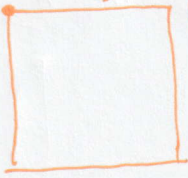


Matching neighbor shape position in next frame - 8

Creating test shape implementation.

square shape

starting coordinate (10, 15)



length = 30 pixels.

~~from~~ X to X + length - 1

Y to Y + length - 1

(x, y) (x+1, y) ... (x+length-1, y)

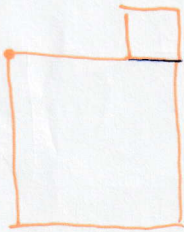
(x, y+1) (x+1, y+1) ... (x+length-1, y+1)

...

(x, y+length-1) (x+1, y+length-1) ... (x+length-1, y+length-1)

neighbor square shape 10

n_length = 10 pixels



$\frac{(x+length-1 - n_length, y-1)}{\text{last pixel neighbor shape length 1 pixel up}}$

$n_length \Rightarrow 9 \text{ to } 0.$