

# Accessing Image Properties

img = cv2.imread(...)

imggray = cv2.cvtColor(img, cv2.COLOR\_RGB2GRAY)

print(img.shape)

print(imggray.shape)

also,   
 $\begin{matrix} \text{rows} & \text{cols} & & \\ \text{rows} & \text{cols} & \text{channels} & = \text{img.shape} \end{matrix}$    
 $\begin{matrix} \downarrow & \downarrow & & \\ 100 & 75 & & 3 \end{matrix}$    
 or ~~rows, cols, channels~~

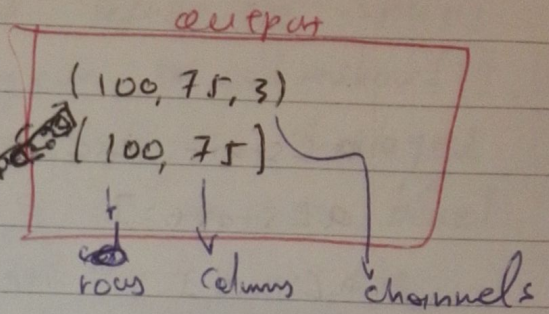
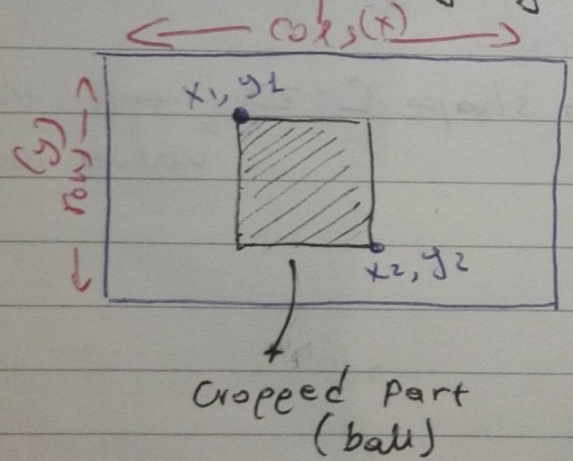


Image datatype is obtained by:   
 img.dtype

img\_shape = img.shape[0], img.shape[1]   
 is equal to:   
 img\_shape = img.shape[:2]   
 which is:   
 (238, 339)

~~Image~~   
 You can crop images then save them, or paste

→ ball = img[y1:y2, x1:x2]



• If you want to paste the image (ball) on another image, you will need distx and disty.   
 and:

~~img2~~ img2[y1N:y2N, x1N:x2N] = ball   
 $y2N = y1N - disty$    
 $x2N = x1N - distx$