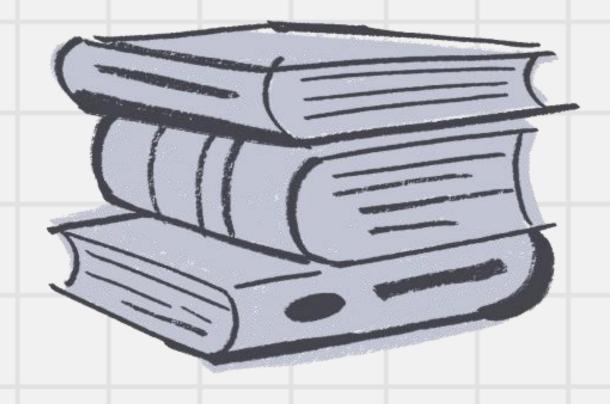


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Threshold

2 Color Threshold

3 HSV Image Format

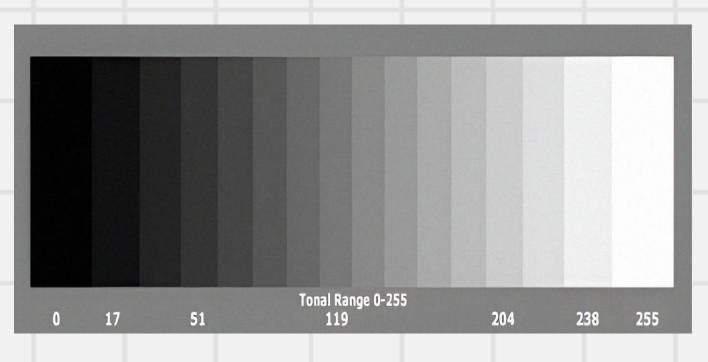
LabVIEW



Threshold

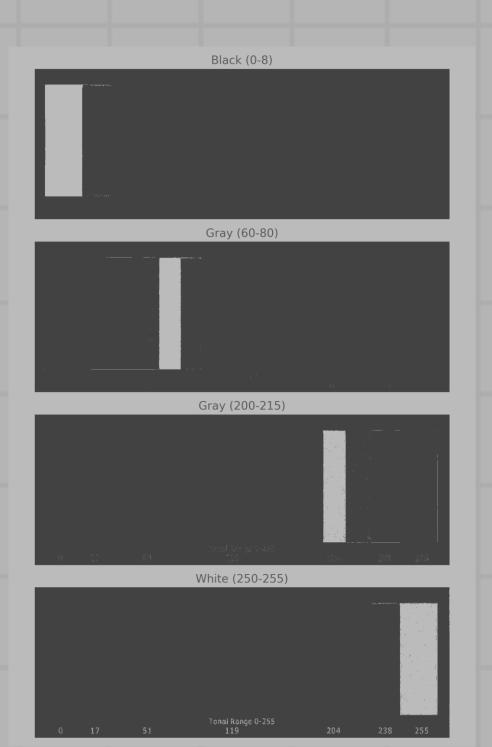


Thresholding is a fundamental technique in computer vision used to detect objects by extracting a specific color range from an image. It works by setting pixel intensity limits to separate the desired object from the background.

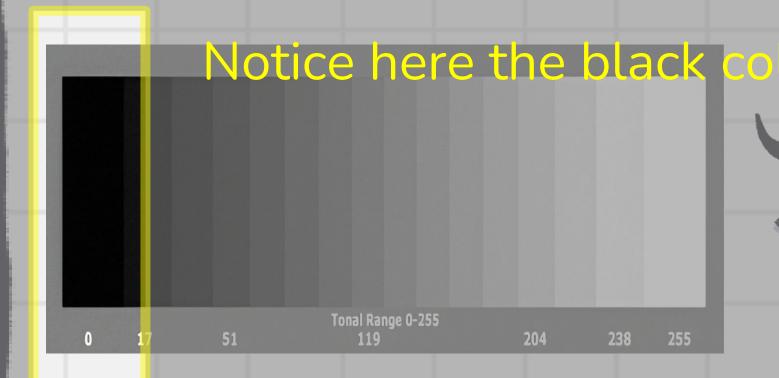








Thresholding is a fundamental technique in computer vision used to detect objects by extracting a specific color range from an image. It works by setting pixel intensity limits to separate the desired object from the background.

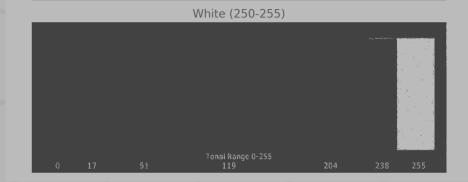




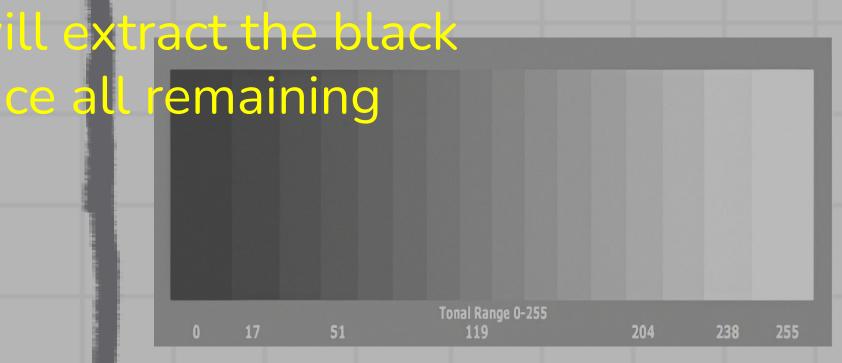


Using threshold, we will ex colour range and replace al

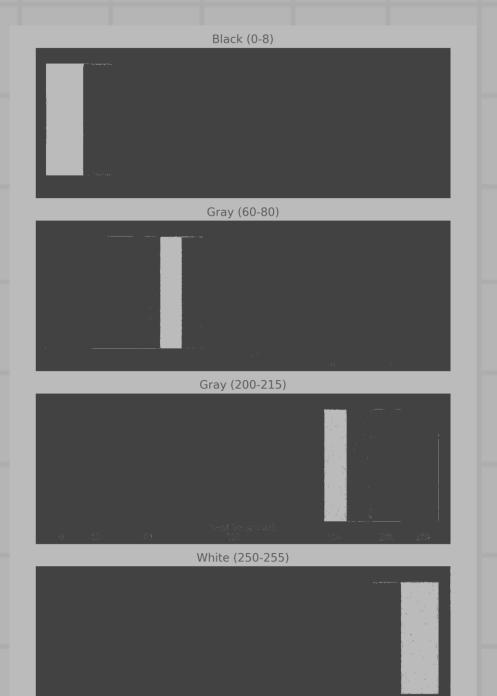
pixels with zero.



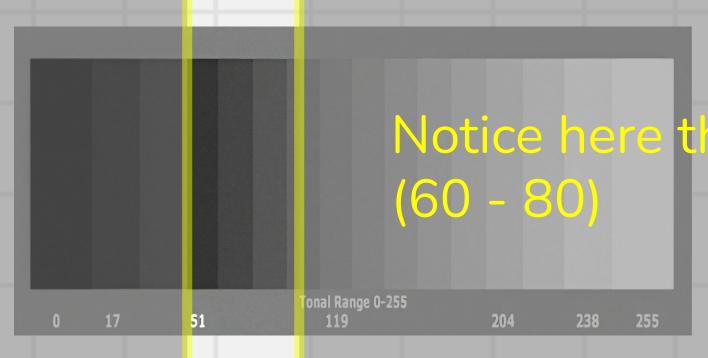
Thresholding is a fundamental technique in computer vision used to detect objects by extracting a specific color range from an image. It works by setting pixel intensity limits to separate the desired object from the background.



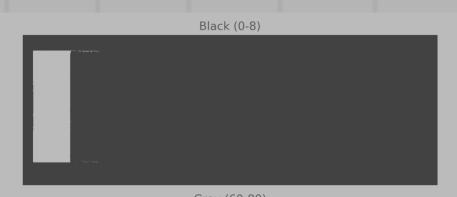




Thresholding is a fundamental technique in computer vision used to detect objects by extracting a specific color range from an image. It works by setting pixel intensity limits to separate the desired object from the background.









Gray (200-215)

Using threshold, (60 - 80) and rep

White (250-255)

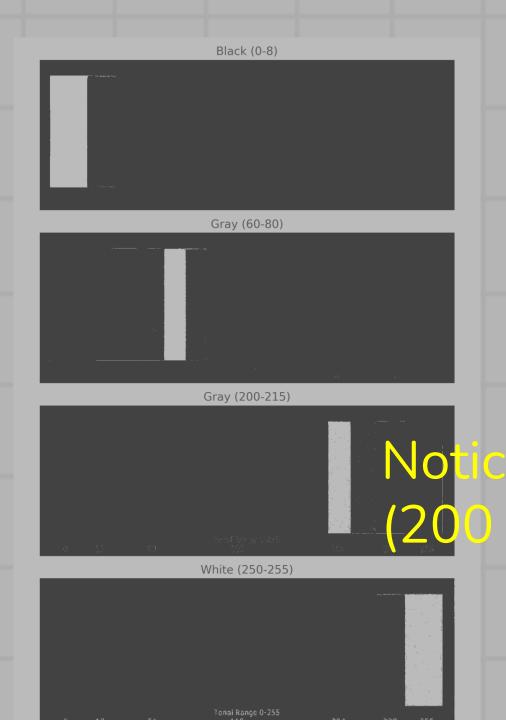
with zero.

Thresholding is a fundamental technique in computer vision used to detect objects by extracting a specific color range from an image. It works by setting pixel intensity limits to separate the desired object from the background.

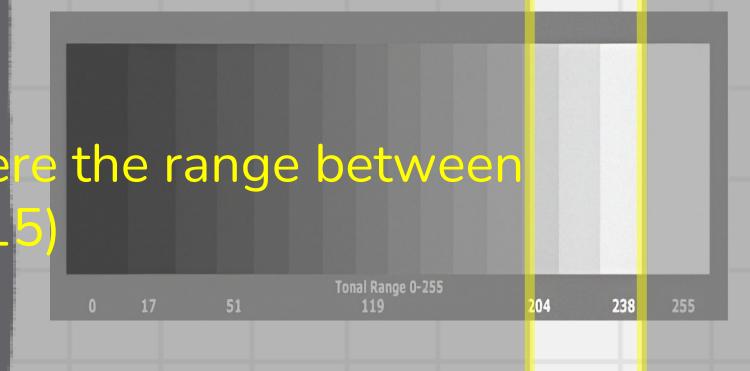
extract the range remaining pixels

Tonal Range 0-255
17 51 119 204 238

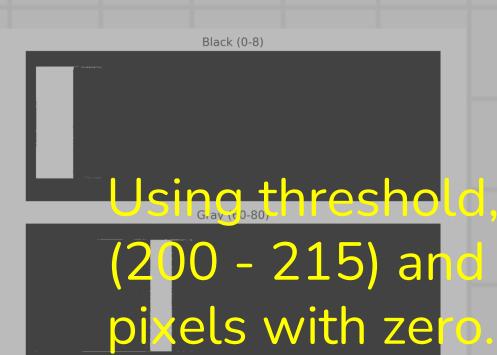




Thresholding is a fundamental technique in computer vision used to detect objects by extracting a specific color range from an image. It works by setting pixel intensity limits to separate the desired object from the background.





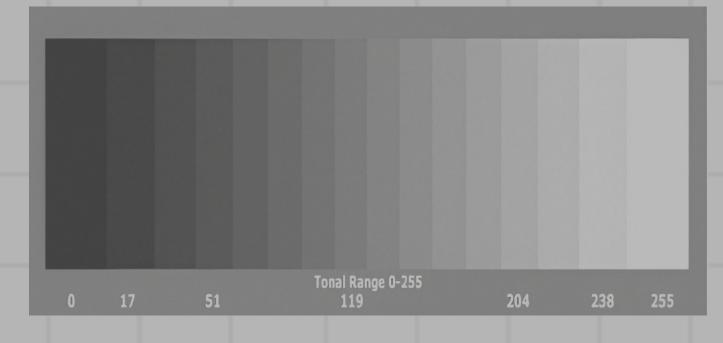






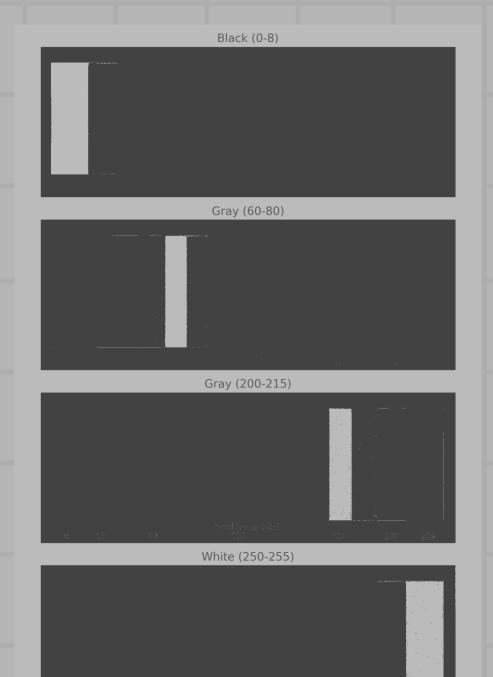
Thresholding is a fundamental technique in computer vision used to detect objects by extracting a specific color range from an image. It works by setting pixel intensity limits to separate



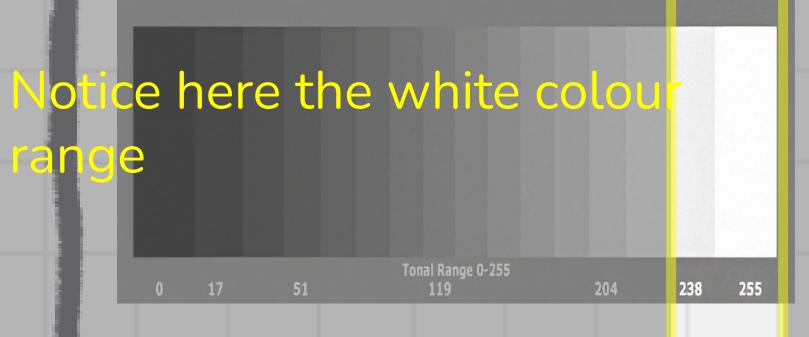






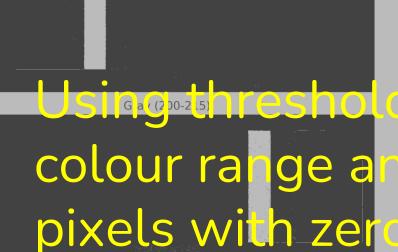


Thresholding is a fundamental technique in computer vision used to detect objects by extracting a specific color range from an image. It works by setting pixel intensity limits to separate the desired object from the background.









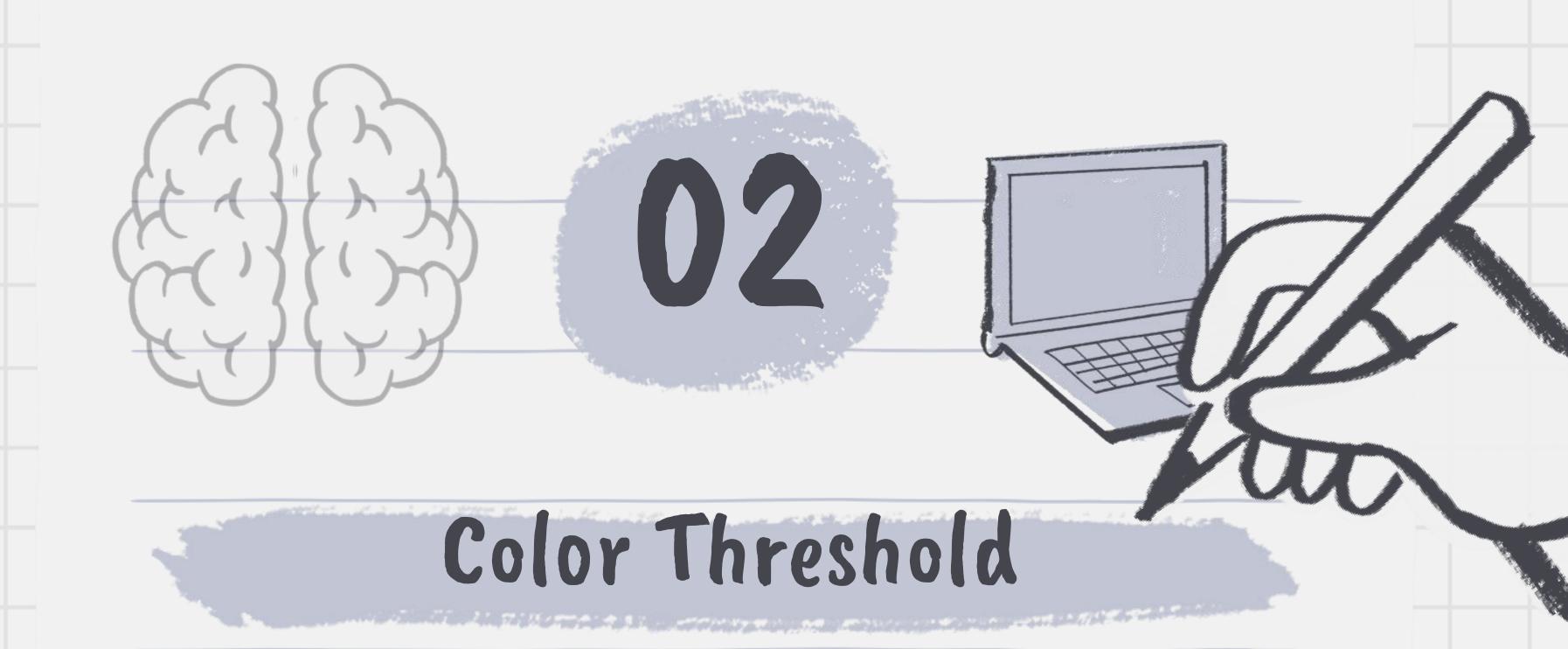


Thresholding is a fundamental technique in computer vision used to detect objects by extracting a specific color range from an image. It works by setting pixel intensity limits to separate the desired object from the background.

vill extract the white ace all remaining

Tonal Range 0-255
0 17 51 119 204 238 255





Color thresholding is one of the most important techniques for object detection. It works by extracting pixels that fall within a specific color range while ignoring all other pixels. This helps in identifying and isolating objects based on their color.



Color thresholding is one of the most important techniques for object detection. It works by extracting pixels that fall within a specific color range while ignoring all other pixels. This helps in identifying and isolating objects based on their color.

Notice here the RED colour ranges







Color thresholding is one of the most important techniques for object detection. It works by extracting pixels that fall within a specific color range while ignoring all other pixels. This helps in identifying and isolating objects based on their color.

Using color thresholding, we will extract

remaining pixels with zero.





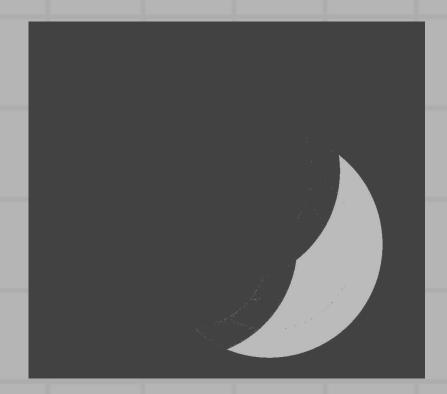


Color thresholding is one of the most important techniques for object detection. It works by extracting pixels that fall within a specific color range while ignoring all other pixels. This helps in identifying and isolating objects based on their color.

Notice here the GREEN colour

ranges

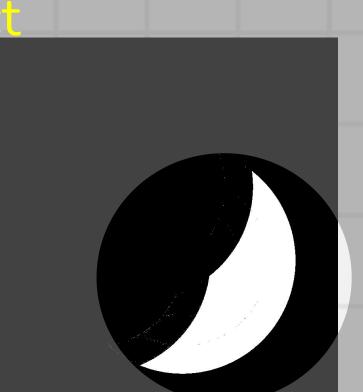






Color thresholding is one of the most important techniques for object detection. It works by extracting pixels that fall within a specific color range while ignoring all other pixels. This helps in identifying and isolating objects based on their color.

Using color thresholding, we will extract the GREEN colourge and replace all remaining pixels with zero.





Color thresholding is one of the most important techniques for object detection. It works by extracting pixels that fall within a specific color range while ignoring all other pixels. This helps in identifying and isolating objects based on their color.

Notice here the BLUE colour

ranges



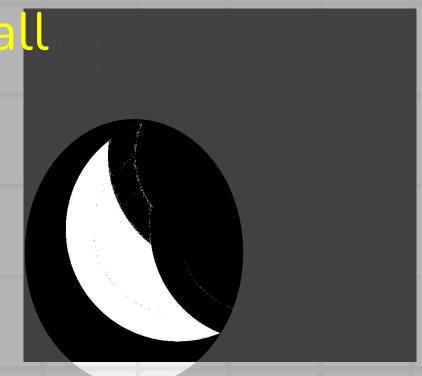




Color thresholding is one of the most important techniques for object detection. It works by extracting pixels that fall within a specific color range while ignoring all other pixels. This helps in identifying and isolating objects based on their color.

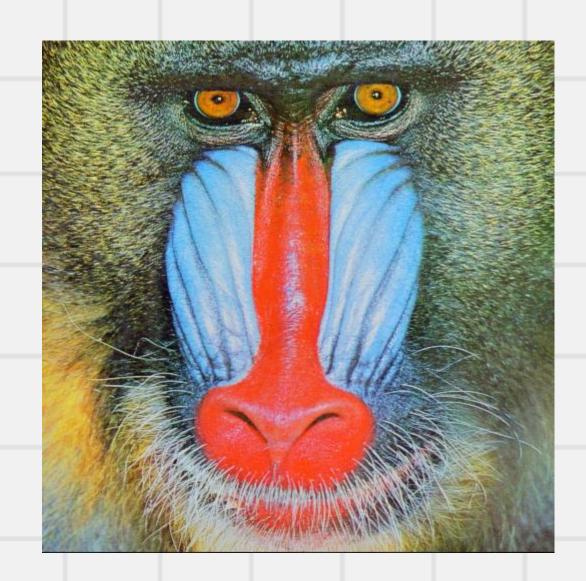
Using color thresholding, we will extract

the BLUE colour and replace all remaining pixels with zero.



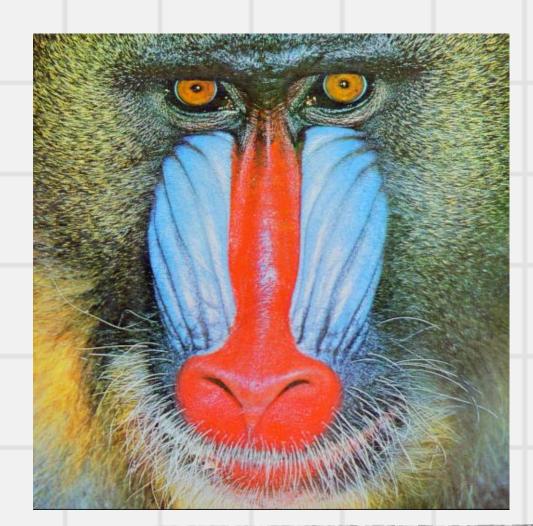


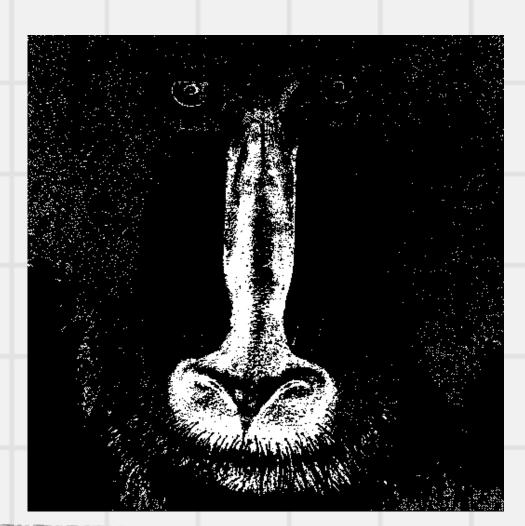
Now, I need to show you some cases for color threshold and observe the results? \triangleright $\stackrel{\text{\color}}{\wp}$





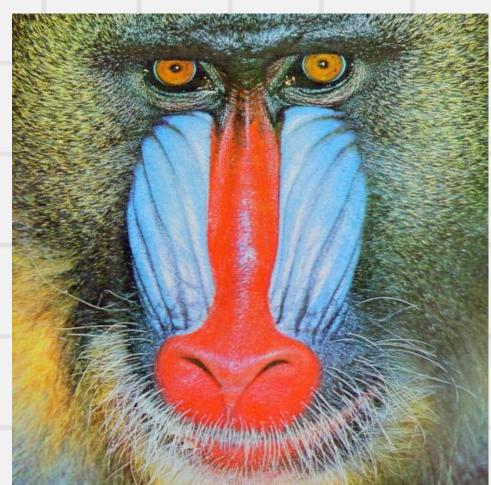
In this experiment, I tried to extract the chimpanzee's nose. However, you may notice that some pixels from the nose are missing, while other pixels outside the nose have been included in the extracted region. Now, the question is: why did this happen, and how can we fix it?

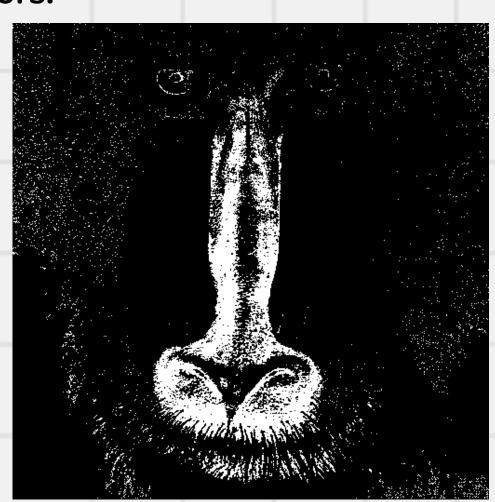




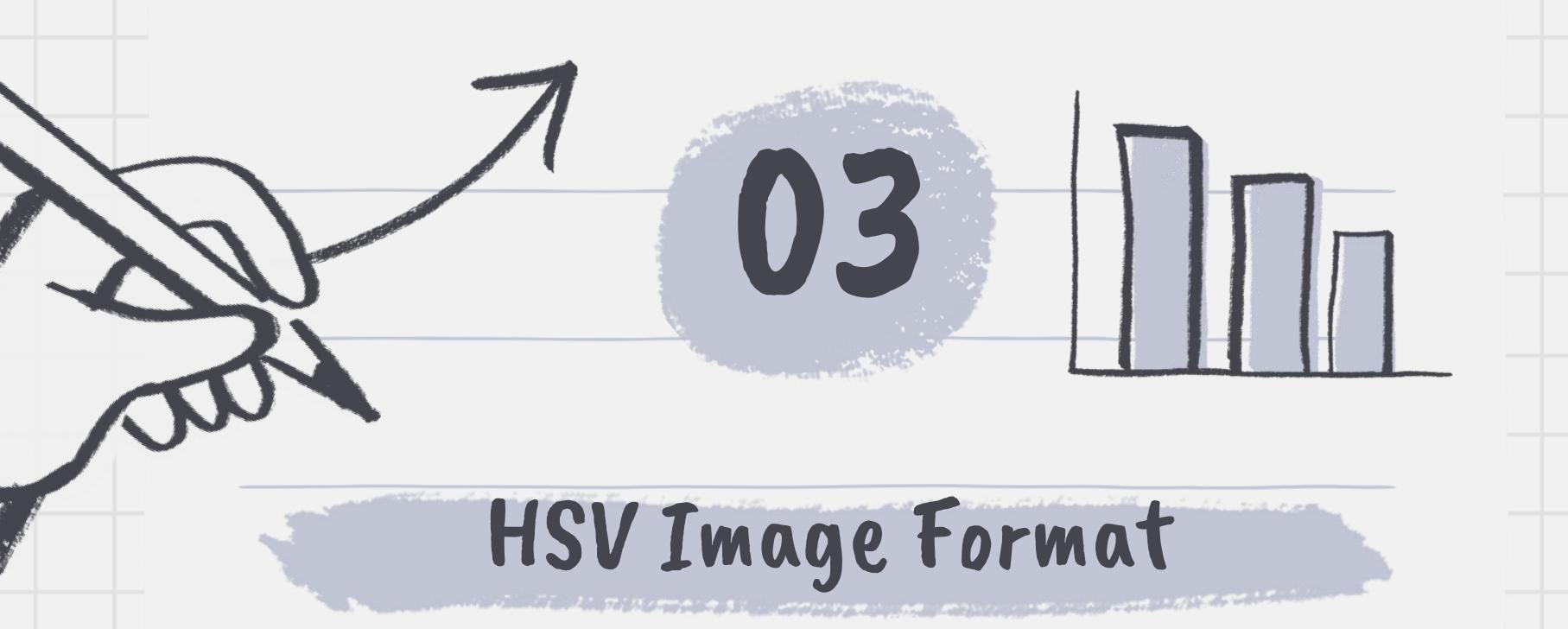


This happened because of the image format. I used the RGB format, which has a major limitation—it cannot accurately capture natural colors due to lighting conditions when the image was taken. Additionally, RGB does not provide information about color saturation, which is crucial for distinguishing natural colors.



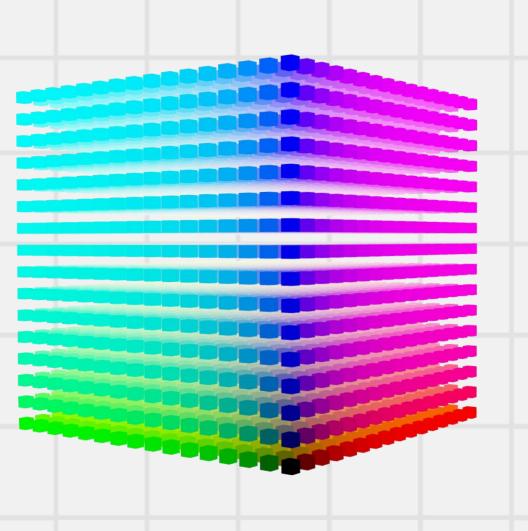




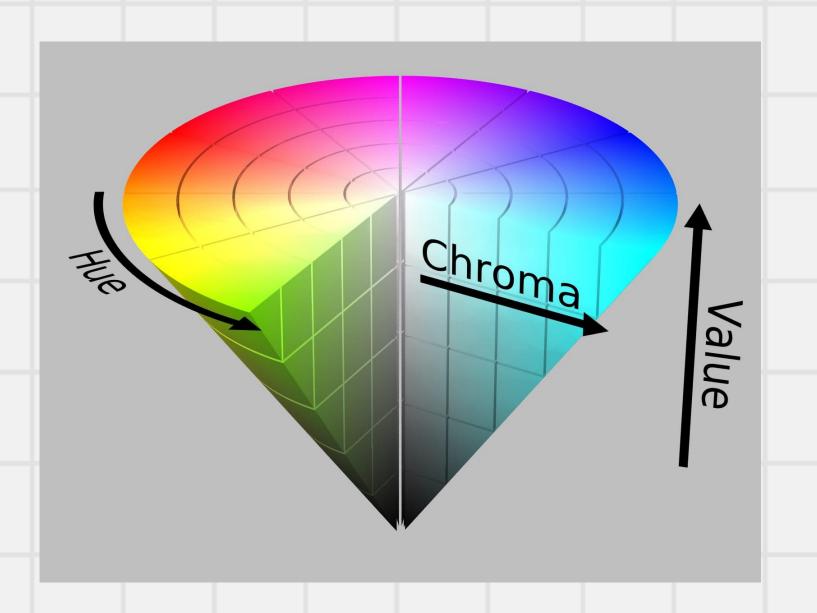


This problem would open to us a backdoor
for a new image format called HSV which stands for HUE SATURATION VALUE

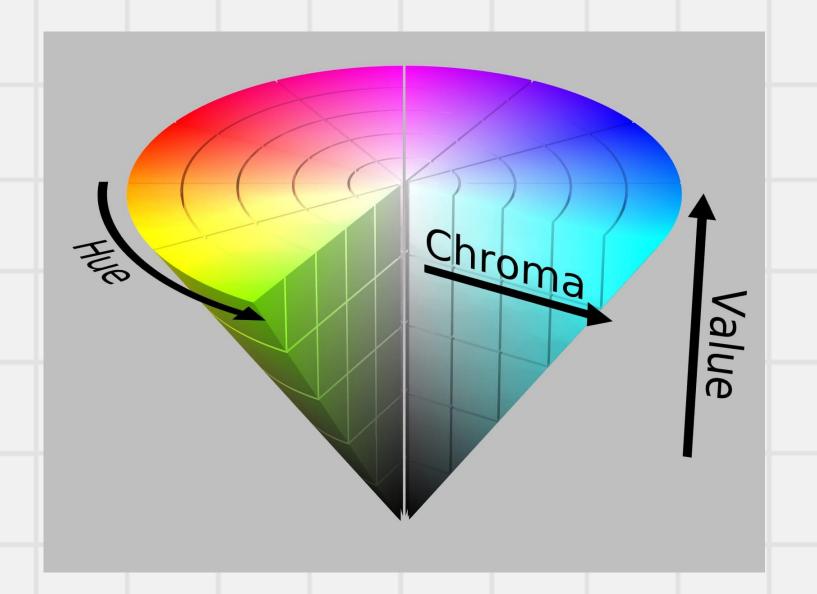
This is the 3D representation for RGB palette. It is a cube which X-axis represents the red and Y-axis represents green and Z-axis for blue. The origin is (0, 0, 0) is the black color and (255, 255, 255) is the white color



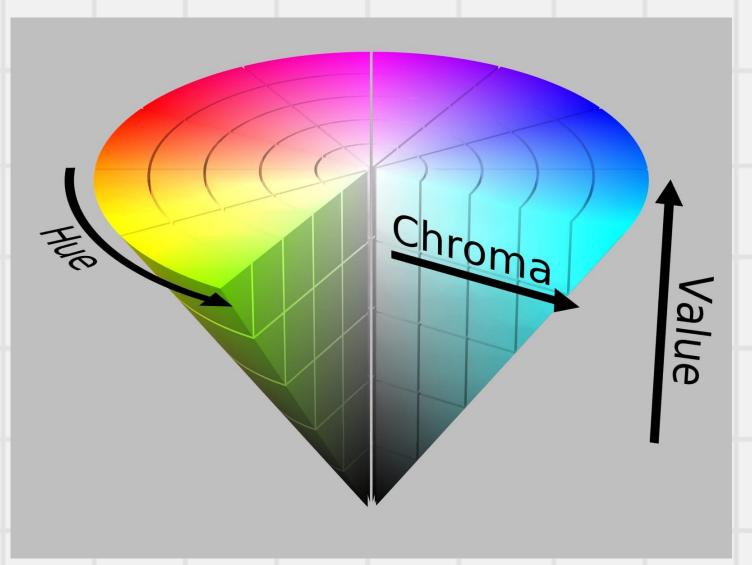
This is the 3D representation of the HSV color model $\{p\}$, shaped like a cone \P . The base arc p represents the rainbow colors, known as Hue (H).



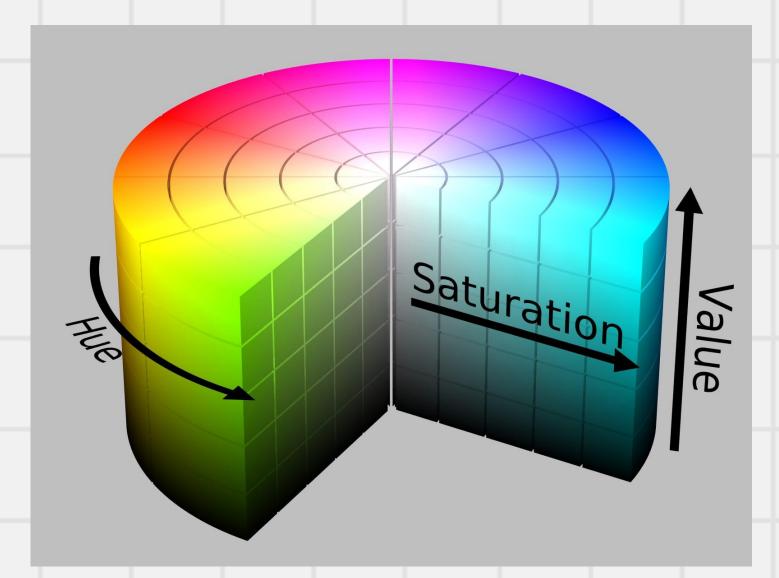
The radius of the base controls the Saturation (S) 🎨 how intense the color is which is why the center appears white 🕡 as colors fade.



The height \(\cdot\) of the cone represents the Value (V) \(\cdot\) the brightness of the color. As we move downward \(\cdot\), colors get darker \(\cdot\) until reaching the black point at the bottom of the cone.

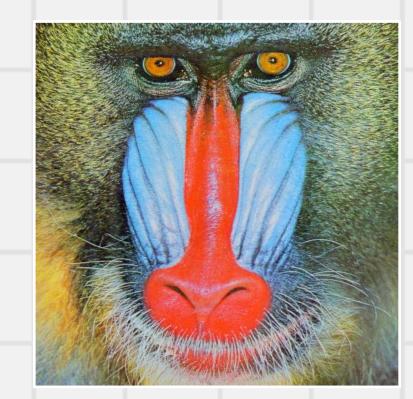


Sometimes, HSV is represented as a cylinder instead of a cone. Both models are similar, but in the cone, colours naturally fade to black at lower brightness levels, whereas the cylinder keeps a uniform shape and does not visually emphasize this transition.



Now, let's go back to our chimpanzee's nose extraction example and try to apply color threshold using HSV format.

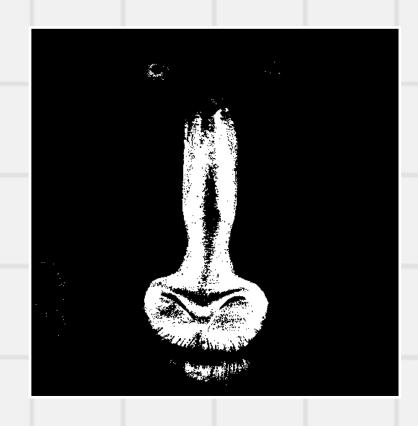
Original Image



RGB Threshold



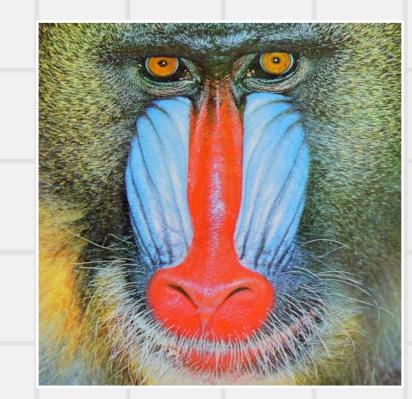
HSV Threshold



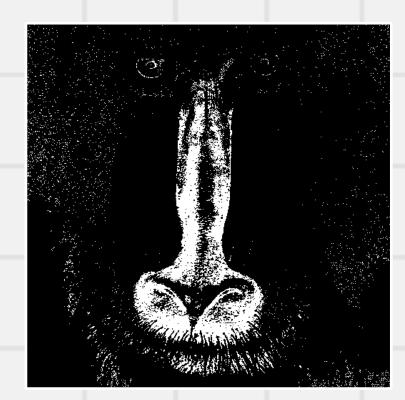


Now, it's obvious for everyone that the noise reduced and many of the nose gabs get more filled.

Original Image



RGB Threshold



HSV Threshold





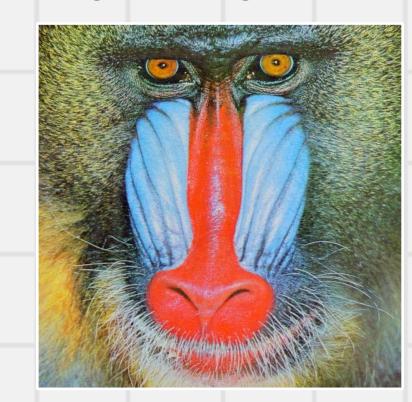
But till now our picture still noisy somehow and the nose has many gaps.

Next time question: How could we reduce noise? 👺 🤍

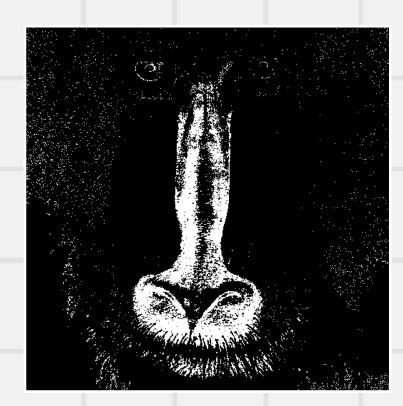




Original Image



RGB Threshold



HSV Threshold



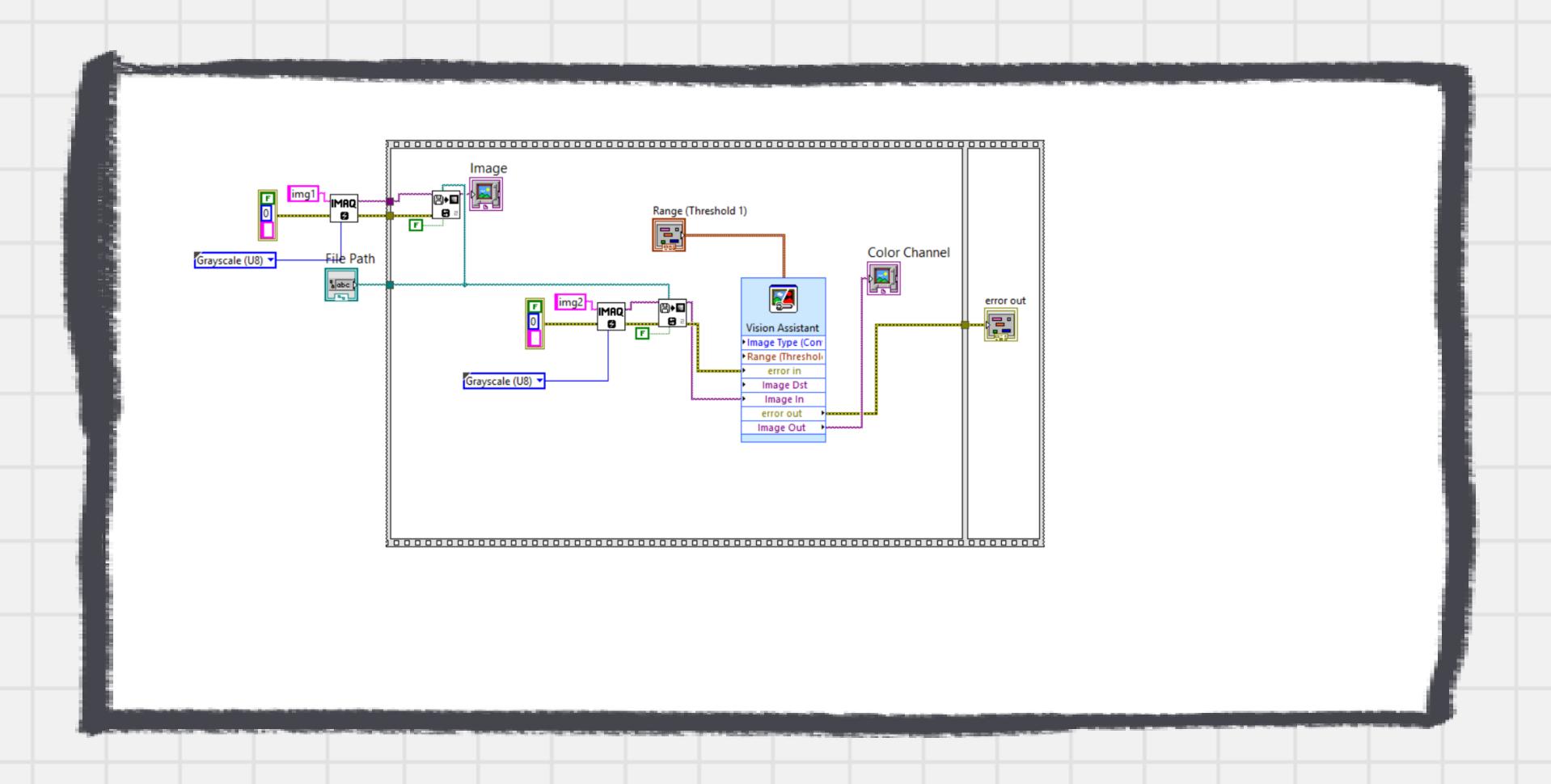


LabVIEW

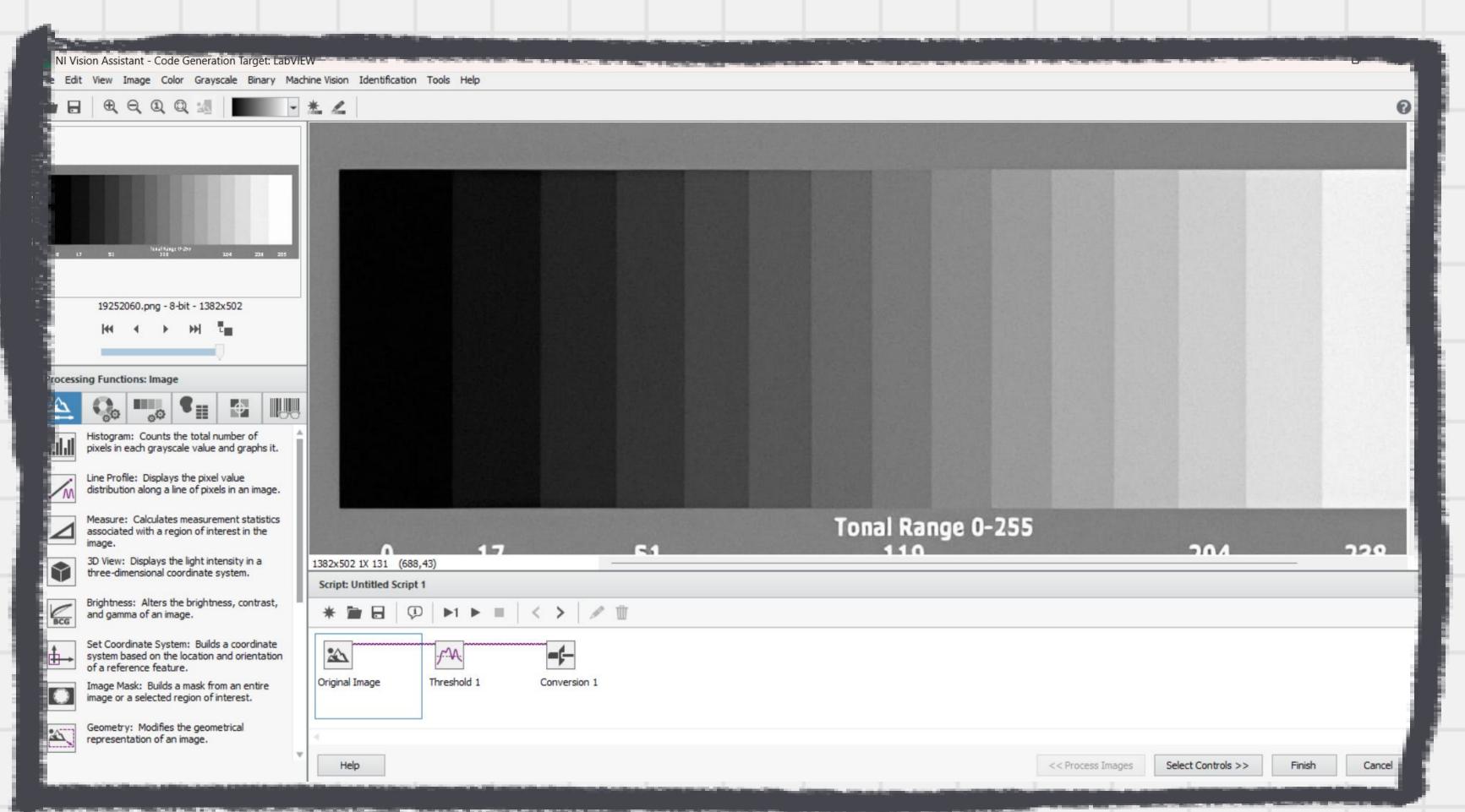
EX5. Threshold



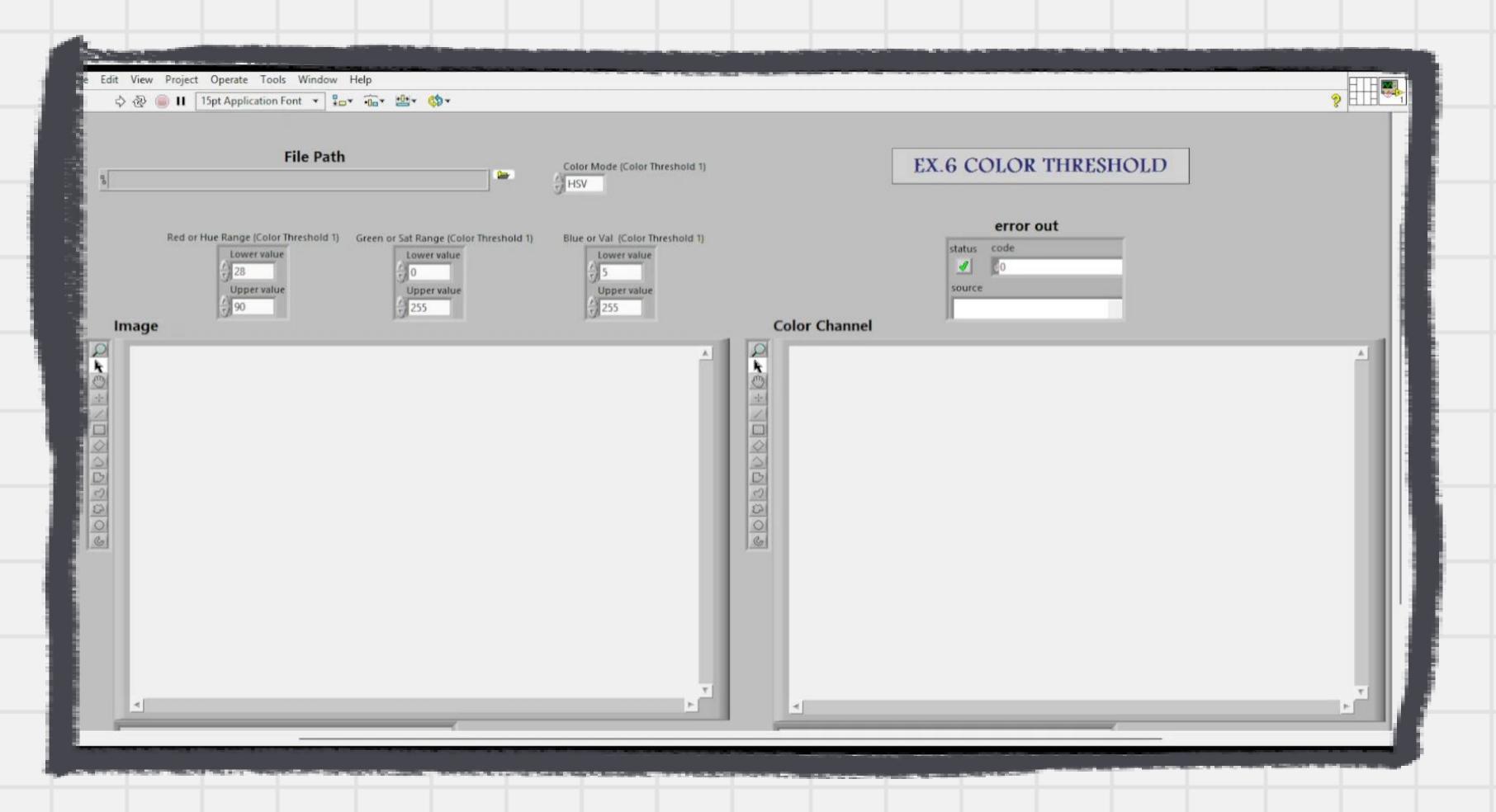
EX5. Threshold



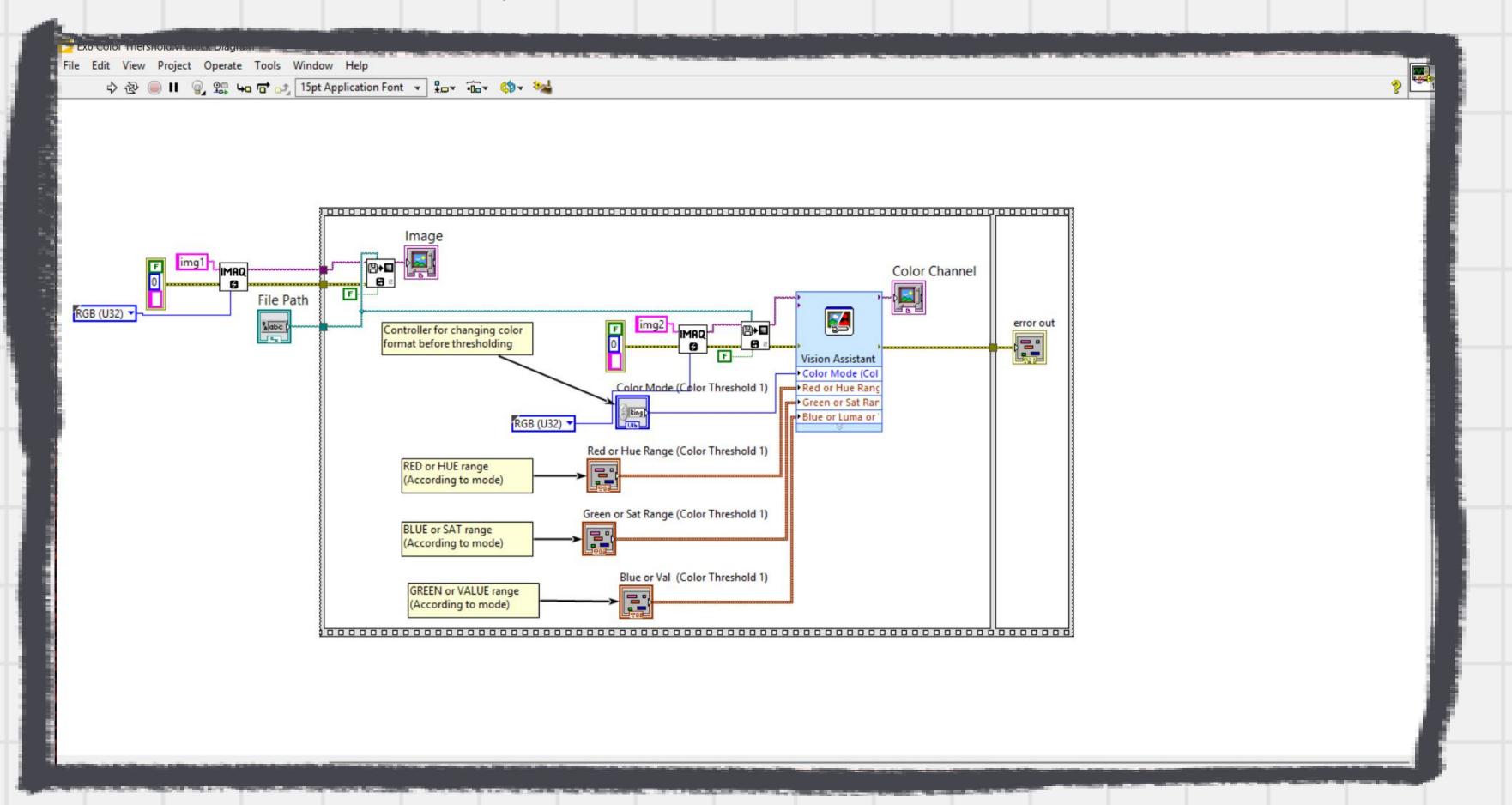
EX5. Threshold



EX6. Color Threshold



EX6. Color Threshold



EX6. Color Threshold

