# HARRY POTTER'S INVISIBLE CLOAK





How to implement this project ??

## Some important functions

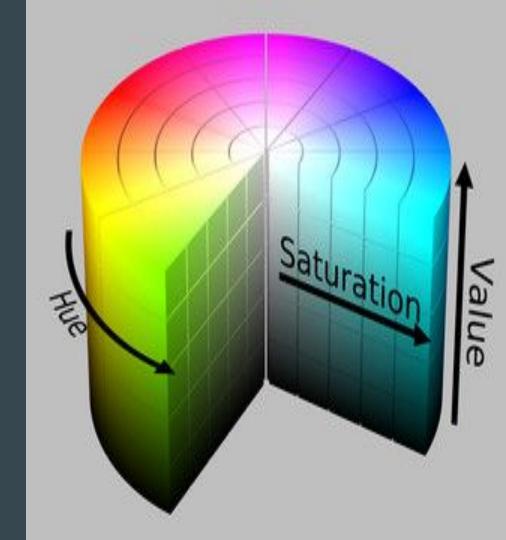
Before we dive into our coding part we need to understand following concepts -

- 1) HSV
- 2) Trackbar
- 3) Bitwise operation
- 4) Median Blurring
- 5) Dilation

### HSV

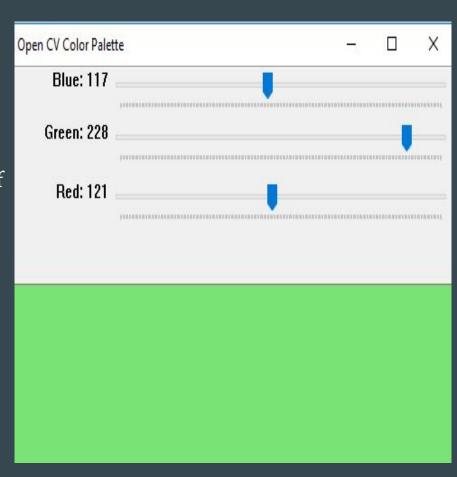
- HSV corresponds to:
  - **H**ue is the color
  - Saturation is amount of color
  - Value is the brightness

Why HSV and not RGB color space?

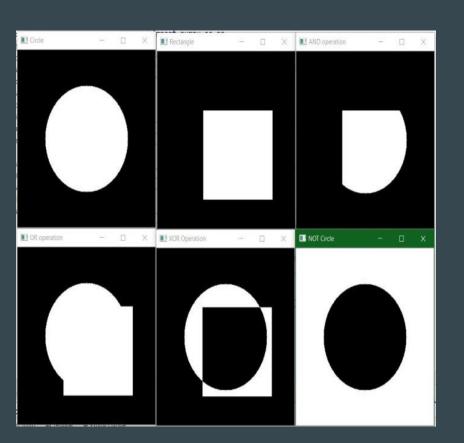


#### TRACKBAR

- What are Trackbars?
  - GUI element that lets the user to select a specific value within a range of values by sliding a slider linearly.
- Why do we use Trackbars?
  - Change variable value at runtime
- How to create Trackbars?
  - cv2.createTrackbar()
  - cv2.getTrackbarPos()



#### **BITWISE OPERATOR**



- What is the use of this operator ?
  - Extracting essential parts in images
- Bitwise AND
  - o cv2.bitwise\_and(img1,img2)
- Bitwise OR
  - cv2.bitwise\_or(img1,img2)

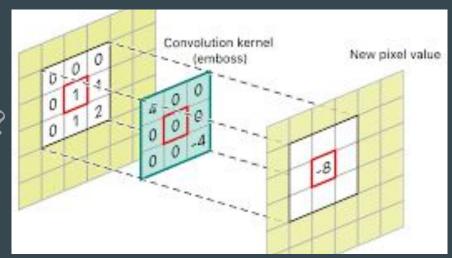
Original Keens edges sharn @

3 x 3 median filter



#### **BASICS FOR MEDIAN BLURRING**

- What is a filter?
- What is **IMAGE BLURRING?**



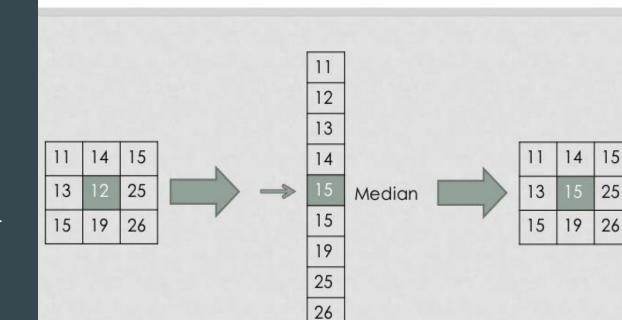
#### MEDIAN BLURRING

- How does Median blurring work?
- cv2.medianBlur(src, ksize)

**src-** It represents the source (input image).

**ksize** - It represents the size of the kernel.

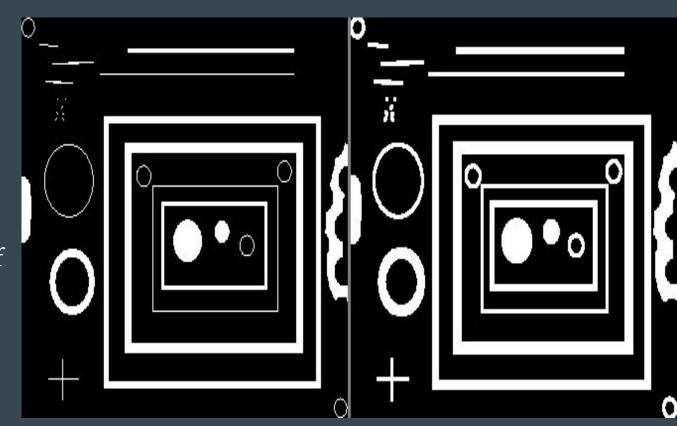
#### MEDIAN BLUR





#### **DILATION**

- Dilation expands the image pixels
- Dilation adds pixels to object boundaries.
- The value of the output pixel is the maximum value of all the pixels in the neighborhood.



Lets implement some of these concepts!