Part I

* Model image and collage are extracted.
* Converted to 3 bit images from 8 bit
* Model color histogram and image color histogram are extracted
* Ratio histogram is calculated
* Ratio histogram is Back projected onto the main image
* Convolution is done with a circular mask to get the average of the surrounding area
* Object is recognized through finding the max of convoluted image

Part II

* Same as part one,
* Initially the object to track is input by user
  + Ginput- > takes in the coordinates from user selection
* Then area around user selection is recognized as the object to track
* Object is found in each frame by following steps in part 1

Part III

* This part is similar to part 1 except this is much faster.
* From first frame,
  + Ginput -> to get the object to track
  + ‘M’ and ‘I’ are extracted.
  + ‘R’ is calculated
  + Back projection/convolution to find the object
* On next frame,
  + Coordinates are taken from previous frame
  + ‘I’ is extracted only 100 pixels around those coordinates
  + ‘M’ is available from first frame
  + ‘R’ is computed
  + Back projection is done only around 100 pixels
  + Convolution to find the object