

Virtual Studio

Aman Agrawal, Suyash Agrawal, Madhur Singhal

COL780

Problem

The aim of our project was to place the object/person in front of a green screen in a known 3-D environment in realtime.



Method

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- ② Apply a Light mask to prevent the color bleeding
- ③ Find a homography, to place the person in a known 3-D environment.
- ④ Apply this homography, to generate the final result.

Chroma Keying

Chroma keying, is a visual effects technique for compositing (layering) two images or video streams together based on color hues (chroma range).[1]

Algorithm 1 Pseudocode for Segmentation

Input: Green-Screen frame, high and low thresholds

Output: Mask

- 1: Apply Bilateral filter to remove noise, while keeping the edges.
 - 2: Convert the image to YCrCb color scheme
 - 3: **for each pixel** p **do**
 - 4: $\alpha \leftarrow \sqrt{(Cr_p - Cr_{key})^2 + (Cb_p - Cb_{key})^2}$
 - 5: **if** $\alpha < low$ **then**
 - 6: $mask(p) \leftarrow 0.0$ (background)
 - 7: **else if** $\alpha > high$ **then**
 - 8: $mask(p) \leftarrow 1.0$ (foreground)
 - 9: **else**
 - 10: $mask(p) \leftarrow \frac{\alpha - low}{high - low}$
 - 11: **end if**
 - 12: **end for**
 - 13: Erode away the boundaries of foreground object
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Light Mask

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- We brighten each pixel by a multiplicative value

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- TO BE DONE

Homography and Projection

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- We calculate a homography between the segmented image and a plane on which we need to project.

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- We calculate a homography between the segmented image and a plane on which we need to project.
- Apply the Homography to get the final result.

Demo



References

- [1] Wikipedia. Chroma key — wikipedia, the free encyclopedia, 2017. [Online; accessed 10-November-2017].