



ORMEDIAN RESEARCH INSTITUTE

TOPIC: : **OpenCV Tutorials**
(part four)

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TABLE OF CONTENT

- ❑ **DRAWING & WRITING ON IMAGES IN OpenCV**
- ❑ **DRAWING OF BLANK IMAGES**
- ❑ **PAINTING OF INTERNAL PART OF BLANK IMAGES**
- ❑ **DRAWING AND PAINTING OF RECTANGLES**
- ❑ **DRAWING AND PAINTING OF CIRCLES**
- ❑ **DRAWING AND PAINTING OF TRIANGLES**
- ❑ **DRAWING AND PAINTING OF ELLIPSE**
- ❑ **DRAWING OF LINES**
- ❑ **WRITING OF TEXT ON BLANK IMAGES**

DRAWING & WRITING ON IMAGES IN OpenCV

Drawing of Blank Image

In openCV, text can be written on any image, be it a blank image or an existing real image. With the help of numpy module, parameters can be set to achieve a drawing of a blank image.

```
import cv2 as cv
import numpy as np
blank = np.zeros((height, width), dtype='uint8')
cv.imshow("window title", blank)
cv.waitKey(0)
```

DRAWING & WRITING ON IMAGES IN OpenCV **Cont'd**

Algorithm Explanation

Line 1: Import the openCV module

Line 2: Import the numpy module

Line 3: Create a blank image with a `numpy.zeros()` function to return a new array of a given shape and type filled with zeros.

Line 4: Display the Image

Line 5: specify `waitKey()` which will be pressed to end the display.

DRAWING & WRITING ON IMAGES IN OpenCV

Example: Draw a blank image of the following dimensions. Height = 400pixels and Width = 300 pixels.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((400, 300), dtype='uint8')
cv.imshow("blank image", blank)
cv.waitKey(0)
```

OUTPUT

The image shows a Visual Studio Code interface with a Python script named `draw_blank.py` open. The script creates a blank image using OpenCV. The Explorer sidebar on the left shows a project structure with various image processing scripts. The Terminal at the bottom shows the command to run the script, and a small window titled "blank image" displays the result.

EXPLORER

- OPEN EDITORS 4 unsaved
 - cropped_image.py
 - crop_image.py
 - img_translate.py
 - img_rotate.py
 - img_rotate2.py
 - flip.py
 - read.py
 - read2.py
 - draw_blank.py
- CV
 - blur.py
 - conversion2gray.py
 - crop_image.py
 - cropped_image.py
 - dilated.py
 - draw_blank.py
 - edge_cascade.py
 - eroded.py
 - flip.py
 - Image_reading.py
 - image_rescaling.py
 - image_resize.py
 - img_rotate.py
 - img_rotate2.py
 - img_translate.py

draw_blank.py

```
1 import cv2 as cv
2 import numpy as np
3 blank = np.zeros((400, 300), dtype='uint8')
4 cv.imshow("blank image", blank)
5 cv.waitKey(0)
6
7
```

TERMINAL

```
PS C:\Users\SHOPINVERSE\Desktop\CV> python draw_blank.py
```

blank image

The output window shows a blank image, which is a 400x300 pixel black image.

DRAWING & WRITING ON IMAGES IN OpenCV

Painting the Internal part of an Image in OpenCV

In OpenCV, blank images can be painted with different colours across all its areas or some parts of their areas. The only modification to the blank image created earlier is simply specifying the region to be painted.

SYNTAX

```
import cv2 as cv
import numpy as np
blank = np.zeros((height, width, colour channels), dtype='uint8')
blank[specify regions to be paint] = specify colour
cv.imshow("blank image", blank)
cv.waitKey(0)
```

DRAWING & WRITING ON IMAGES IN OpenCV

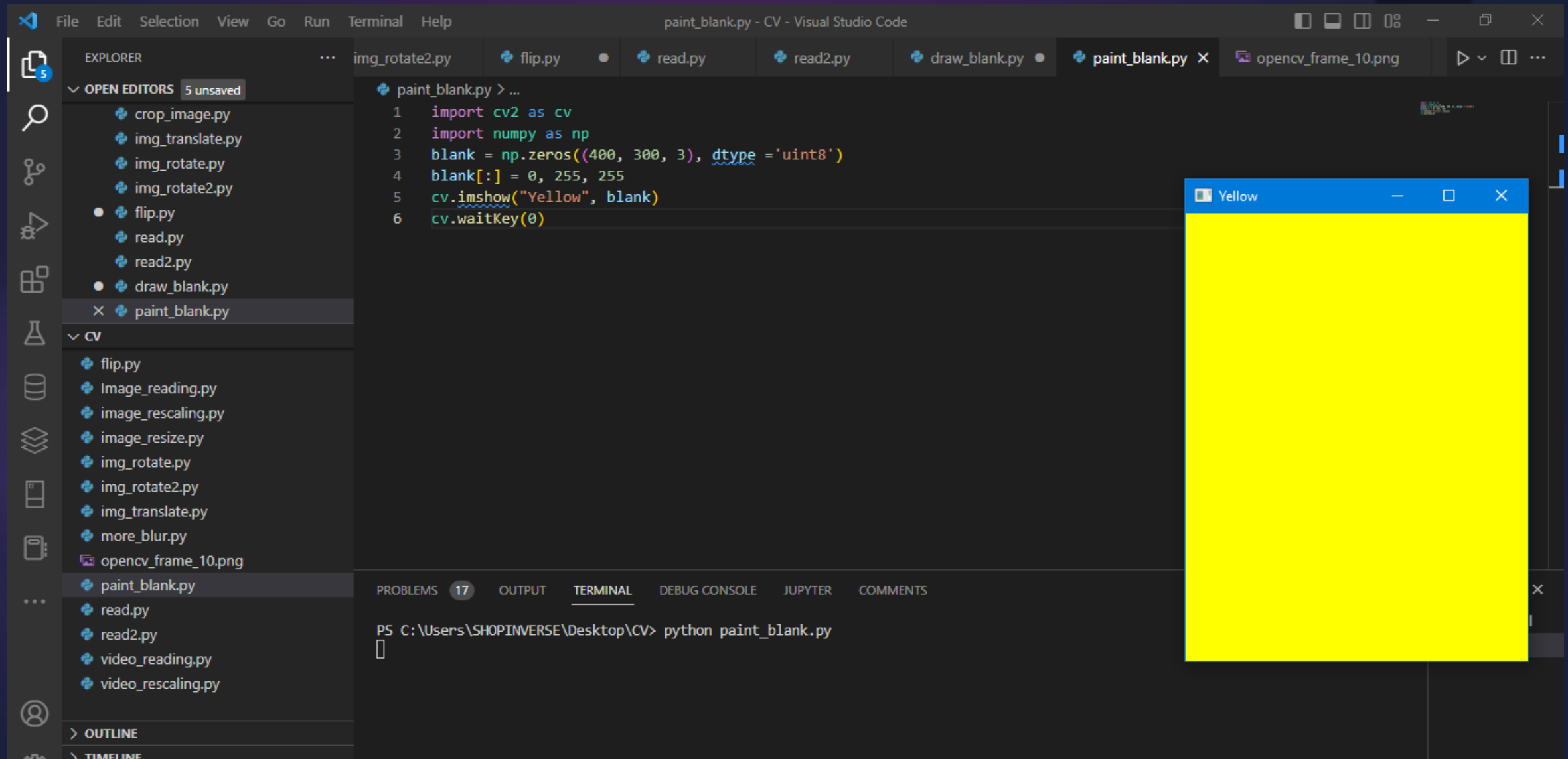
Example 1: Create a blank image of dimensions of choice and paint all its regions in any colour of choice.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((400, 300, 3), dtype='uint8')
blank[:] = 0, 225, 255
cv.imshow("Yellow", blank)
cv.waitKey(0)
```

The blank `[:]` is simply the selection of all areas of the blank image created earlier, while the colour code `(0, 225, 255)` is a yellow-like colour which is an RGB colour category. And for such a reason, the 3 channels are passed into the shape formation.

OUTPUT



DRAWING & WRITING ON IMAGES IN OpenCV

Example 2: Create a blank image of dimensions of choice and paint some parts of its regions any colour of choice.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((400, 300, 3), dtype='uint8')
blank[50:200, 200:300] = 0, 0, 255
cv.imshow("Red", blank)
cv.waitKey(0)
```

OUTPUT

The image shows a Visual Studio Code interface with a Python script named `paint_blank.py` open. The script creates a blank red image using OpenCV. The terminal shows the command to run the script, and a separate window displays the resulting red image.

EXPLORER

- OPEN EDITORS (5 unsaved)
 - `crop_image.py`
 - `img_translate.py`
 - `img_rotate.py`
 - `img_rotate2.py`
 - `flip.py`
 - `read.py`
 - `read2.py`
 - `draw_blank.py`
 - `paint_blank.py`
- CV
 - `flip.py`
 - `Image_reading.py`
 - `image_rescaling.py`
 - `image_resize.py`
 - `img_rotate.py`
 - `img_rotate2.py`
 - `img_translate.py`
 - `more_blur.py`
 - `opencv_frame_10.png`
 - `paint_blank.py`
 - `read.py`
 - `read2.py`
 - `video_reading.py`
 - `video_rescaling.py`

paint_blank.py

```
1 import cv2 as cv
2 import numpy as np
3 blank = np.zeros((500, 400, 3), dtype='uint8')
4 blank[50:200,200:300] = 0, 0, 255
5 cv.imshow("Red", blank)
6 cv.waitKey(0)
```

TERMINAL

```
PS C:\Users\SHOPINVERSE\Desktop\CV> python paint_blank.py
```

Red

A window titled "Red" showing a solid red image.

DRAWING & WRITING ON IMAGES IN OpenCV

DRAWING OF A RECTANGLE IN OpenCV

Rectangle: Rectangle is a four-sided plain shape that requires some arguments to be specified for it in OpenCV.

SYNTAX:

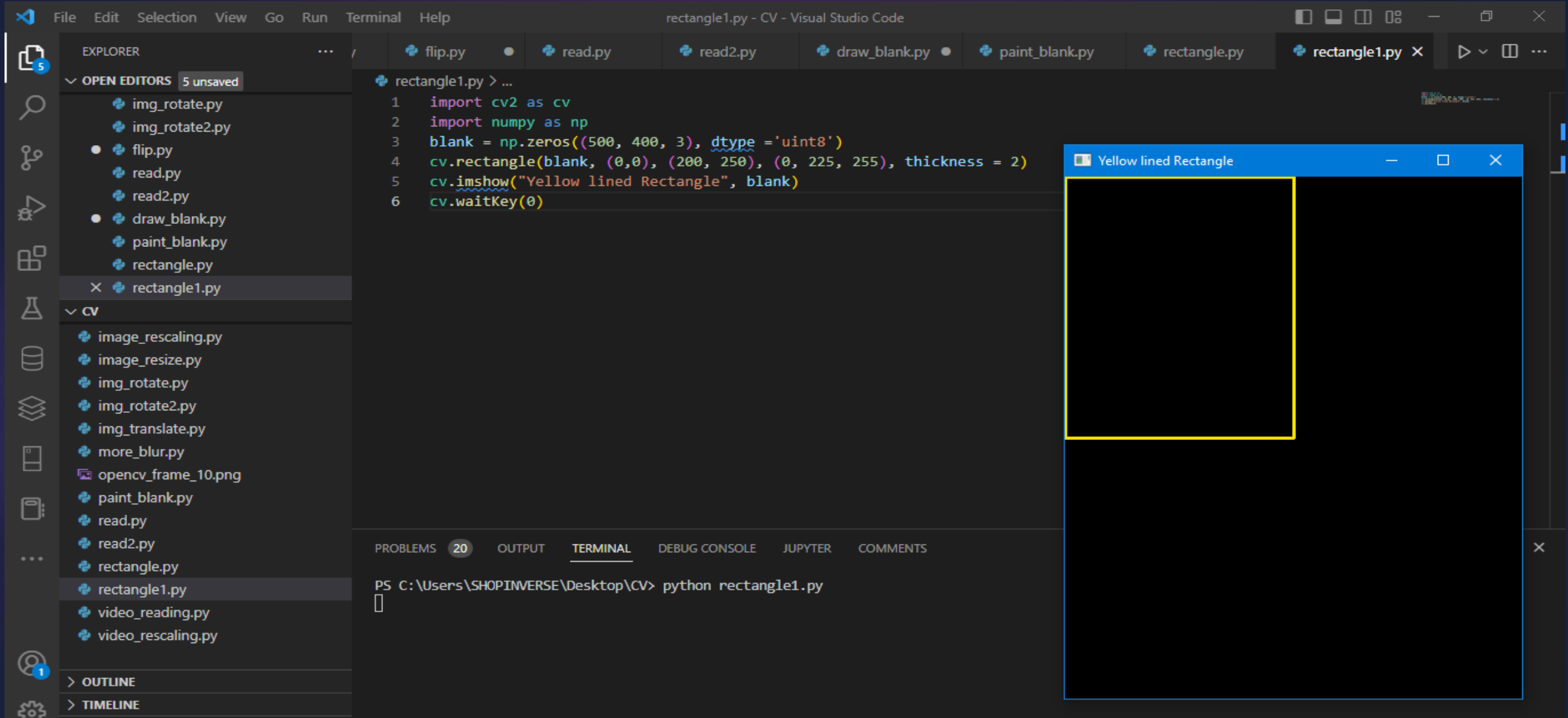
```
cv.rectangle (src, pt1, pt2, colour, thickness, linetype)
```

DRAWING & WRITING ON IMAGES IN OpenCV

Example 1: Draw a rectangular shape on a blank image such that the lines are of yellow colour. . Assume the dimension of the rectangle from the origin is 200 x 250 pixels, given that we still retain the blank images we have been using from previous sections.

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 400, 3), dtype='uint8')
cv.rectangle(blank, (0,0), (200, 250), (0, 225, 255), thickness = 2)
cv.imshow("Yellow Rectangle", blank)
cv.waitKey(0)
```

OUTPUT



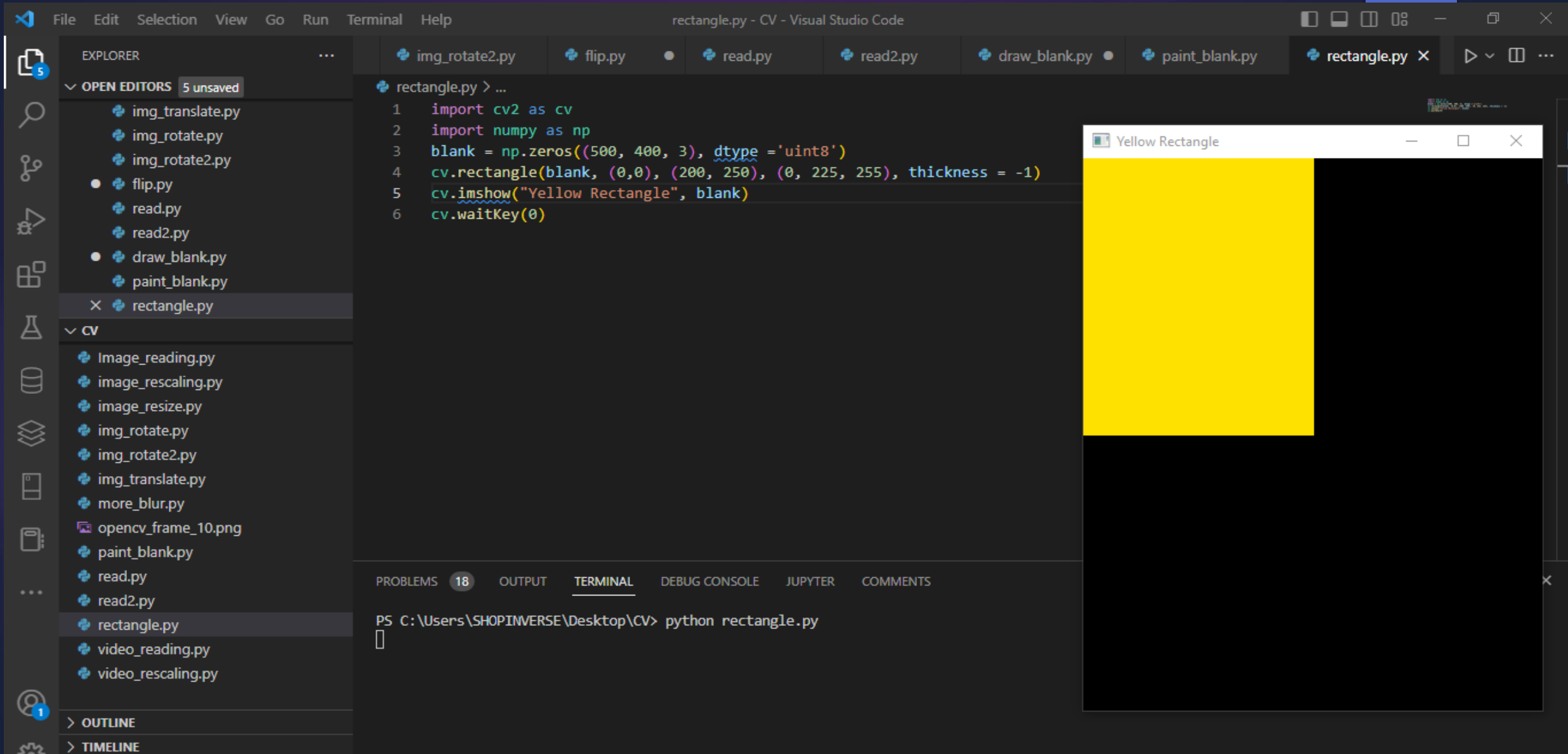
DRAWING & WRITING ON IMAGES IN OpenCV

Example 2: Draw a rectangular shape on a blank image and fill it all through with yellow colour. Assume the dimension of the rectangle from the origin is 250 x 200 pixels, given that we still retain the blank images we have been using from previous sections.

SOLUTION: The thickness parameter in this case can be set to `= -1` or `= cv.FILLED`. This could alternatively be used to fill the shape with certain colour.

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 400, 3), dtype='uint8')
cv.rectangle(blank, (0,0), (200, 250), (0, 225, 255), thickness = -1)
cv.imshow("Yellow Rectangle", blank)
cv.waitKey(0)
```

OUTPUT



DRAWING & WRITING ON IMAGES IN OpenCV

DRAWING OF CIRCLE IN OpenCV

Circle: A circle is a plane figure whose circumference consists of points of equidistance from a fixed point called the center.

SYNTAX:

```
cv.circle (src, midpoint, radius, colour, thickness)
```

DRAWING & WRITING ON IMAGES IN OpenCV

Example 1: Draw a circle whose radius is 120 pixels, provided that the center of the circle is to be 200 x 250 pixels. Also, the line making the circumference of the circle should be red.

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 400, 3), dtype='uint8')
cv.circle(blank, (200,250), 120, (0, 0, 255), thickness = 2)
cv.imshow("Red Lined Circle", blank)
cv.waitKey(0)
```

OUTPUT

Visual Studio Code interface showing the execution of a Python script using OpenCV.

EXPLORER (Left Panel):

- circle1.py (selected)
- draw_blank.py
- paint_blank.py
- rectangle.py
- flip.py
- read.py
- read2.py
- img_rotate.py
- img_rotate2.py
- seun.jpg
- drunken_master.3gp
- movement.mp4
- blur.py
- circle1.py
- conversion2gray.py
- crop_image.py
- cropped_image.py
- dilated.py
- draw_blank.py
- edge_cascade.py
- eroded.py
- flip.py

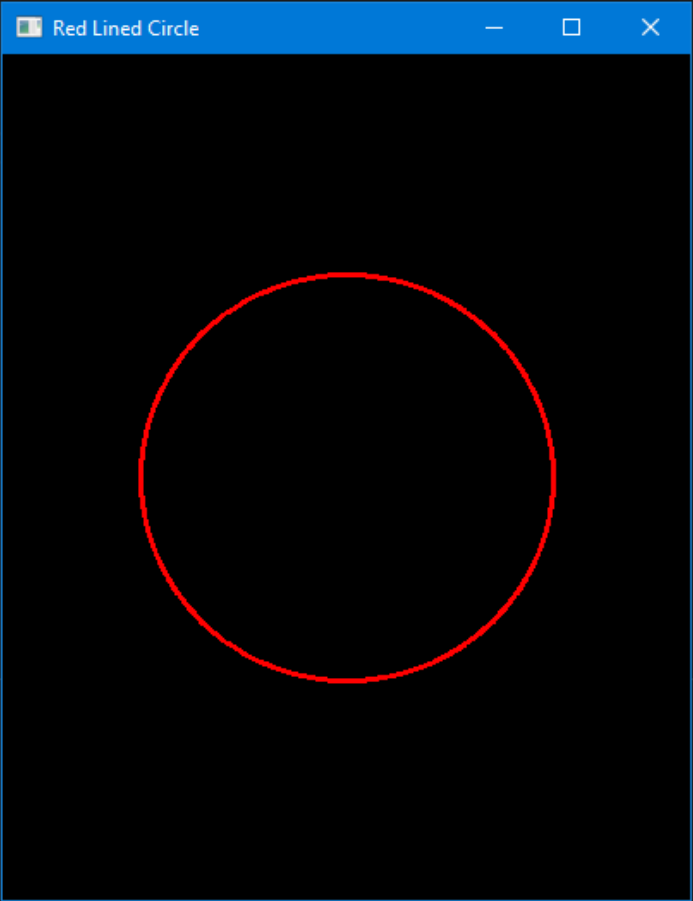
circle1.py (Code Editor):

```
1 import cv2 as cv
2 import numpy as np
3 blank = np.zeros((500, 400, 3), dtype='uint8')
4 cv.circle(blank, (200,250), 120, (0, 0, 255), thickness = 2)
5 cv.imshow("Red Lined Circle", blank)
6 cv.waitKey(0)
```

Terminal (Bottom Panel):

```
PS C:\Users\SHOPINVERSE\Desktop\CV> python circle1.py
```

Red Lined Circle (Image Window):



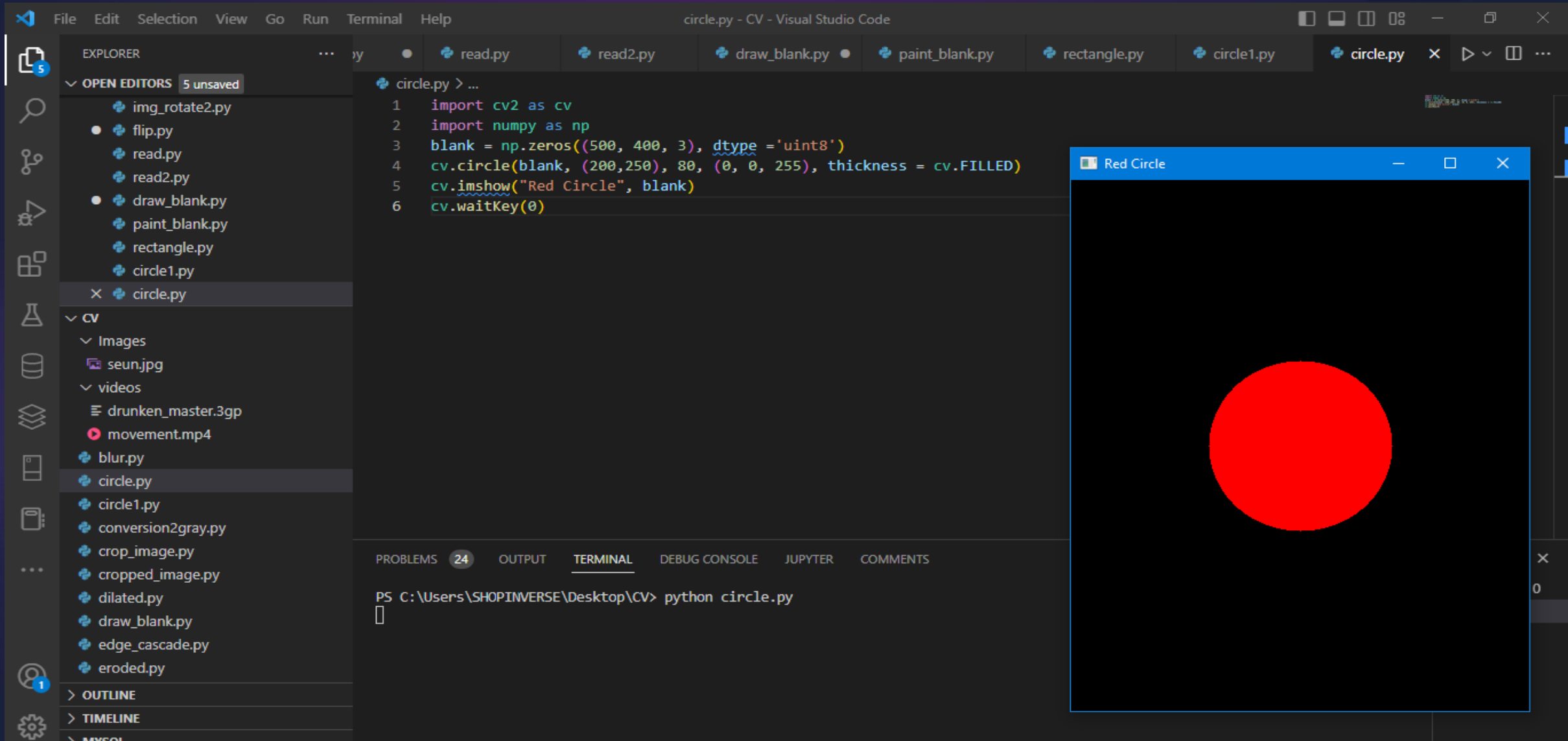
The image window displays a black background with a red circle drawn in the center. The circle has a thickness of 2 pixels. The window title is 'Red Lined Circle'.

DRAWING & WRITING ON IMAGES IN OpenCV

Example 2: Draw a circle whose radius is 80 pixels, provided that the center of the circle is to be 200 x 250 pixels. Also, the line making the circumference of the circle should be of red colour and also fill the shape with the same colour.

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 400, 3), dtype='uint8')
cv.circle(blank, (200, 250), 80, (0, 0, 255), thickness = cv.FILLED)
cv.imshow("Red Circle", blank)
cv.waitKey(0)
```

OUTPUT



DRAWING & WRITING ON IMAGES IN OpenCV

DRAWING OF A TRIANGLE IN OpenCV

Triangle: A triangle is a 3-sided figure. The `cv.polylines` functionality can be used to draw a triangle in OpenCV provided that the triangle vertices are specified.

Other parameters, such as `src` as the input image, `pts` as list of the array of points, `isClosed` to specify if the polyline should be closed or not, then colour and thickness should also be set.

To fill the internal part of such a shape with a particular colour, the `cv.fillPoly()` method is used to achieve that. The image, the bounded region, and the colour must be specified to implement this.

The use of the `cv.polylines()` method is demonstrated in example 1, while `cv.fillPoly()` method is demonstrated in example 2.

DRAWING & WRITING ON IMAGES IN OpenCV

Example 1: Draw a yellow lined triangle of the following with the following vertices (200, 200), (300, 300), (250, 350) on an existing blank image.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 500, 3), dtype='uint8')
pts = [(200, 200), (300, 300), ( 250, 350) ]
cv.polylines(blank, np.array([pts]), True, (0, 225, 255), 5)
cv.imshow("Yellow Lined Triangle", blank)
cv.waitKey(0)
```

OUTPUT

The image shows a Visual Studio Code interface with a Python script named `triangle.py` open. The script uses OpenCV and NumPy to draw a yellow-lined triangle on a blank image. The output window displays the result: a black image with a yellow-lined triangle.

EXPLORER

- OPEN EDITORS 5 unsaved
 - read2.py
 - draw_blank.py
 - paint_blank.py
 - rectangle.py
 - circle1.py
 - circle.py
 - line.py
 - writing.py
 - triangle.py
- CV
 - img_rotate2.py
 - img_translate.py
 - line.py
 - more_blur.py
 - opencv_frame_10.png
 - paint_blank.py
 - read.py
 - read2.py
 - rectangle.py
 - rectangle1.py
 - triangle.py
 - video_reading.py
 - video_rescaling.py
 - writing.py

triangle.py

```
1 import cv2 as cv
2 import numpy as np
3 blank = np.zeros((500, 500, 3), dtype='uint8')
4 pts = [(200, 200), (300, 300), (250, 350)]
5 cv.polylines(blank, np.array([pts]), True, (0, 225, 255), 5)
6 cv.imshow("Yellow Lined Triangle", blank)
7 cv.waitKey(0)
8
```

OUTPUT

```
PS C:\Users\SHOPINVERSE\Desktop\CV> python triangle.py
```

Yellow Lined Triangle

The output window shows a black image with a yellow-lined triangle. The triangle is drawn with yellow lines on a black background.

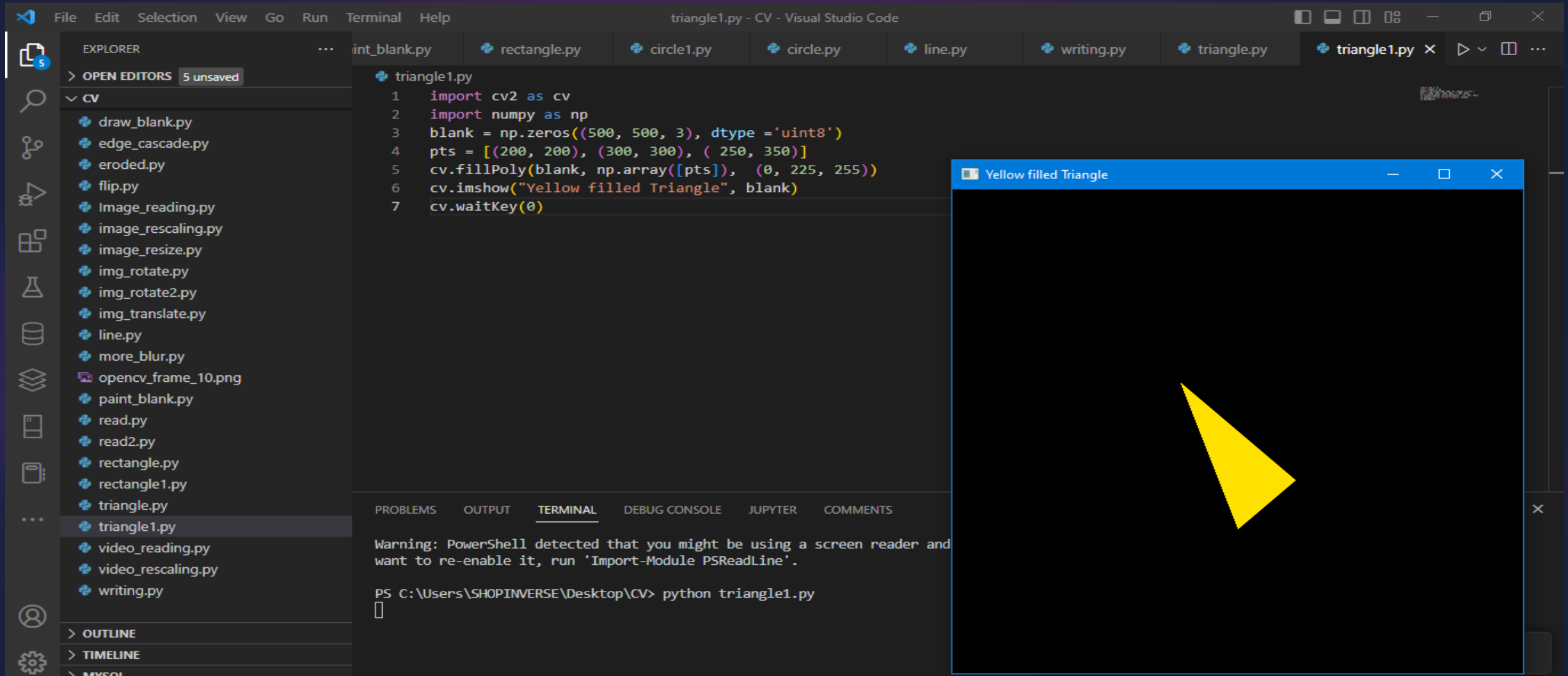
DRAWING & WRITING ON IMAGES IN OpenCV

Example 2: Draw a triangle with the following vertices (200, 200), (300, 300), (250, 350) on an existing blank image and fill it with a yellow colour.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 500, 3), dtype='uint8')
pts = [(200, 200), (300, 300), ( 250, 350)]
cv.fillPoly(blank, np.array([pts]), (0, 225, 255))
cv.imshow("Yellow filled Triangle", blank)
cv.waitKey(0)
```

OUTPUT



DRAWING & WRITING ON IMAGES IN OpenCV

DRAWING OF AN ELLIPSE IN OpenCV

ELLIPSE: An ellipse is a curve that is a locus of all points in the plane, the sum of whose distances R_1 and R_2 from two fixed points, F_1 and F_2 (the foci) separated by a distance. The OpenCV has inbuilt functionality for drawing an ellipse, which is shown in the syntax given below.

SYNTAX:

```
cv2.ellipse (src, CenterCoordinate, axesLength,  
angle, startAngle, endAngle, colour, thickness,  
lineType, shift)
```

DRAWING & WRITING ON IMAGES IN OpenCV

src: This is the input image on which the ellipse is to be drawn

centerCoordinates: This is the center of the ellipse

axesLength: This is a tuple used to specify the major axis and minor axis length.

Angle: This is the angle of rotation of the ellipse in degrees

startAngle: This is the starting angle of the elliptic arc in degrees

endAngle: The ending angle of the elliptic arc in degrees

Color: This is used to specify the border colour for the ellipse.

Thickness: This sets how thick the shape of the border should be.

Other parameters (lineType, shift etc.) are optional parameters.

DRAWING & WRITING ON IMAGES IN OpenCV

Example 1: Draw an ellipse whose parameters are given as follows: major axis = 160, minor axis = 80, centerCoordinates = (200, 200), Angle = 0, startAngle = 0, endAngle = 360, colour = 'GREEN', thickness = 3.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 500, 3), dtype='uint8')
cv.ellipse(blank, (200, 200), (160, 80), 0, 0, 360, (0, 255, 0), 3)
cv.imshow("Yellow filled Triangle", blank)
cv.waitKey(0)
```

OUTPUT

Visual Studio Code interface showing the execution of a Python script named `ellipse.py`.

EXPLORER: The file explorer on the left shows the project structure, including `CV` and various Python files. The file `ellipse.py` is selected.

CODE EDITOR: The code editor displays the contents of `ellipse.py`:

```
1 import cv2 as cv
2 import numpy as np
3 blank = np.zeros((500, 500, 3), dtype='uint8')
4 cv.ellipse(blank, (200, 200), (160, 80), 0, 0, 360, (0, 255, 0), 3)
5 cv.imshow("Yellow filled Triangle", blank)
6 cv.waitKey(0)
```

TERMINAL: The terminal at the bottom shows the command executed to run the script:

```
PS C:\Users\SHOPINVERSE\Desktop\CV> python ellipse.py
```

OUTPUT: A window titled "Yellow filled Triangle" displays the output of the script. It shows a black image with a green ellipse drawn on it, centered at (200, 200) with a major axis of 160 and a minor axis of 80. The ellipse is filled with yellow and has a green outline.

DRAWING & WRITING ON IMAGES IN OpenCV

Example 2: Draw an ellipse whose parameters are given as follows: major axis = 160, minor axis = 80, centerCoordinates = (200, 200), Angle = 0, startAngle = 0, endAngle = 360, colour = 'GREEN', thickness = -1.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 500, 3), dtype='uint8')
cv.ellipse(blank, (200, 200), (160, 80), 0, 0, 360, (0, 255, 0), -1)
cv.imshow("Yellow filled Triangle", blank)
cv.waitKey(0)
```

OUTPUT

Visual Studio Code interface showing the execution of a Python script using OpenCV.

EXPLORER: CV folder containing various image processing scripts. The active file is `ellipse.py`.

Code Editor: `ellipse.py` content:

```
1 import cv2 as cv
2 import numpy as np
3 blank = np.zeros((500, 500, 3), dtype='uint8')
4 cv.ellipse(blank, (200, 200), (160, 80), 0, 0, 360, (0, 255, 0), -1)
5 cv.imshow("Yellow filled Triangle", blank)
6 cv.waitKey(0)
```

Terminal: Command prompt showing the execution of the script:

```
PS C:\Users\SHOPINVERSE\Desktop\CV> python ellipse.py
```

Output: A window titled "Yellow filled Triangle" displays a black image with a large yellow filled ellipse centered in the frame.

DRAWING & WRITING ON IMAGES IN OpenCV

DRAWING OF A LINE IN OpenCV

Line: A line could be regarded as a straight one-dimensional figure that extends endlessly in both directions.

SYNTAX:

```
cv2.line (src, pt1, pt2, colour, thickness, linetype)
```

DRAWING & WRITING ON IMAGES IN OpenCV

Example 1: Draw a line whose origin is (0, 0) which extends to 170 pixels from the x- axis and 170 pixels from the y-axis. Provide such a line with a green colour of thickness of 4 pixels.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 400, 3), dtype='uint8')
cv.line(blank, (0,0), (170, 170), (0, 255, 0), thickness = 4)
cv.imshow("Green Line", blank)
cv.waitKey(0)
```

OUTPUT

The image shows a Visual Studio Code window with the file `line.py` open. The Explorer sidebar on the left lists several Python files, including `flip.py`, `read.py`, `read2.py`, `draw_blank.py`, `paint_blank.py`, `rectangle.py`, `circle1.py`, `circle.py`, `line.py`, `image_resize.py`, `img_rotate.py`, `img_rotate2.py`, `img_translate.py`, `more_blur.py`, `opencv_frame_10.png`, `paint_blank.py`, `read.py`, `read2.py`, `rectangle.py`, `rectangle1.py`, `video_reading.py`, and `video_rescaling.py`. The main editor displays the code for `line.py`:

```
1 import cv2 as cv
2 import numpy as np
3 blank = np.zeros((500, 400, 3), dtype='uint8')
4 cv.line(blank, (0,0), (170, 170), (0, 255, 0), thickness = 4)
5 cv.imshow("Green Line", blank)
6 cv.waitKey(0)
```

Below the code editor, the TERMINAL panel shows the command `PS C:\Users\SHOPINVERSE\Desktop\CV> python line.py` and its output, which is a black window titled "Green Line" containing a green diagonal line from the top-left to the bottom-right.

DRAWING & WRITING ON IMAGES IN OpenCV

Example 2: Draw a line whose origin is (70, 70) which extends to 250 pixels from the x- axis and 280 pixels from the y-axis. Provide such line with a green colour of thickness of 4 pixels.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 400, 3), dtype='uint8')
cv.line(blank, (70, 70), (250, 280), (0, 255, 0), thickness = 4)
cv.imshow("Green Line", blank)
cv.waitKey(0)
```

OUTPUT

The image shows a screenshot of the Visual Studio Code editor interface. The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, and Help. The Explorer sidebar on the left shows a project structure with folders 'OPEN EDITORS' (5 unsaved) and 'CV'. The 'CV' folder contains several Python files, with 'line.py' selected. The main editor window displays the code for 'line.py', which imports cv2 and numpy, creates a blank image, and draws a green line. The bottom status bar shows 'PROBLEMS 28', 'OUTPUT', 'TERMINAL', 'DEBUG CONSOLE', 'JUPYTER', and 'COMMENTS'. The terminal window at the bottom shows the command 'python line.py' being executed in a PowerShell prompt.

```
line.py > ...
1  # import cv2 as cv
2  # import numpy as np
3  # blank = np.zeros((500, 400, 3), dtype='uint8')
4  # cv.line(blank, (0,0), (170, 170), (0, 255, 0), thickness = 4)
5  # cv.imshow("Green Line", blank)
6  # cv.waitKey(0)
7
8  import cv2 as cv
9  import numpy as np
10 blank = np.zeros((500, 400, 3), dtype='uint8')
11 cv.line(blank, (70, 70), (250, 280), (0, 255, 0), thickness = 4)
12 cv.imshow("Green Line", blank)
13 cv.waitKey(0)
14
```

Green Line

PS C:\Users\SHOPINVERSE\Desktop\CV> python line.py

DRAWING & WRITING ON IMAGES IN OpenCV

WRITING OF TEXT ON AN IMAGE

In OpenCV text can be written on a blank or normal image. To achieve this, some parameters have to be set. This involves specifying the image to be written on, the text to write on it, the area of the blank image to start writing from, font style, scaling, colour, and thickness. The `cv.putText()` method is used to implement this.

In the process of specifying arguments for these parameters, it is important to note that OpenCV has some inbuilt font style which can be selected from.

SYNTAX

```
cv2.putText(blank, text, text origin, font style, scaling, colour, thickness)
```

DRAWING & WRITING ON IMAGES IN OpenCV

EXAMPLE: Write a simple text on a blank image by following a well-defined rule of putting text on an image.

SOLUTION

```
import cv2 as cv
import numpy as np
blank = np.zeros((500, 500, 3), dtype='uint8')
cv.putText(blank, 'Oluwaseun is my name', (50, 200),
cv.FONT_HERSHEY_TRIPLEX, 1.0, (0, 200, 225), 3)
cv.imshow("TEXT", blank)
cv.waitKey(0)
```

OUTPUT

The image shows a Visual Studio Code interface with a dark theme. The Explorer sidebar on the left lists files in a project named 'CV', including various Python scripts and an image file. The 'writing.py' file is open in the editor, showing a script that uses OpenCV to write text onto a blank image. The script is as follows:

```
writing.py > ...
1 import cv2 as cv
2 import numpy as np
3 blank = np.zeros((500, 500, 3), dtype='uint8')
4 cv.putText(blank, 'Oluwaseun is my name', (50, 200), cv.FONT_HERSHEY_TRIPLEX, 1.0, (0, 200, 225), 3)
5 cv.imshow("TEXT", blank)
6 cv.waitKey(0)
```

Below the editor, the TERMINAL panel shows the command to run the script:

```
PS C:\Users\SHOPINVERSE\Desktop\CV> python writing.py
```

On the right side of the interface, a separate window titled 'TEXT' displays the output of the script: a black image with the text 'Oluwaseun is my name' written in yellow.



THANKS FOR VIEWING

More tutorials will be covered in part five