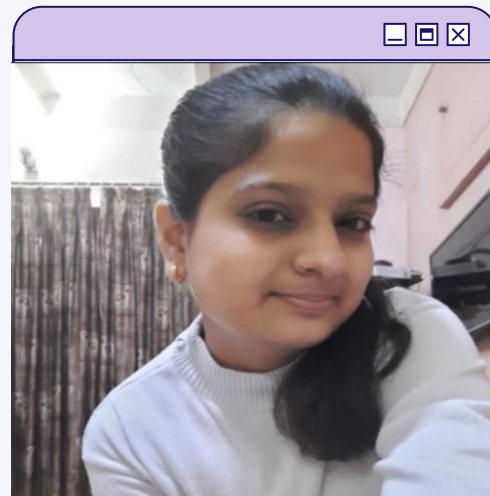


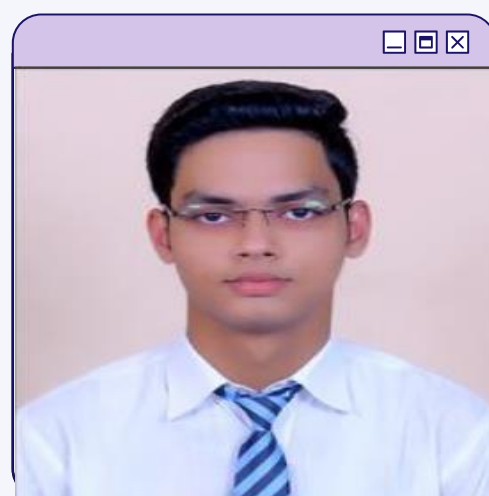


Cartoonify image with ML

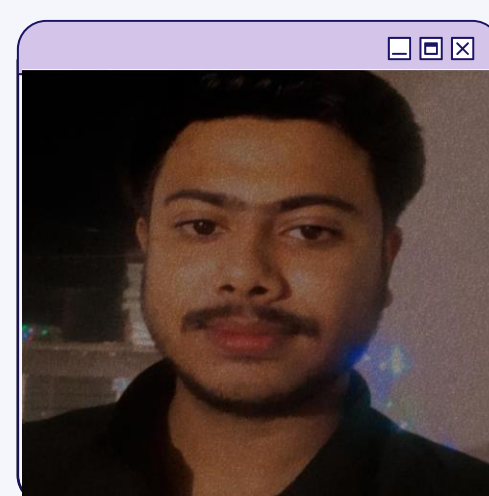
Supervision by: Ankur Chaturvedi



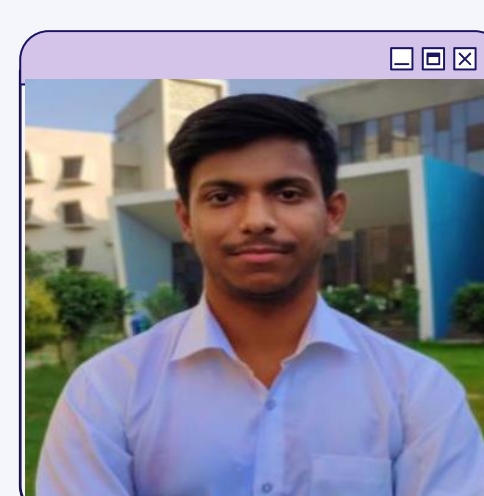
Etisha
Jain



Harshit
Garg



Arnav
Srivastava



Vishu
Goyal ::::::::::





Index of Presentation



01

Introduction

02

Step of the project

03

Input the image

04

Save the Image

05

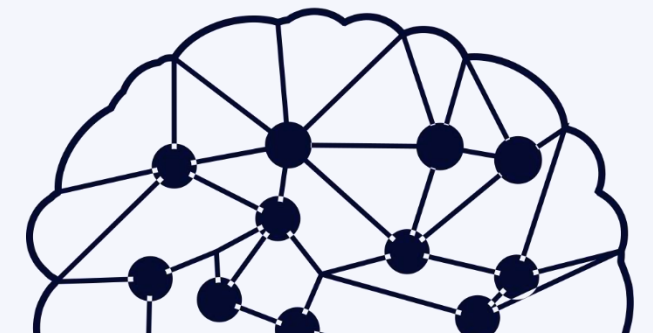
Results & Experiments

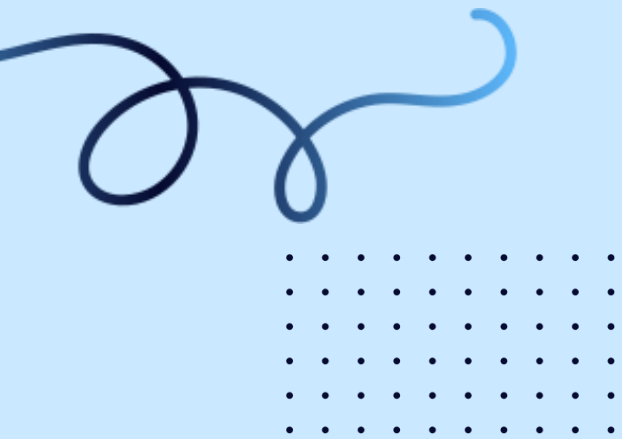
06

Conclusion & Future
Work

07

References





Introduction



Uses or Applications of Topic in Real Life Scenario

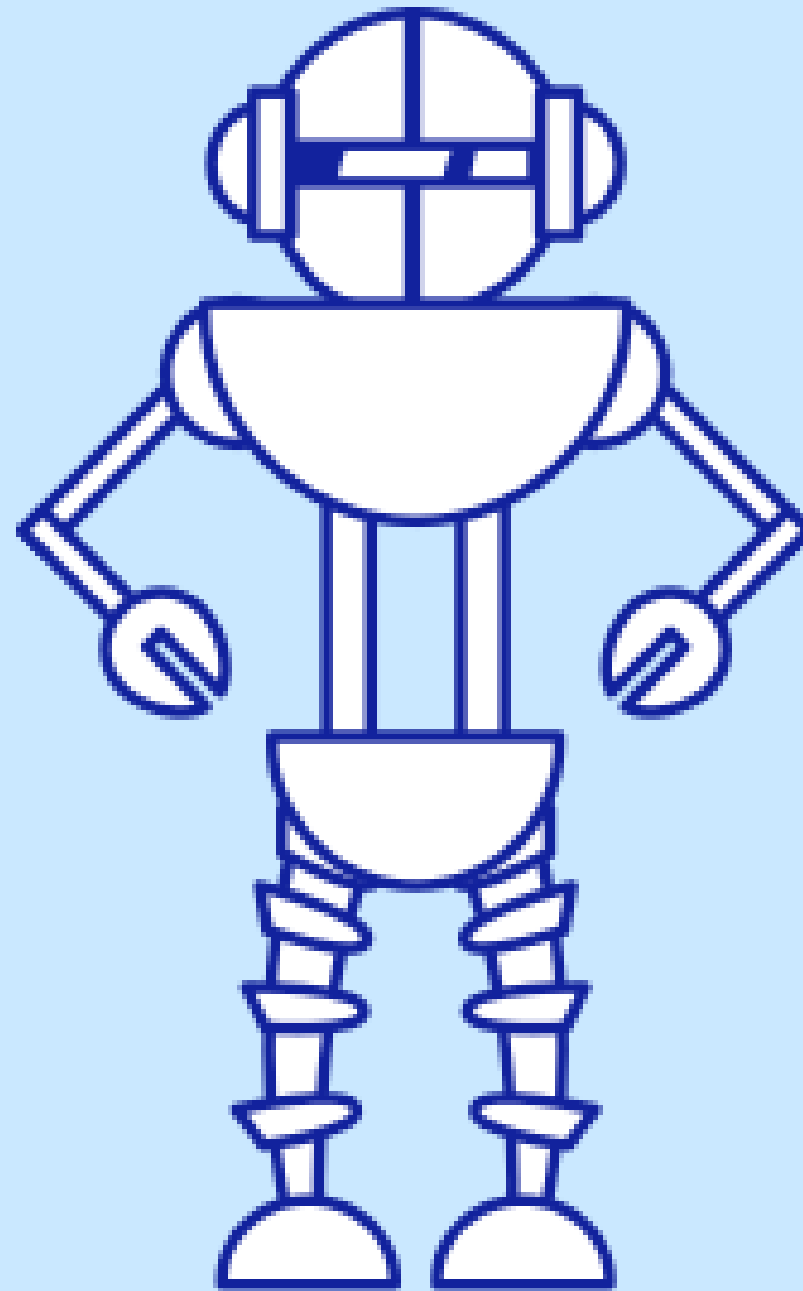


SnapChat

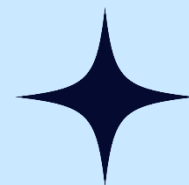
Instagram

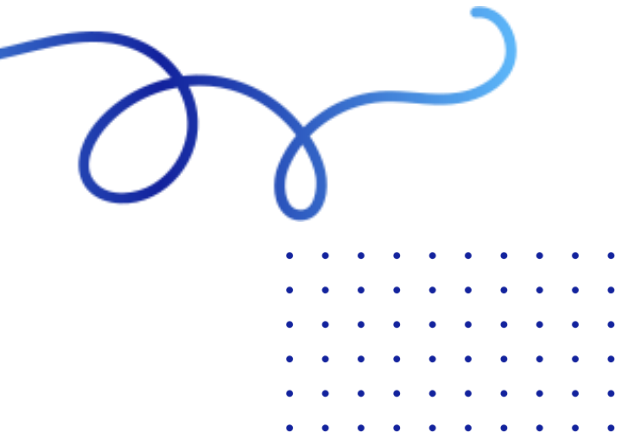
Selfie

Animation



This robot icon can be replaced based on your theme of the paper





Steps to create the Cartoonifier app

Step 1: Importing the required modules



CODE:

```
import tkinter as tk # graphical user interface toolkit
from tkinter import *
import easygui # to open the filebox
import cv2 # for image processing
import matplotlib.pyplot as plt

import os # to read and save path
import sys
```





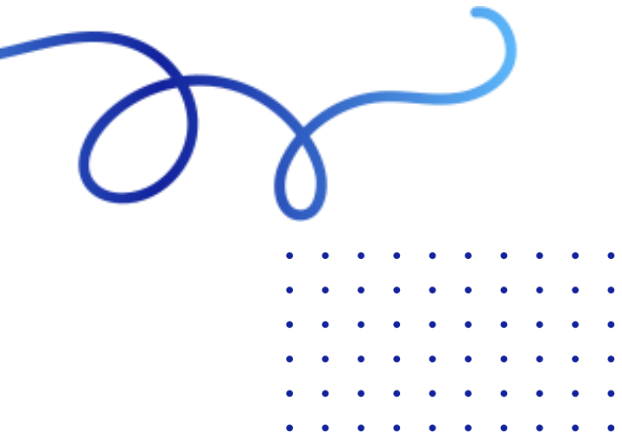
Step 2: Making the GUI main window



CODE:

```
top = tk.Tk()
top.geometry('400x400')
top.title('Cartoonify Your Image !')
top.configure(background='blue')
label = Label(top, background='#CDCDCD', font=('calibri', 20, 'bold'))
```





Step 3: Create a File Box to choose a particular file



CODE:

```
""" fileopenbox opens the box to choose file
    and help us store file path as string"""

def upload():
    image_path = easygui.fileopenbox()
    cartoonify(image_path)
```





Step 4: Making the Cartoonify button in the GUI main window



CODE:

```
upload = Button(top, text="Cartoonify an Image", command=upload,
padx=10, pady=5)
upload.configure(background="#374256", foreground="wheat", font=
('calibri', 10, 'bold'))
upload.pack(side=TOP, pady=50)
```





Step 5: Making a Save button in the GUI main window



CODE:

```
savel = Button(top, text="Save cartoon image", command=lambda:  
save(resize_image6, image_path), padx=30, pady=5)  
savel.configure(background='#364156', foreground='white', font=  
(('calibri', 10, 'bold'))  
savel.pack(side=TOP, pady=50)
```



Step 6: Main function to build the GUI window





Step 7: How is an Image stored?



CODE:

```
def cartoonify(image_path):  
    # read image  
    original_image = cv2.imread(image_path)  
    original_image = cv2.cvtColor(original_image, cv2.COLOR_BGR2RGB)  
    print(original_image) # this will be stored in form of number  
# to confirm it is image that was chosing  
    if original_image is None:  
        print("Can't find any image. Choose appropriate file")  
        sys.exit()  
  
    #resize the image after each transformation  
    resize_image1 = cv2.resize(original_image, (960, 540))  
    plt.imshow(resize_image1, cmap='gray')
```





Step 8: Image transformation to grayscale



CODE:

```
# converting an image to grayscale
grayscale_image = cv2.cvtColor(original_image, cv2.COLOR_BGR2GRAY)

resize_image2 = cv2.resize(grayscale_image, (960, 540))
plt.imshow(resize_image2, cmap="gray")
```





Step 9: Smoothing a grayscale image



CODE:

```
# applying median blur to smoothen an image
smooth_grayscale_image = cv2.medianBlur(grayscale_image, 5)

resize_image3 = cv2.resize(smooth_grayscale_image, (960, 540))
plt.imshow(resize_image3, cmap='gray')
```





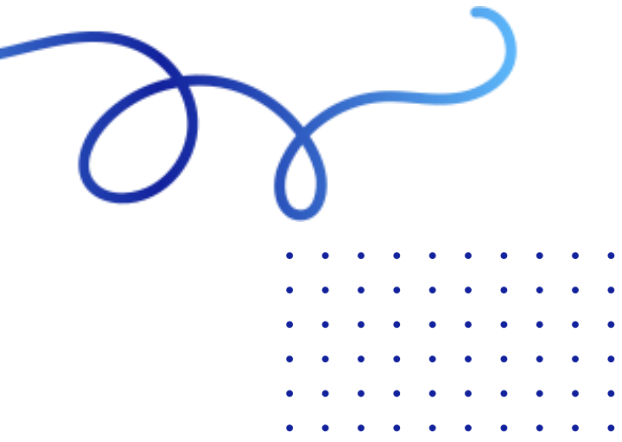
Step 10: Extracting the edges in the image (Highlighted Edges)



CODE:

```
# retrieving the edges for cartoon effect  
# by using thresholding technique  
get_edge = cv2.adaptiveThreshold(smooth_grayscale_image, 255,  
cv2.ADAPTIVE_THRESH_MEAN_C, cv2.THRESH_BINARY, 9, 9)  
  
resize_image4 = cv2.resize(get_edge, (960, 540))  
plt.imshow(resize_image4, cmap='gray')
```





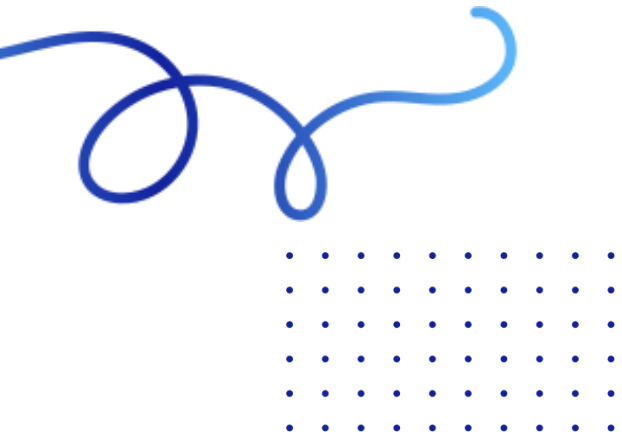
Step 10b: Cartoon effect specialities:- Smooth colours



CODE:

```
# applying bilateral filter to remove noise  
# and keep edge sharp as required  
color_image = cv2.bilateralFilter(original_image, 9, 300, 300)  
  
resize_image5 = cv2.resize(color_image, (960, 540))  
plt.imshow(resize_image5, cmap="gray")
```





Step 11: Giving a Cartoon Effect



CODE:

```
# masking edged image with our "BEAUTIFY" image
cartoon_image = cv2.bitwise_and(color_image, color_image,
mask=get_edge)

resize_image6 = cv2.resize(cartoon_image, (960, 540))
plt.imshow(resize_image6, cmap='gray')
```





Step 12: Plotting all the transitions together



CODE:

```
# Plotting the whole transition
images = [resize_image1, resize_image2, resize_image3, resize_image4,
resize_image5, resize_image6]
fig, axes = plt.subplots(3, 2, figsize=(8, 8), subplot_kw =
{'xticks': [], 'yticks': []}, gridspec_kw=dict(hspace=0.1,
wspace=0.1))
for i, ax in enumerate(axes.flat):
    ax.imshow(images[i], cmap='gray')

# save button code
plt.show()
```



Step 12: Plotting all the transitions together





Step 13: Enhancing the save button



CODE:

```
def save(resize_image6, image_path):  
    # saving an image using imwrite function  
    new_name = "cartoonified_Image"  
    path1 = os.path.dirname(image_path)  
    extension = os.path.splitext(image_path)[1]  
    path = os.path.join(path1, new_name + extension)  
    cv2.imwrite(path, cv2.cvtColor(resize_image6, cv2.COLOR_RGB2BGR))  
    I = "Image saved by name " + new_name + " at " + path  
    tk.messagebox.showinfo(title=None, message=I)
```



Experiments and Results





Conclusion and Future Work



Summary

We have successfully developed Image Cartoonifier with OpenCV in Python. This is the magic of OpenCV which let us do wonder and it is just a piece of what openCV can offer.



Future Work





References



- [1] Youtube
- [2] medium.com
- [3] StackOverFlow
- [4] Python.org
- [5] openCV.org



Any Queries





Thank You

