PCV Practical - 3

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PRELAB:-

1. What is the difference between image and videos?

A. Video could be described as a series of photos (normally set at 24 frames (or photos) per second). In video, especially digital video, there is the added difference, that most video is compressed in some form or other, to save data storage. Much like a jpeg photo is compressed and does not contain individual data for each and every pixel, video is compressed in a way so not all frames contain all data to comprise a full picture. Simply, there are I-frames (or key/reference-frames), that contain the data needed to form a picture, and in between are a number of p-frames (or "predicted" frames), which basically contains only the differences from one frame to the next.

2. When do we use cv2.waitKey(0) and cv2.waitKey(1)?

A. waitKey(0) will display the window infinitely until any keypress (it is suitable for image display). waitKey(1) will display a frame for 1 ms, after which display will be automatically closed. Since the OS has a minimum time between switching threads, the function will not wait exactly 1 ms, it will wait at least 1 ms, depending on what else is running on your computer at that time. So, if you use waitKey(0) you see a still image until you actually press something while for waitKey(1) the function will show a frame for at least 1 ms only.

3. Define the terms Frame Rate and Resolution?

A. To the human eye, film and video seem to play as one continuous recording. But in actuality, cameras record pictures of multiple images, called frames. These frames are played back at such a fast rate that they appear to be in fluid motion. Frame rate is the measurement of how quickly a number of

frames appears within a second, which is why it's also called FPS (frames per second). Resolution is the detail an image holds. The term applies to digital images, film images, and other types of images. Higher resolution means more image detail. Resolution can be measured in various ways. Resolution quantifies how close lines can be to each other and still be visibly resolved.

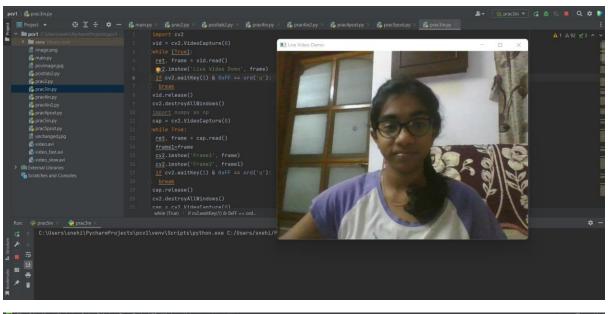
4. What is a codec and gives a few examples of codec?

A. Codec is short for "coder-decoder." It is an algorithm used to encode data, such as an audio or video clip. The encoded data must be decoded when played back. Examples of lossy audio codecs are Adaptive Differential Pulse Code Modulation (ADPCM) and MPEG-1 Layer 3 (MP3). Common lossy video codecs include MPEG-2 and HEVC. Most lossy codecs provide a variable compression setting, which allows you to select how much to compress the media

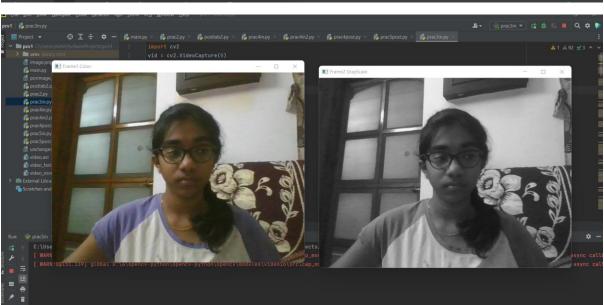
INLAB:-

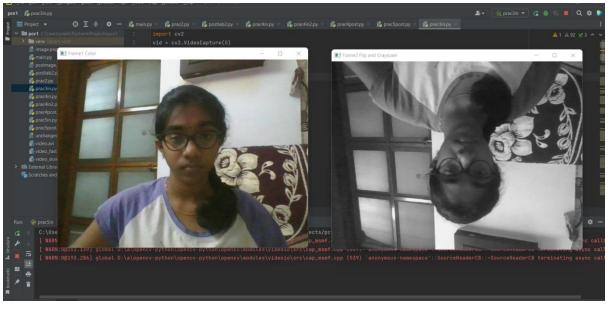
- 1. Jessy once visited the cctv room of her college. Then she saw the Live Video Feed Capture of her entire college and she also became interested in Live Video Feed from Camera. so help her in implementing the following requirements
- 1. Start a Live Video Feed Capture from Camera or Webcam
- 2. Create two Windows Both should display The Live Video Feed from camera
- 3. Window 1. It should be color Video
- 4. Window 2. It should be gray Scale and upside down i.e inverted
- 5. Also Both of these windows should display the Date and Current time
- 6. Here the Live Feed should stop as soon as you enter a character 'q'
- 7. Also save the Window 1 video as two ".avi" file.one file should be slow speed of video playback -and other one should be high speed of video playback

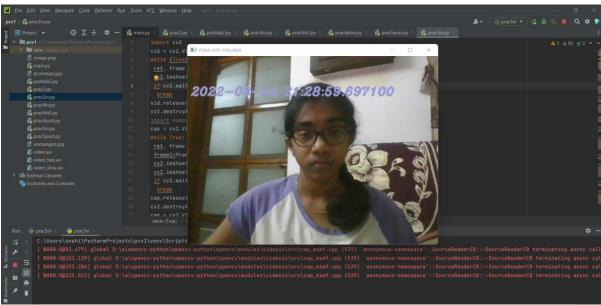
Screenshots:

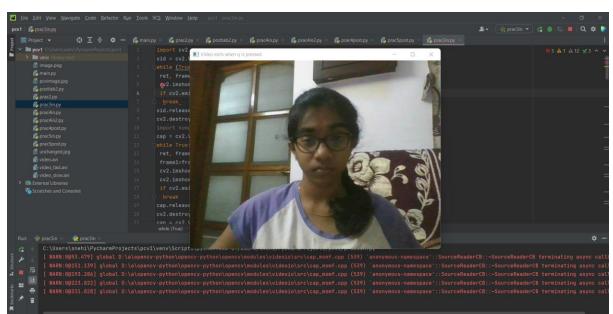












Code:-

```
import numpy as np
```

```
cap.release()
vid.release()
if (video.isOpened() == False):
frame width = int(video.get(3))
frame height = int(video.get(4))
size = (frame width, frame height)
result = cv2.VideoWriter('video.avi',
video.release()
size = (frame_width, frame_height)
result = cv2.VideoWriter('video_fast.avi',
```

Postlab

1. Now Jessy wants to implement Live Video Feed Capture and create window which will zoom in and zoom out the live video and also rotate(360 degrees) the window continuously.



