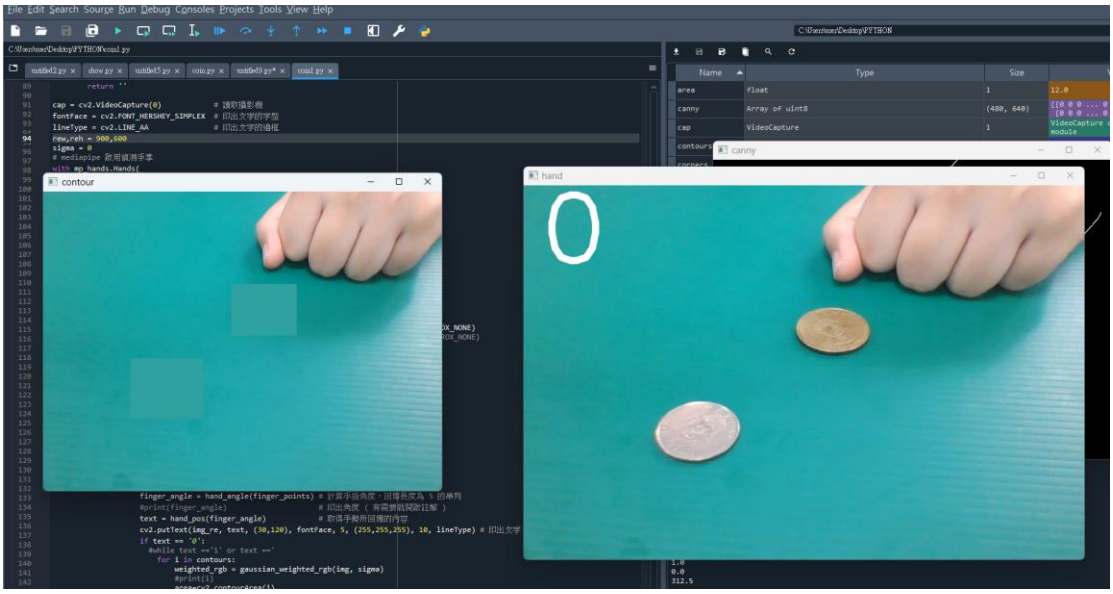
1.

First, use the functions available in OpenCV to detect coins in the image, draw bounding boxes around them, and mark them. Next, apply Gaussian weighted averaging to compute the highest-weighted RGB color for the entire background. This color will be used to fill the borders of the detected coins. The effectiveness of this effect will depend on the background color's darkness. Finally, use the hand gesture recognition functionality from the Mediapipe library to control this process. The intensity of the effect (filling the borders with the background color) will vary based on the darkness of the coin's background.

I have used ChatGPT to write a program for the Gaussian factor. And I referred to the code from this website:(‘ https://steam.oxxostudio.tw/category/python/ai/ai-mediapipe-gesture.html ’) for the Mediapipe program.



2. Extract the contour of the white paper and then project the playing card onto it. The original idea was to extract the vertices of the white paper to scale the image inside it. However, a suitable method to achieve my concept was not found.I referenced the ideas from this video.:(‘https://youtu.be/xjrykYpaBBM?si=TlATPUo4Ub6xLXIU’)