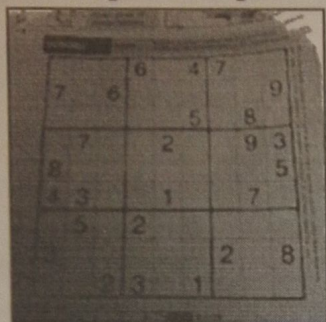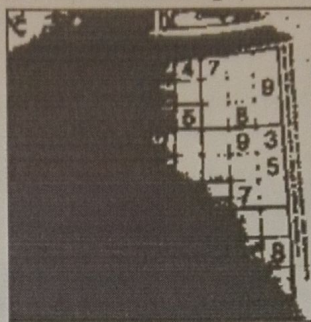# "ADAPTIVE THRESHOLDING"

Due to change in lightning conditions, we need to use adaptive thresholding in some cases. Below you see the result of the output program we will write below:
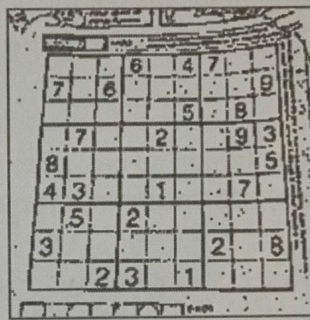
Original Image

Global Thresholding (v = 127)

Adaptive Mean Thresholding

Adaptive Gaussian Thresholding

But first, the input parameters of the function:

th = cv 9. adaptiveThreshold (img, x, cv9. APAPTIVE_THRESH_MEAN_C,

cv9. THRESH_BINARY, 9, z)   Adaptive method

src   maxValue   threshold +type   block size / size of the pixel neighborhood

the bigger the z, the brighter the image will be

- You can not use an image that is not grayscale, ~~but your mask/result cant be black+white.~~
- The maxValue must be ≥ 0, or, in this example the output is black.
- There are two Adaptive methods, ~~showit~~ avont be explained.
- The threshold type will be either THRESH_BINARY or THRESH_BINARY_INV.
- The block size, the bigger it is, the closer the result will be to the global thresholding. It has to be an odd number.
- The z (called constant c), the bigger it is, the lighter the image will be.