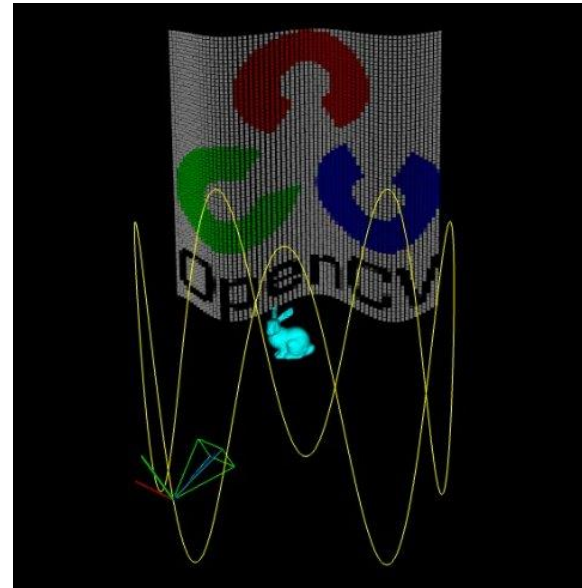


OpenCV 3.0

안재원

목차

- OpenCV
- Installation
- OpenCV 3.0
- Viz
- Viz Tutorial



01

OpenCV

- OpenCV?



Open-source Computer Vision library

- 2,500+ Algorithms & Functions
- Real-time performance
- C, C++, Python, Java
- Windows, Linux, Mac OS, iOS, Android
- BSD License

Berkeley Software Distribution License

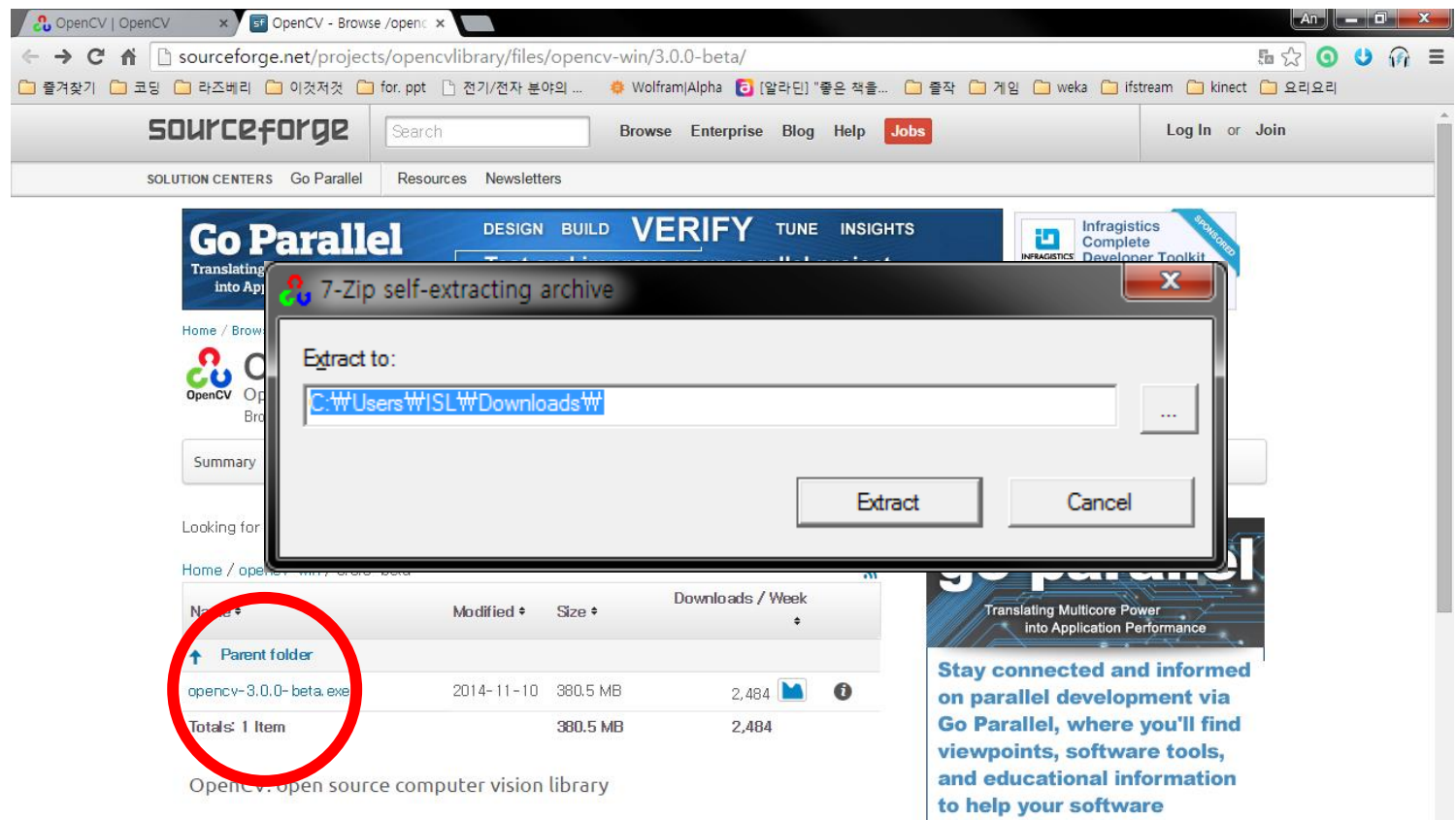
: 소스코드 공개의 의무가 없으며 상용 소프트웨어에서도 무제한 사용가능



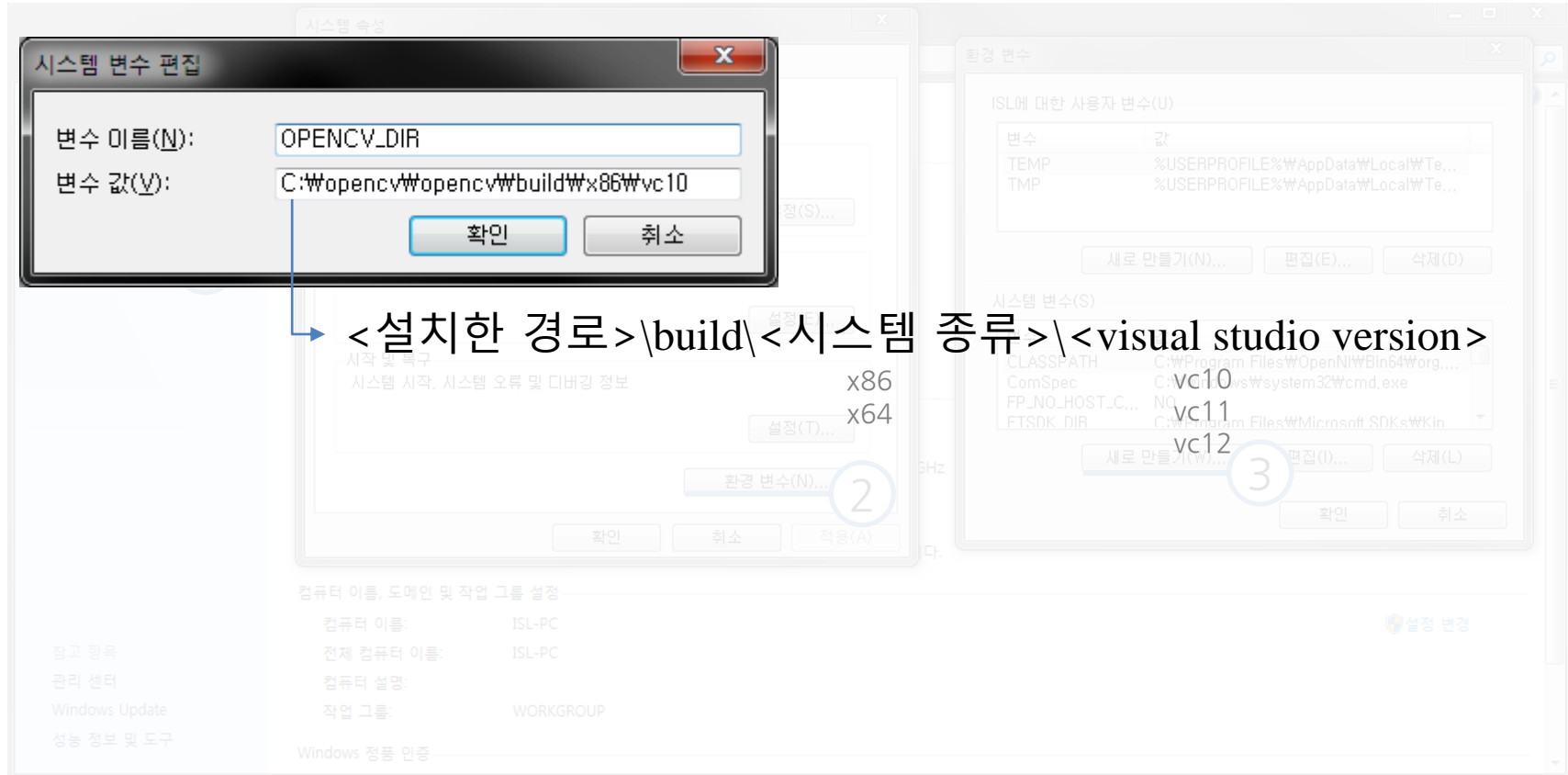
02

Installation

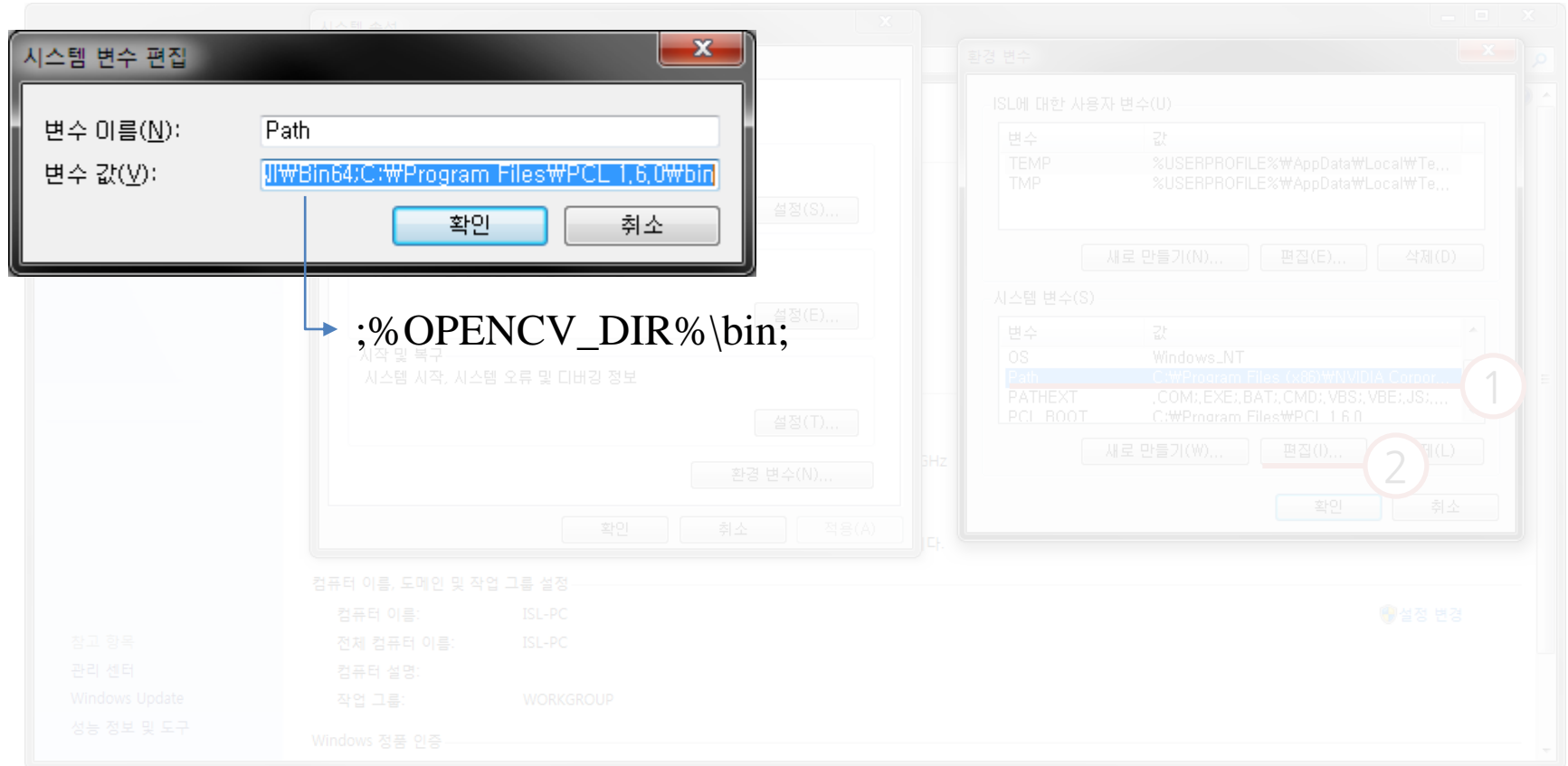
- opencv.org



02 Installation

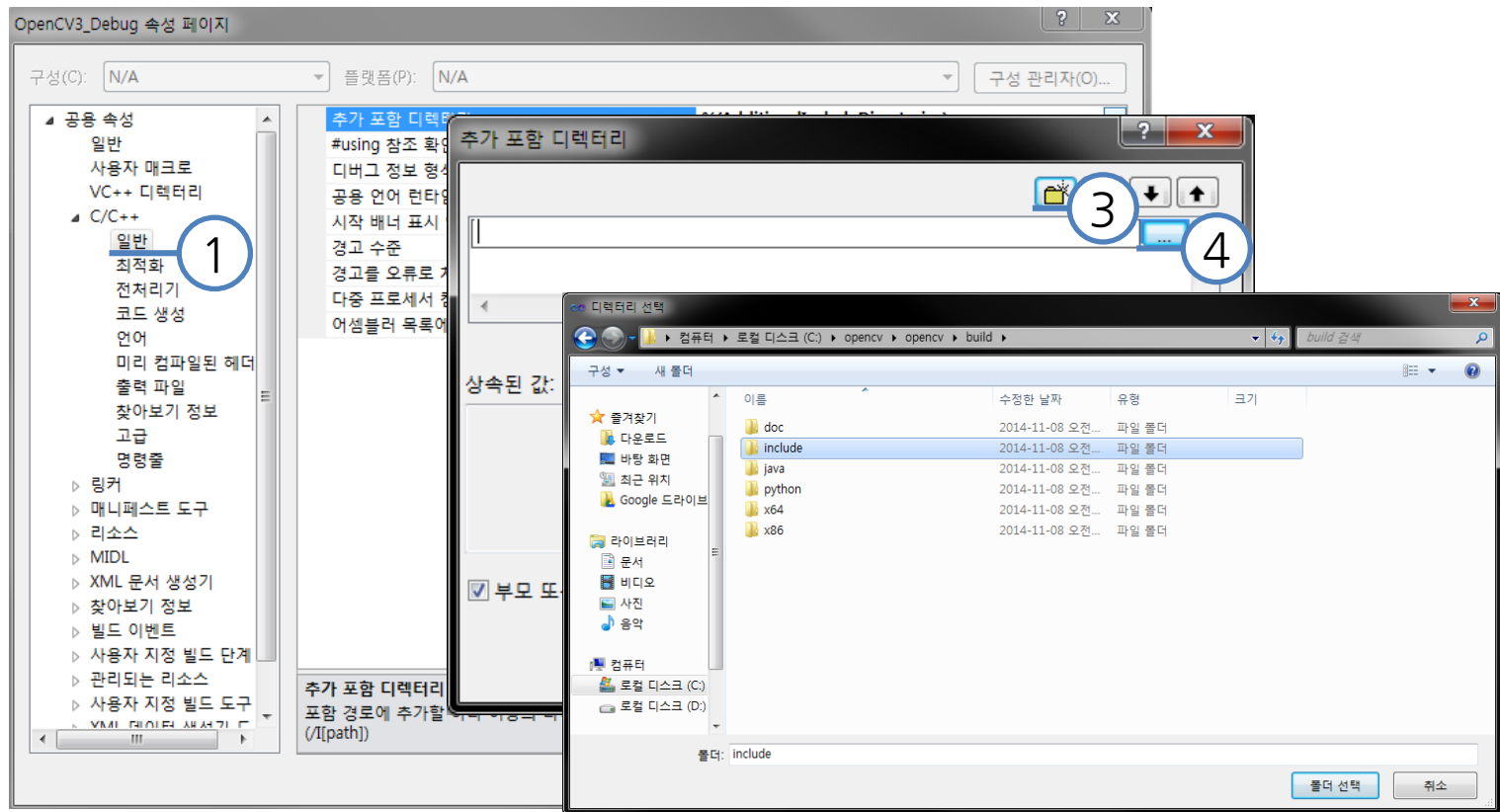


02 Installation



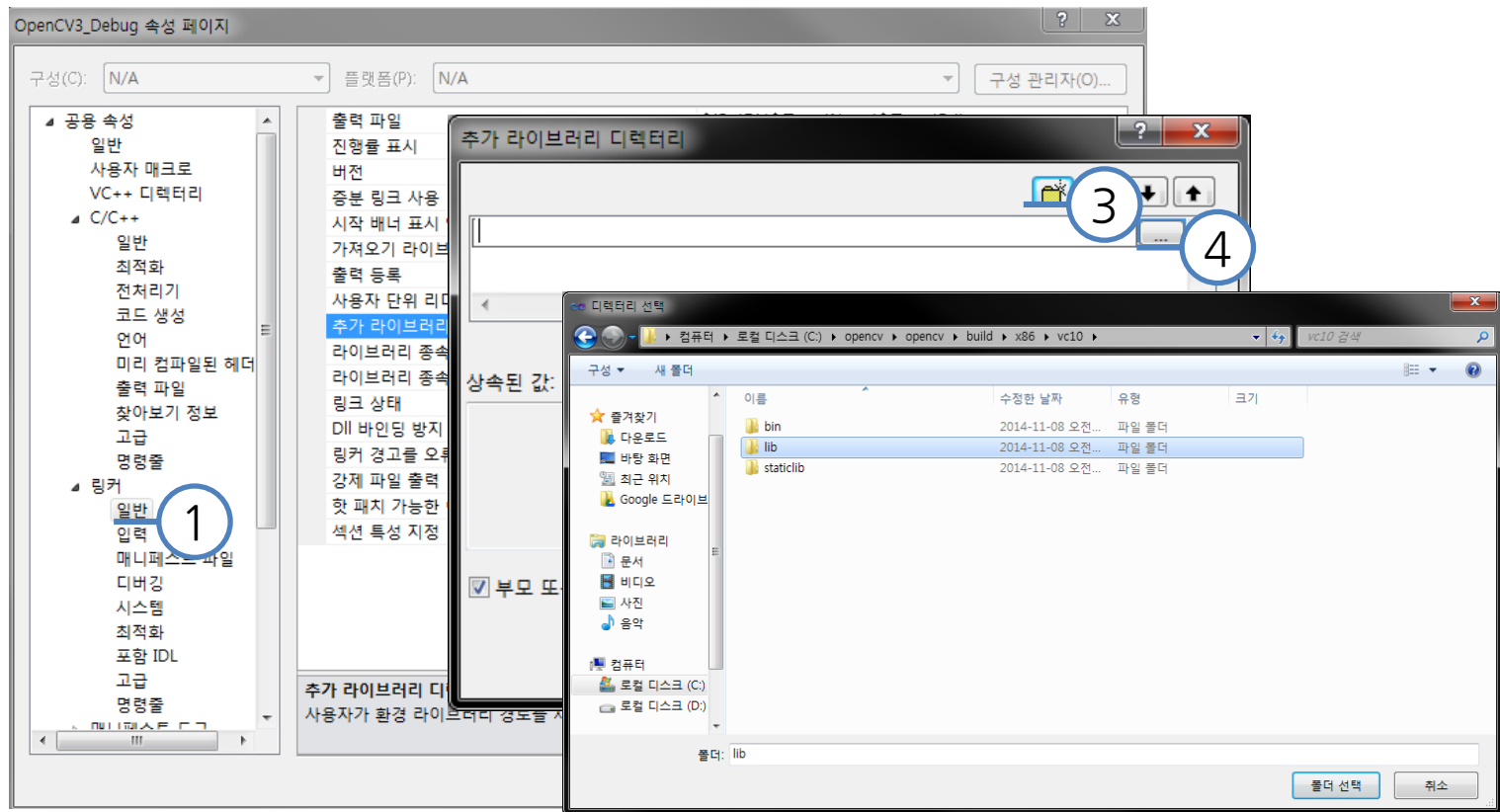
02

Installation



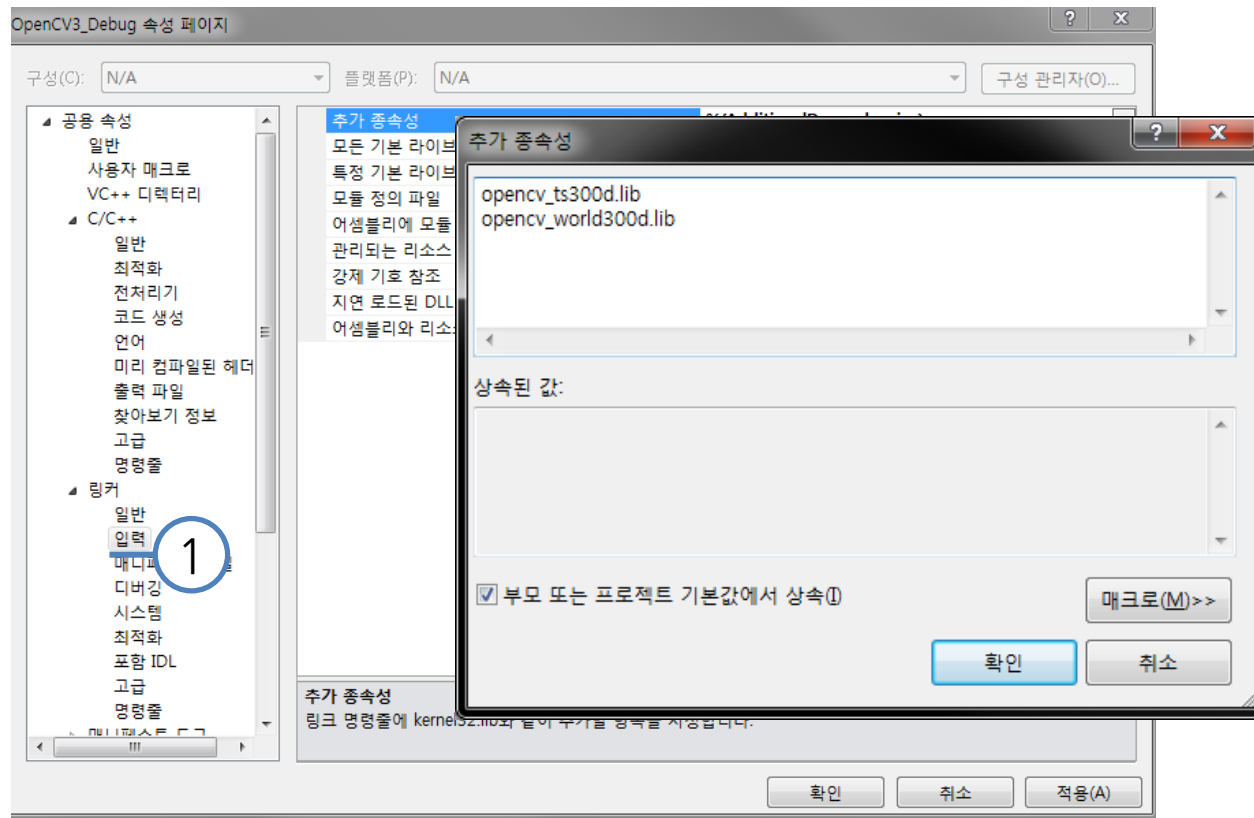
02

Installation



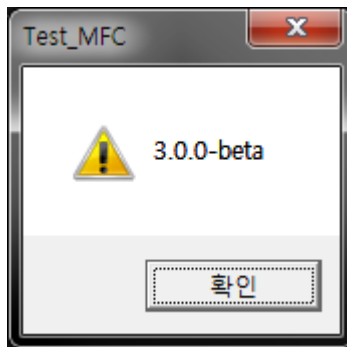
02

Installation



02 Installation

```
100  
101 // TODO: Add extra initialization here  
102  
103 CString str;  
104 str.Format("%s", CV_VERSION);  
105 AfxMessageBox(str);  
106
```



03

OpenCV 3.0

- Text detection and recognition by Lluís Gomez and Stefano Fabri
- HDR by Fedor Morozov and Alexander Shishkov
- KAZE/A-KAZE by Eugene Khvedchenya, the algorithm author Pablo Alcantarilla and some improvements by F. Morozov.
- Smart segmentation and edge-aware filters by Vitaly Lyudvichenko, Yuri Gitman, Alexander Shishkov and Alexander Mordvintsev
- Car detection using Waldboost, ACF by Vlad Shakhuro and Nikita Manovich
- TLD tracker and several common-use optimization algorithms by Alex Leontiev
- Matlab bindings by Hilton Bristow, with support from Mathworks.
- Greatly extended Python bindings, including Python 3 support, and several OpenCV+Python tutorials by Alexander Mordvintsev, Abid Rahman and others.
- [3D Visualization using VTK by Ozan Tonkal and Anatoly Baksheev](#)
- RGBD module by Vincent Rabaud
- Line Segment Detector by Daniel Angelov
- Many useful Computational Photography algorithms by Siddharth Kherada
- Shape descriptors, matching and morphing shapes (shape module) by Juan Manuel Perez Rua and Ilya Lysenkov
- Long-term tracking + saliency-based improvements (tracking module) by Antonella Cascitelli and Francesco Puja
- Another good pose estimation algorithm and the tutorial on pose estimation by Edgar Riba and Alexander Shishkov
- Line descriptors and matchers by Biagio Montesano and Manuele Tamburanno
- Myriads of improvements in various parts of the library by Steven Puttemans; thank you a lot, Steven!
- Several NEON optimizations by Adrian Stratulat, Cody Rigney, Alexander Petrikov, Yury Gorbachev and others.
- Fast foreach loop over `cv::Mat` by Kazuki Matsuda
- Image alignment (ECC algorithm) by Georgios Evangelidis
- GDAL image support by Marvin Smith
- RGBD module by Vincent Rabaud
- Fisheye camera model by Ilya Krylov
- OSX framework build script by Eugene Khvedchenya
- Multiple FLANN improvements by Pierre-Emmanuel Viel
- Improved WinRT support by Gregory Morse
- Latent SVM Cascade by Evgeniy Kozhinov and NNSU team (awaiting integration)
- Logistic regression by Rahul Kavi
- Five-point pose estimation algorithm by Bo Li

04 Viz

www.vtk.org/VTK/resources/software.html#latestcand

Latest Release Candidate(6.2.0.rc1)

Platform	Files
Source	VTK-6.2.0.rc1.zip VTK-6.2.0.rc1.tar.gz
Standalone Python Interface (Installer)	vtkpython-6.2.0.rc1-Windows-32bit.exe vtkpython-6.2.0.rc1-Windows-64bit.exe vtkpython-6.2.0.rc1-Darwin-64bit.tar.gz vtkpython-6.2.0.rc1-Linux-64bit.tar.gz
Data	VTKData-6.2.0.rc1.zip VTKData-6.2.0.rc1.tar.gz VTKLargeData-6.2.0.rc1.zip VTKLargeData-6.2.0.rc1.tar.gz
Documentation	vtkDocHtml-6.2.0.rc1.tar.gz

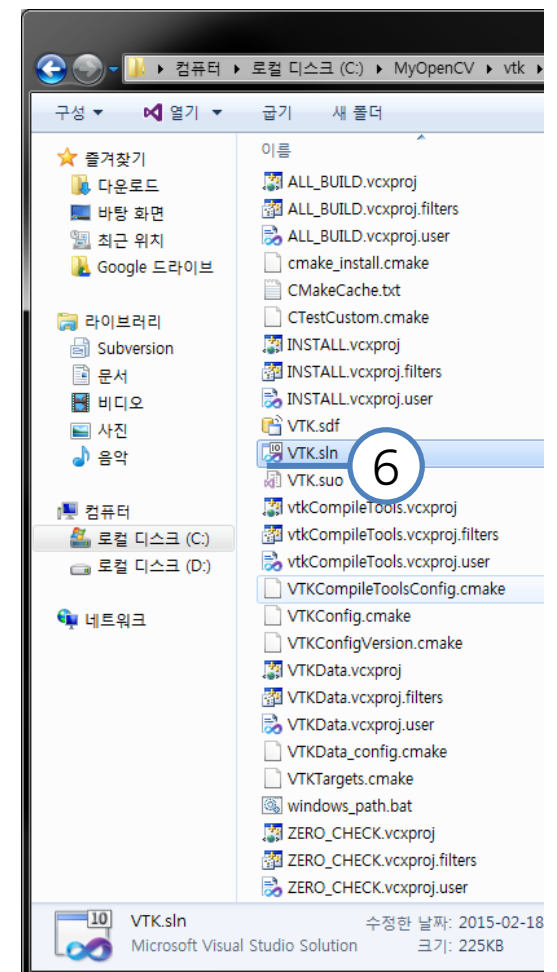
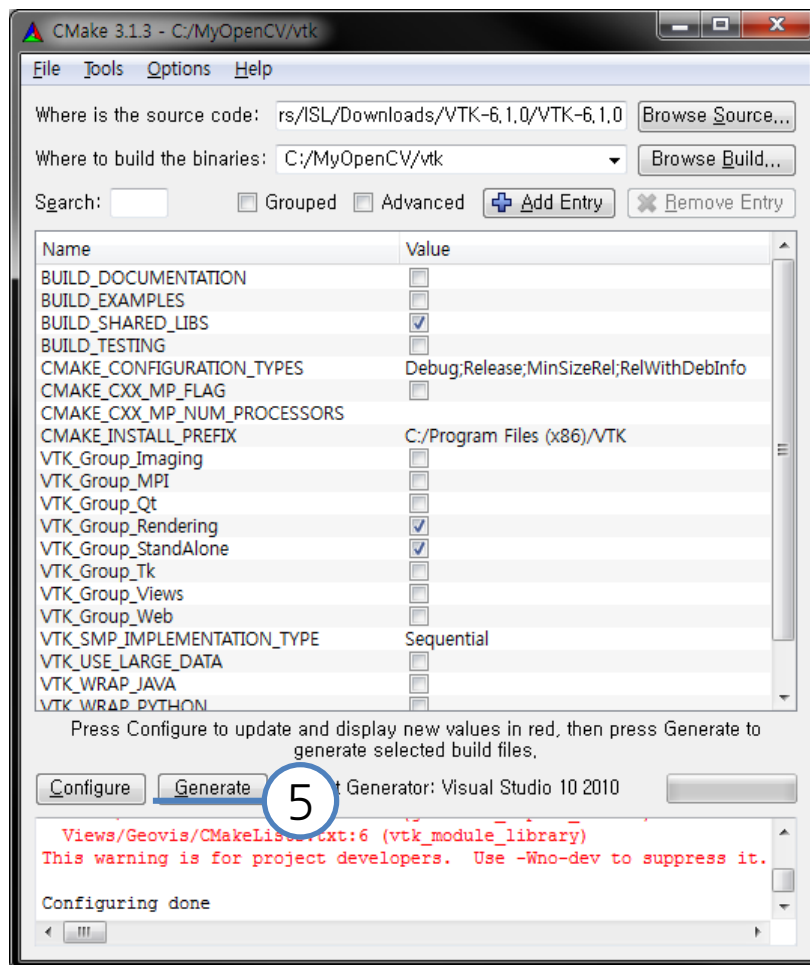
git tag: "v6.2.0.rc1"

Latest Release (6.1.0)

Platform	Files
Source	VTK-6.1.0.zip VTK-6.1.0.tar.gz
Standalone Python Interface (Installer)	vtkpython-6.1.0-Windows-32bit.exe vtkpython-6.1.0-Windows-64bit.exe vtkpython-6.1.0-Darwin-64bit.tar.gz vtkpython-6.1.0-Linux-64bit.tar.gz

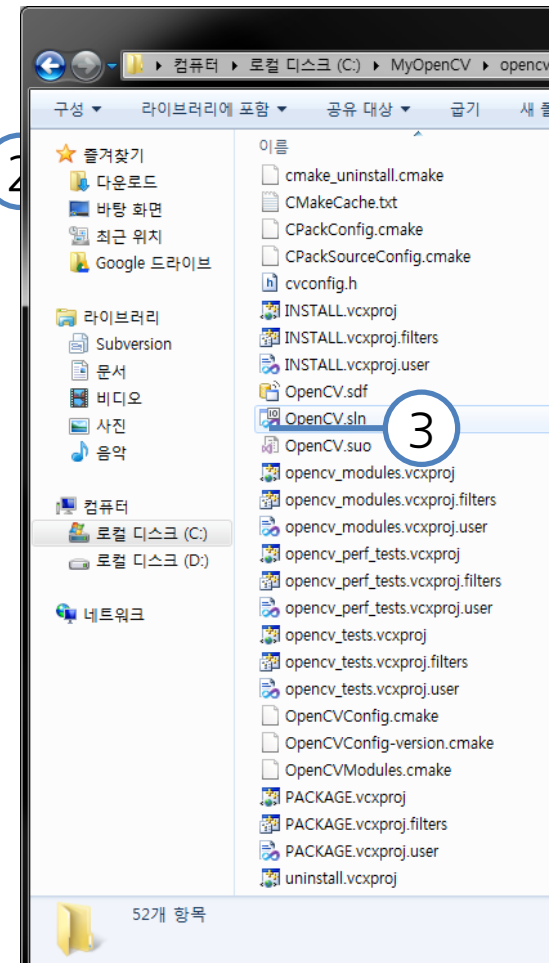
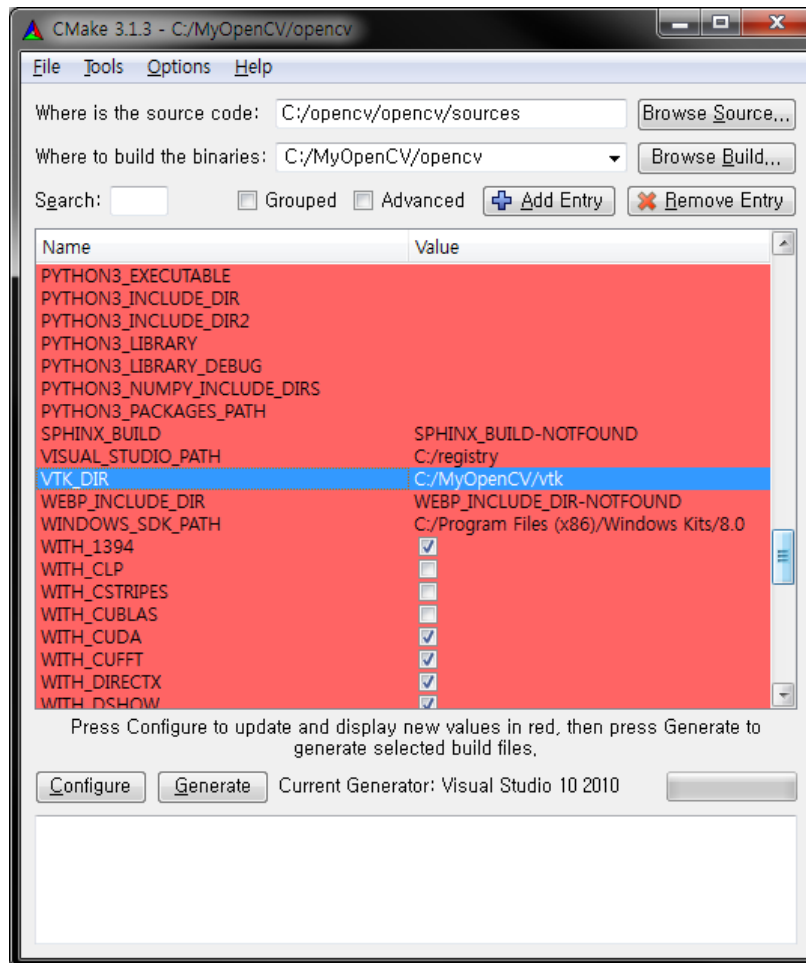
04

Viz



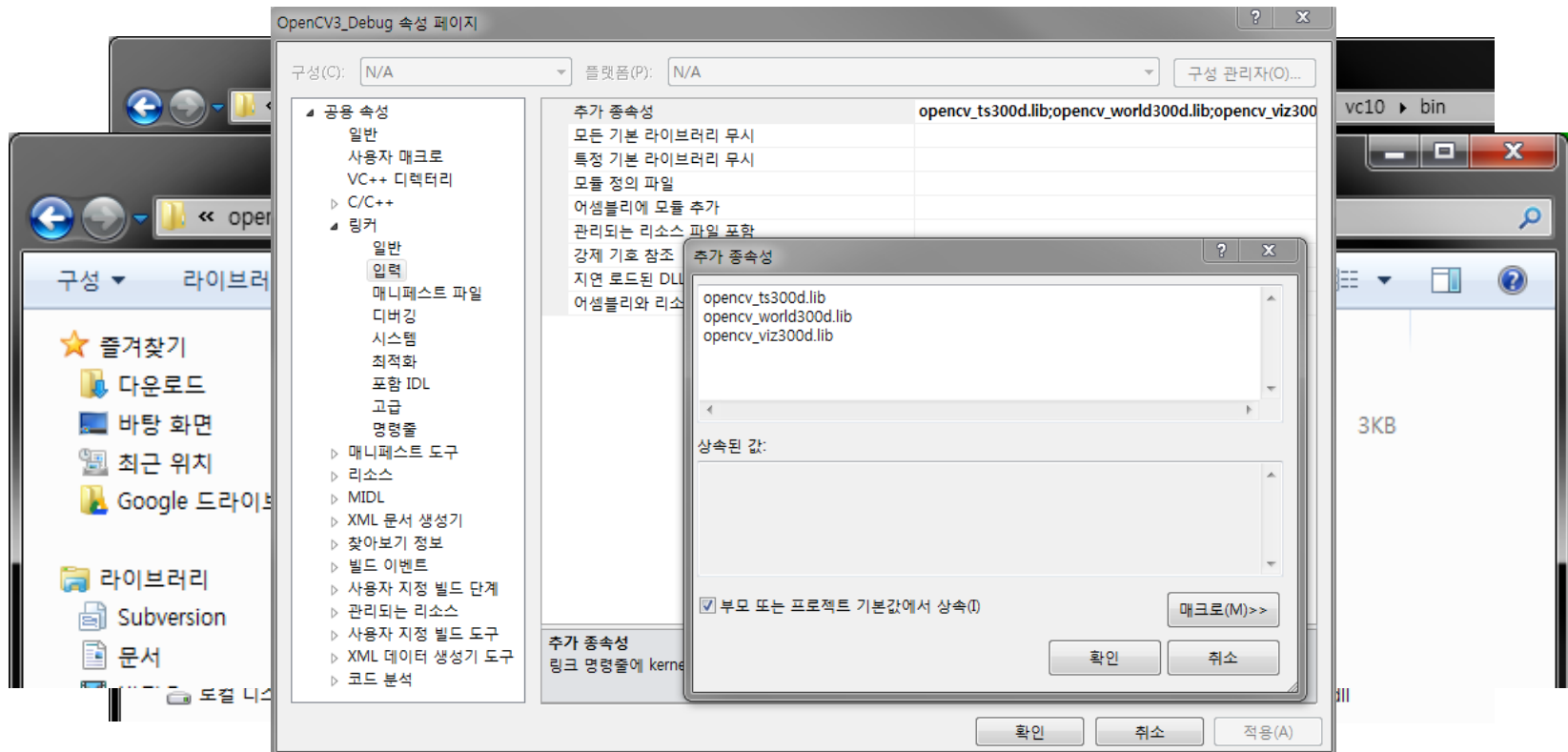
04

Viz



04

Viz



05

Viz Tutorial

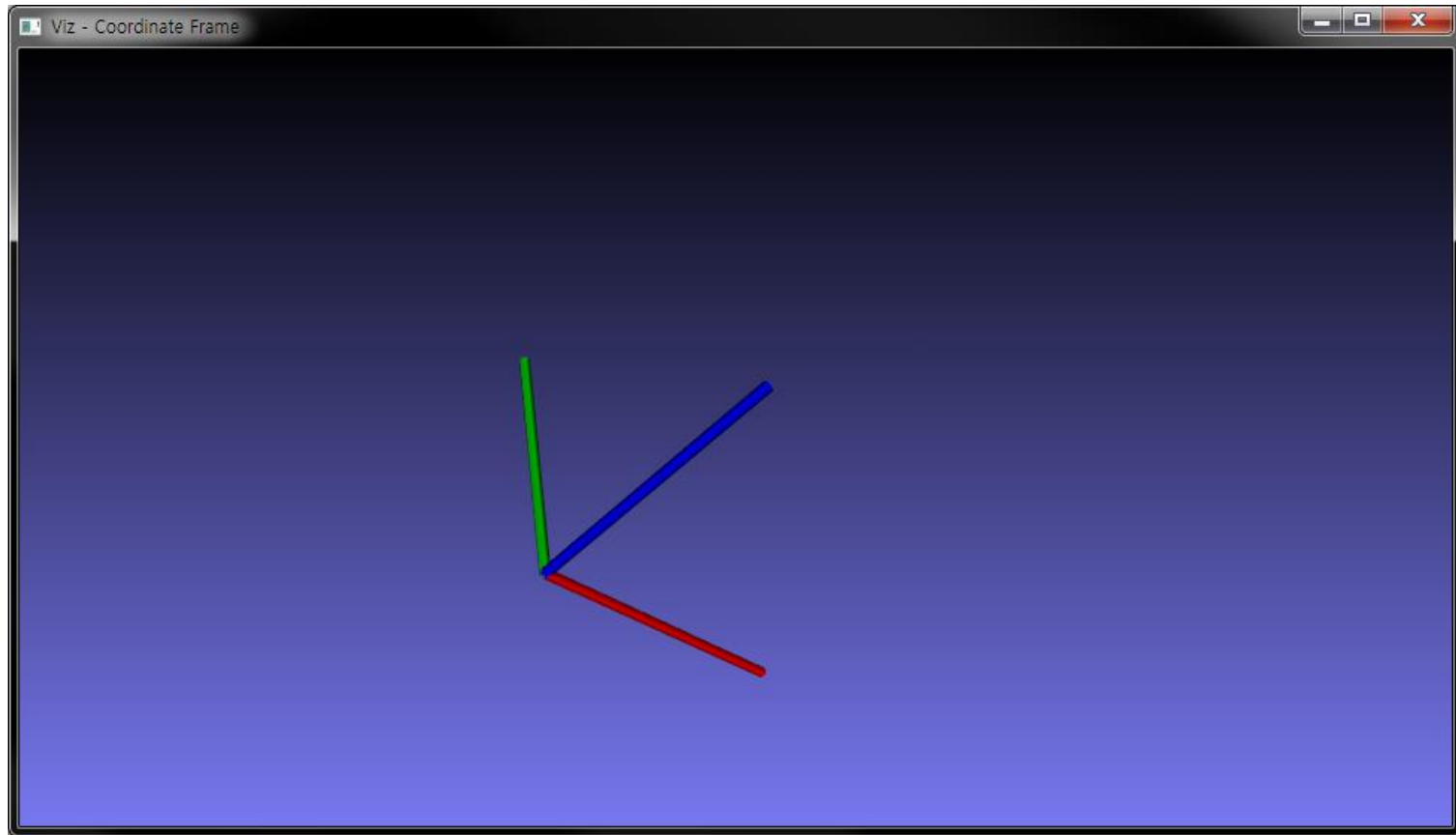
```
#include "opencv2/viz.hpp"  
#include "opencv2/calib3d.hpp"
```

```
/// Create a window  
viz::Viz3d myWindow("Coordinate Frame");  
  
/// Add coordinate axes  
myWindow.showWidget("Coordinate Widget", viz::WCoordinateSystem());  
  
while(!myWindow.wasStopped())  
{  
    myWindow.spinOnce(1, true);  
}
```

※ OpenCV 3.0.0-dev documentation page 참고(<http://docs.opencv.org/trunk/index.html>)

05

Viz Tutorial



감사합니다.
