

Perspective Transform with Border Finding

1. **PreProcessing copy of original image**
 - a. To Gray
 - b. Gaussian Blur
 - c. Normalize
 - d. Adaptive Gaussian Threshold + BINARY INV
2. **Finding Edges with Laplacian**
3. **Dilating edges from *step 2***
4. **Finding Contours of image from *step 3***
5. **Take the contours with the maximum area** #It is presumed that images are captured with background walls
6. **Draw the contours from *step 5* on blank image with shape of original image.**
7. **Find Canny edges on image from *step 6*.**
8. **Split the result from *step 6* into two images, each of which contains the diagonal quarters of the result**
9. **Use OPENCV to find 300 most probable corner points on each image from *step 7***
10. **On each image from *step 8*, find two points that give highest area when multiplied together.**
11. **Fix those four points from *step 9* on copy of original image, and make perspective transform.**