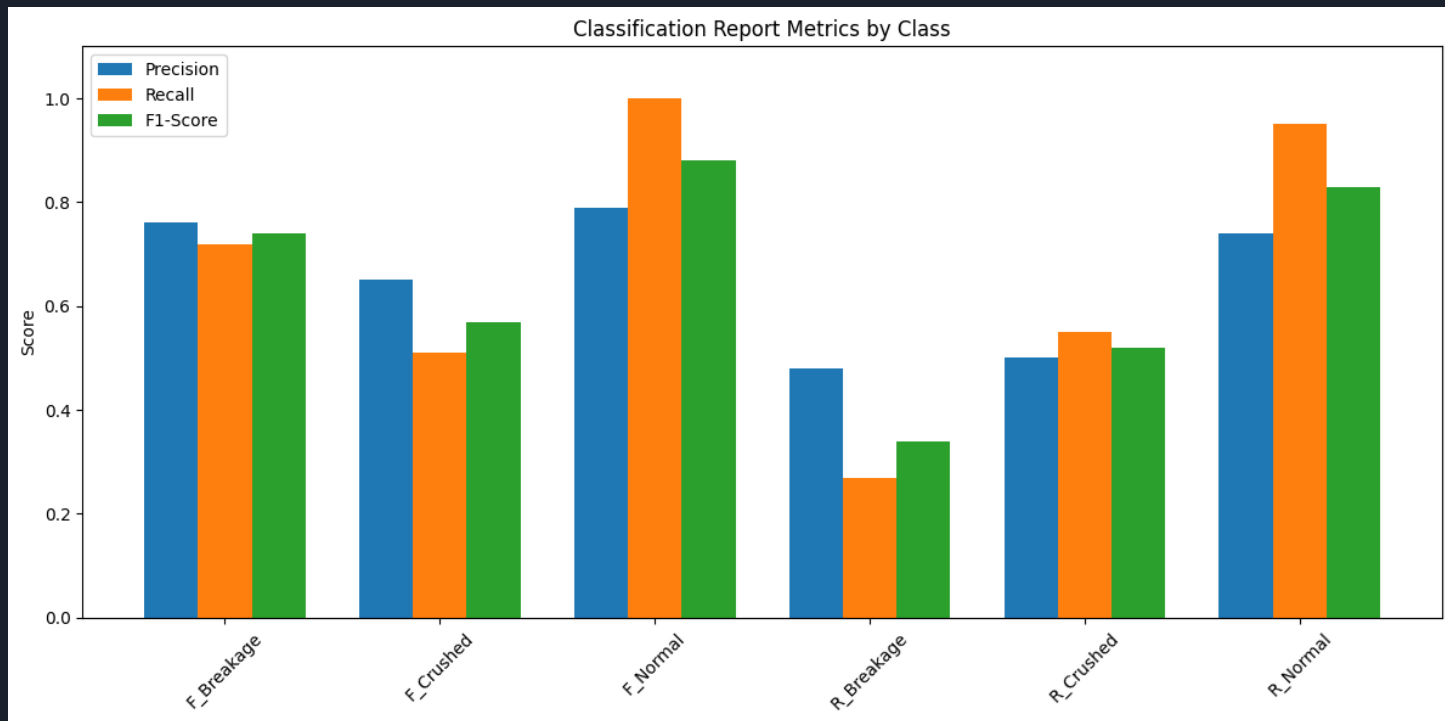
Define training callbacks

Early Stopping - monitor, patience, restore\_best\_weights

Model Checkpoints

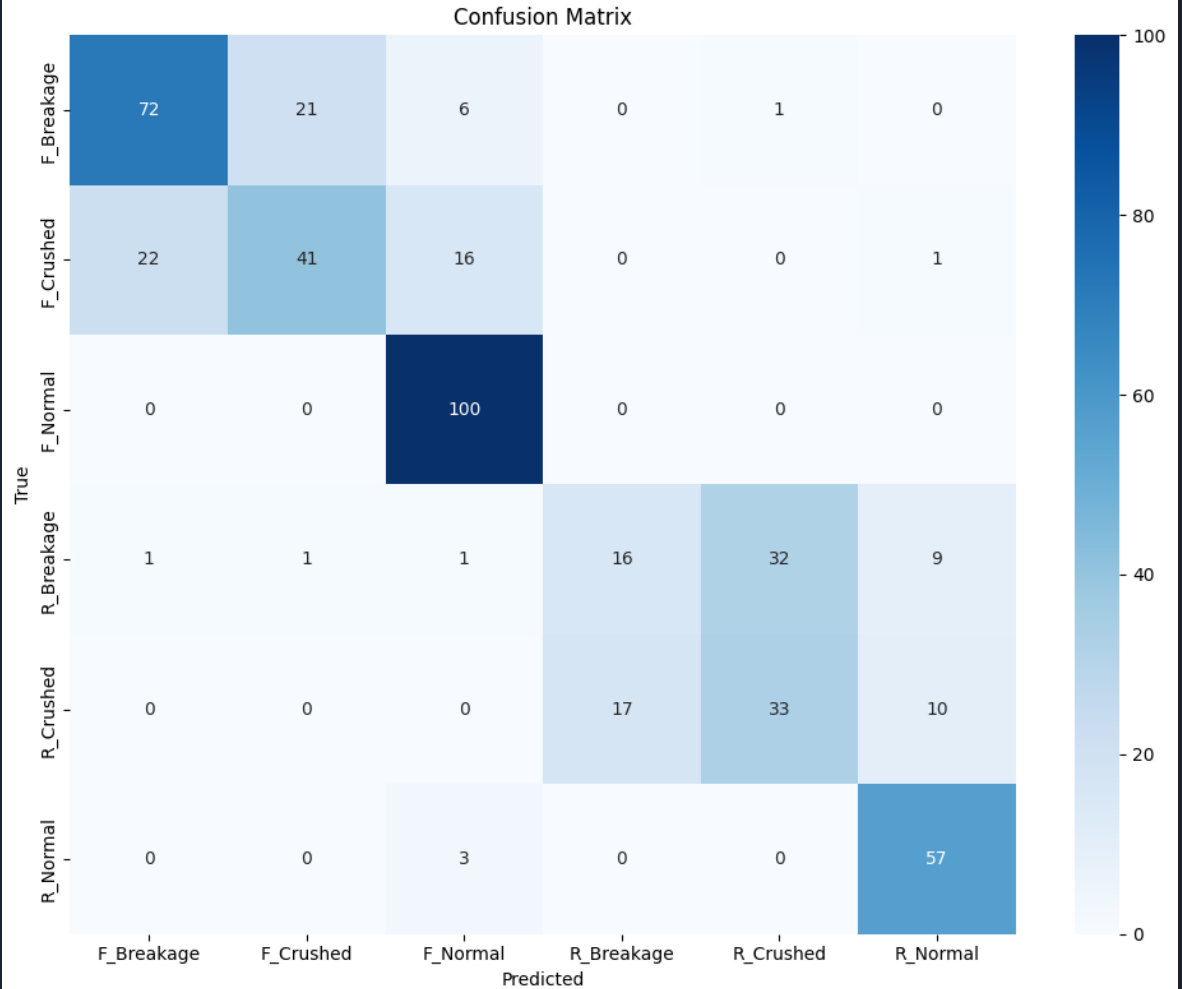


# Model Evaluation Classification Report



# Model Evaluation

## Confusion Matrix





# Prediction Visualisations

Prediction Visualization: Visual comparison of predicted vs. actual classes with intuitive red/green color-coding.

Feature Map Viewer: Understand how the model "sees" image patterns in the early layers using intermediate feature maps.

Grad-CAM Heatmaps: Identify which areas of the car influenced the model's decision using colored attention overlays.



# Prediction Visualizations

Pred: F\_Breakage  
True: F\_Breakage



Pred: F\_Breakage  
True: F\_Breakage



Pred: F\_Breakage  
True: F\_Breakage



Pred: F\_Breakage  
True: F\_Breakage



Pred: F\_Breakage  
True: F\_Breakage



Pred: F\_Breakage  
True: F\_Breakage



Pred: F\_Breakage  
True: F\_Breakage



Pred: F\_Breakage  
True: F\_Breakage

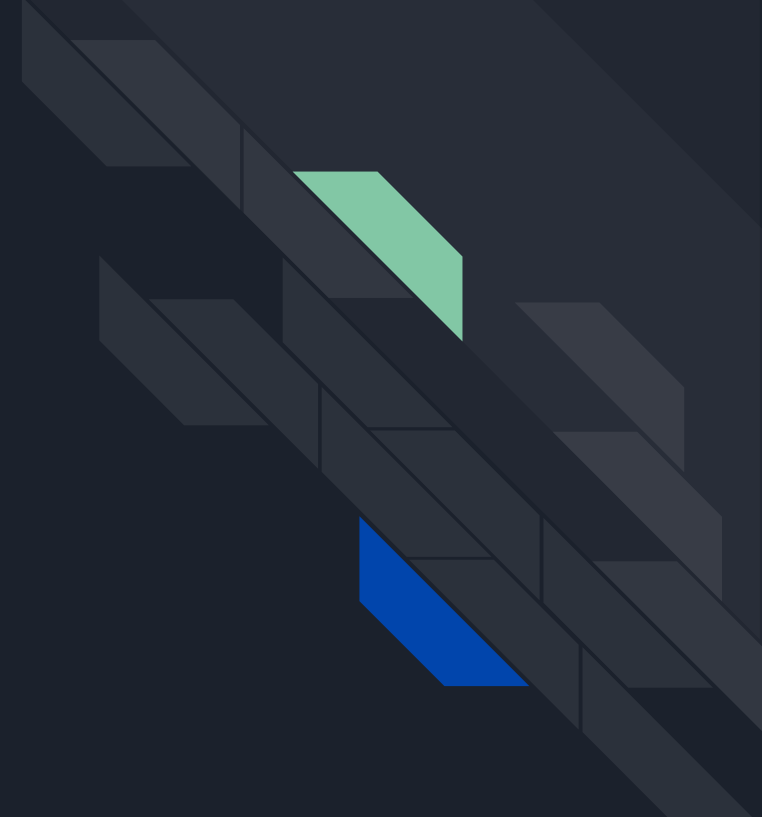
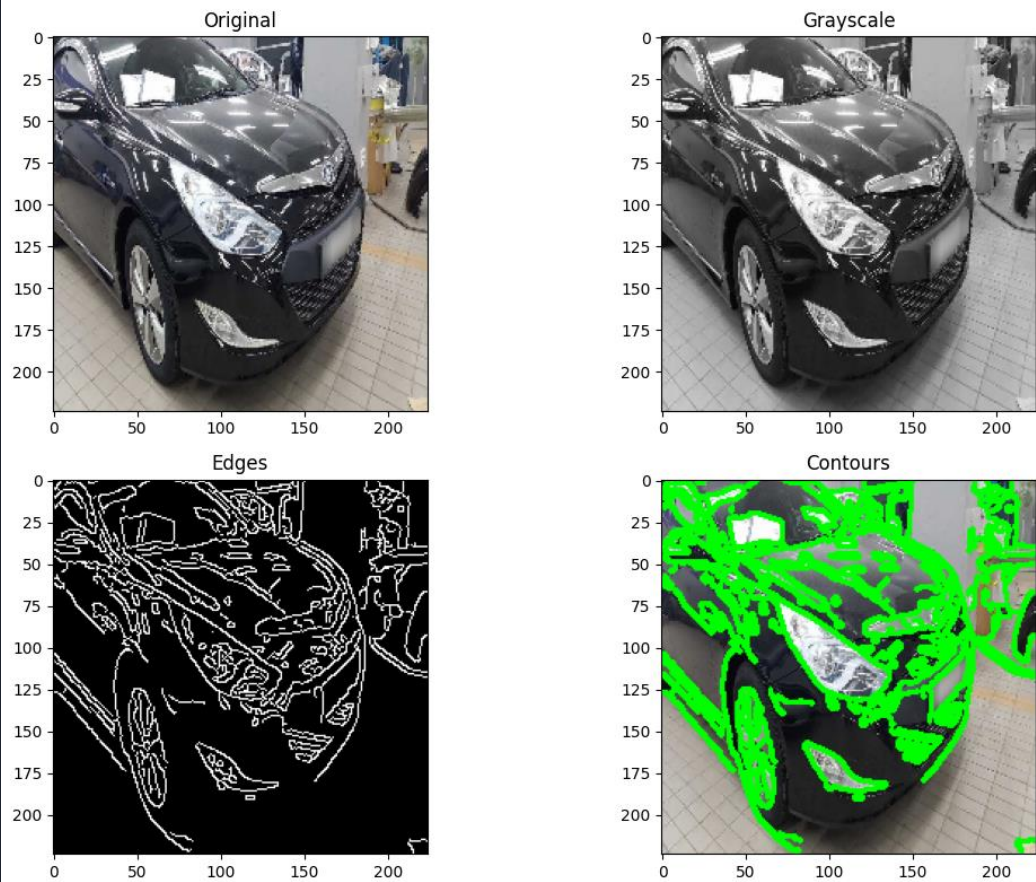


Pred: F\_Crushed  
True: F\_Breakage

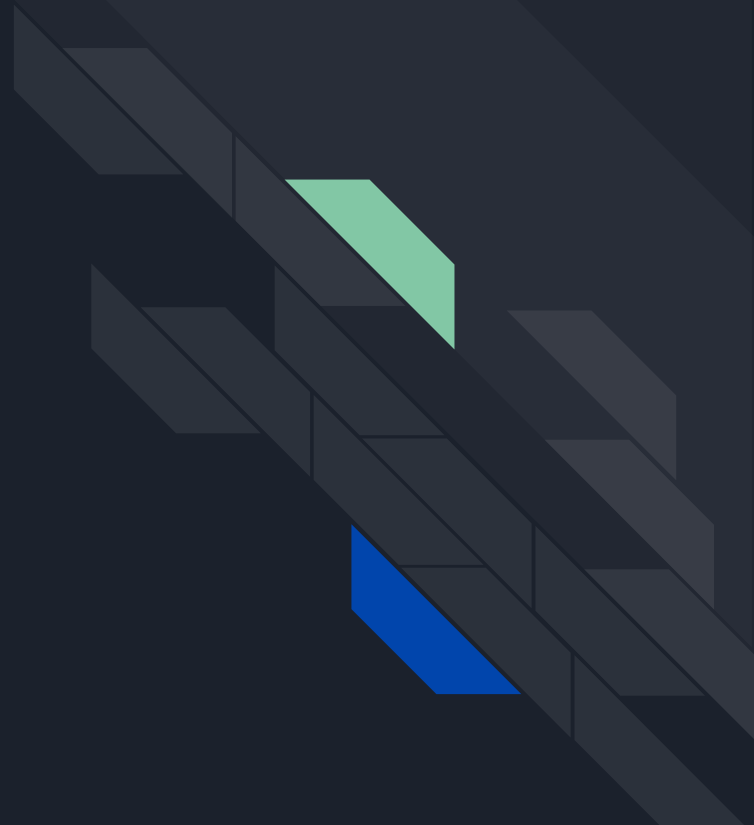
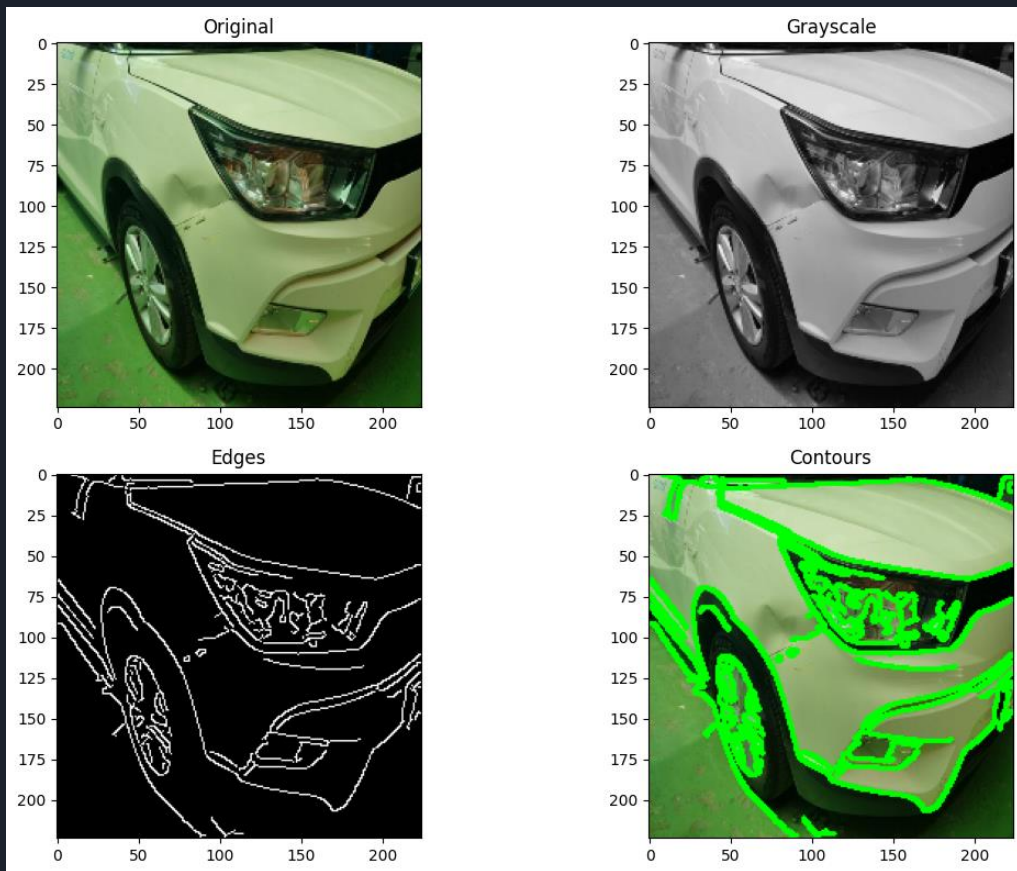




# Analyzing a Single Image - Prediction Visualizations

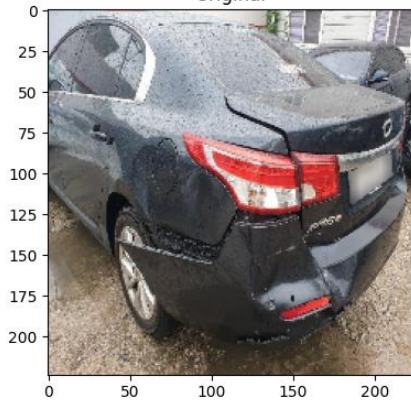


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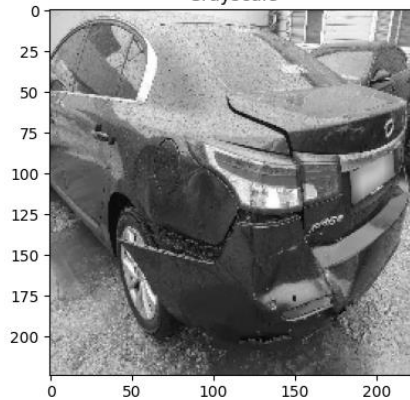


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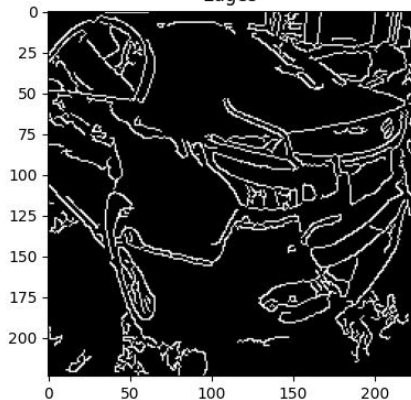
Original



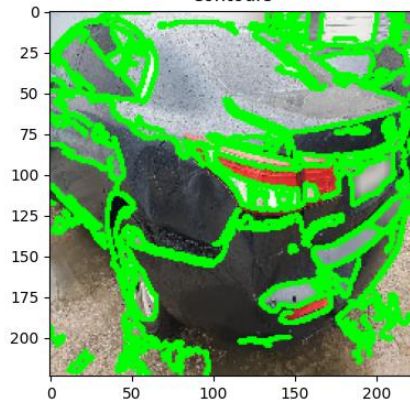
Grayscale



Edges



Contours





# Thank You!

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