

TOPIC: : OpenCV Tutorials (part three)

By:

ADEKOLA OLUWASEUN O.

TABLE OF CONTENT

- **□** IMAGE TRANSFORMATION
- **□** IMAGE TRANSLATION
- **■** IMAGE ROTATION
- **□** IMAGE FLIPPING
- **IMAGE RESIZING**
- ☐ IMAGE CROPPING
- **□ READING OF IMAGE/VIDEO FROM WEBCAM**

Image Transformation

In OpenCV, we regard image transformation as the process of transforming image data for further reprocessing. It works on the principle of the Euclidean transformation in which the image is subjected to some changes in angles and dimensions without a change in its structure-like area. Specifically, the transformation of this form involves the mapping of some points in one coordinate to some other points in another coordinate.

Some common basic image transformation techniques are:Image Translation

- Image Rotation
- Image Cropping
- Image Resizing
- Image Flipping

Cont'd

Image Translation

Image Translation simply refers to the shifting of an image along the x- and y-axis direction i.e. the shifting of an image in any direction be it left, right, up, or down or possibly by combining these options. While translating an image along the x and y-axis direction, it is important to understand that the values of x or y matters. The effects of the possible values of x or y and their implications on the image translation are listed below:

Negative value of x implies shifting of an image to the left

Negative value of y implies shifting of an image up

Positive value of x implies shifting of an image to the right

Positive value of y implies shifting of the image down

Cont'd

Algorithm for image translation

```
import cv2 as cv
import numpy as np
img = cv.imread("image path")
def translate(img, x, y):
  TransMat = np.float32 ([[1, 0, x], [0, 1, y]])
  dimensions = [img.shape[0], img.shape[1]]
  return cv.warpAffine(img, TransMat, dimensions)
Translated_img = translate (img, x-axis value, y-axis value)
cv.imshow("Original Image", img)
cv.imshow("Translated Image", Translated_img)
cv.waitKey(0)
```

Image Transformation Code Interpretation

Line 1: Import OpenCV module i.e. cv

Line 2: Import the NumPy module

Line 3: Specify the image path and read the image

Line 4: Create a function for the translation which will take the input image, x-axis, and y-axis values as parameters.

Line 5: Specify the translational matrix

Line 6: To get the image dimensions

Line 7: Apply cv.warpAffine() to perform the remapping routine for the translation process

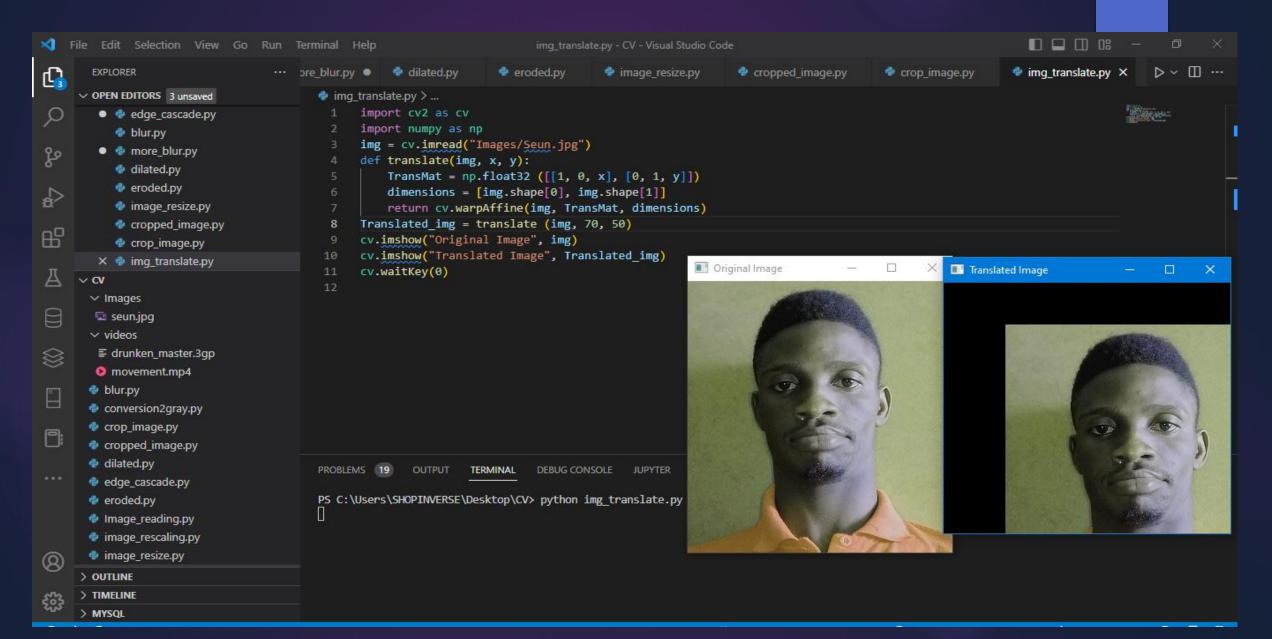
Line 8: Finally call the function [previously defined and pass in the necessary arguments

Lines 9 & 10: Display the old image (Optional) and display the translated image respectively to see the results.

NB: Although the **cv.warpAffine()** method takes in a few parameters such as the src: input image, **dst:** output image that has the same size and type as the input image, M: Transformation matrix, **dsize:** the size of the output image, **flags: the** combination of interpolation method. Others are borderMode and borderValue. But in this example, we have only used three parameters and made the rest optional.

Example 1: Translate the image named "seun.jpg" by shifting the image to right by 70 pixels and down by 50 pixels.

```
import cv2 as cv
import numpy as np
img = cv.imread("Images/Seun.jpg")
def translate(img, x, y):
    TransMat = np.float32 ([[1, 0, x], [0, 1, y]])
    dimensions = [img.shape[0], img.shape[1]]
    return cv.warpAffine(img, TransMat, dimensions)
Translated_img = translate (img, 170, 120)
cv.imshow("Original Image", img)
cv.imshow("Translated Translated", Translated_img)
cv.waitKey(0)
```



Example 2: Translate the image named "seun.jpg" by shifting the image to left by 70 pixels and up by 50 pixels.

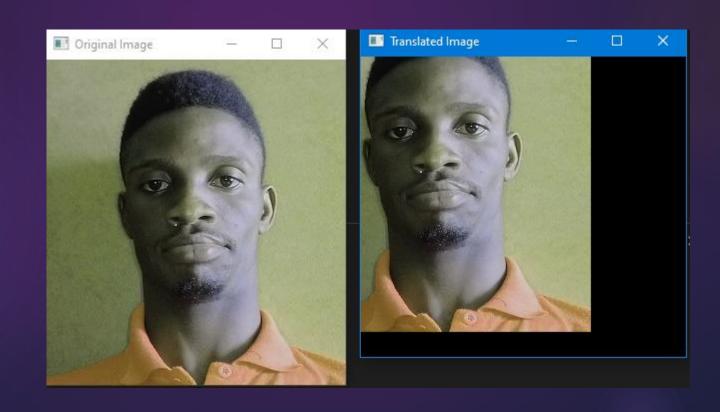


Image Rotation in OpenCV

Image Rotation in openCV refers to the image processing technique in which the image is correctly displayed from different angles. Image rotation involves the computation of the inverse transformation for every destination pixel. Simply put, it is the process of rotating an image. OpenCV has a method to simply rotate an image. But if there is a need for some arbitrary angles for rotation then there is a need to use a more complex one. This means that the cv2.rotate() method is used for the rotation of a 2D array of an image in multiple of 90° whereas the cv2.getRotationMatrix2D() is used in the case of arbitrary angles when transformation matrix will be required for the rotation of an image.

For the cv2.rotate() method, the simplest syntax will be:

rotated_image = cv.rotate(src, rotationCode)

Where src implies the input image while rotationCode could be cv2.ROTATE_90_CLOCKWISE, cv2.ROTATE_90_COUNTERCLOCKWISE or cv2.ROTATE_180. These are the three basic rotation codes available in OpenCV.

Using the cv2.rotate() method

SYNTAX

import cv2 as cv
src = cv.imread("path to the image file")
rotated_image = cv.rotate(src, rotationCode)
cv.imshow("Original Image", src)
cv.imshow("Rotated Image", rotated_image)
cv.waitKey(0)



Using the cv2.rotate() method

Example 1: Rotate the original image "seun.jpg" by (i) 90° clockwise (ii) 90° counterclockwise and, (iii) 180° clockwise.

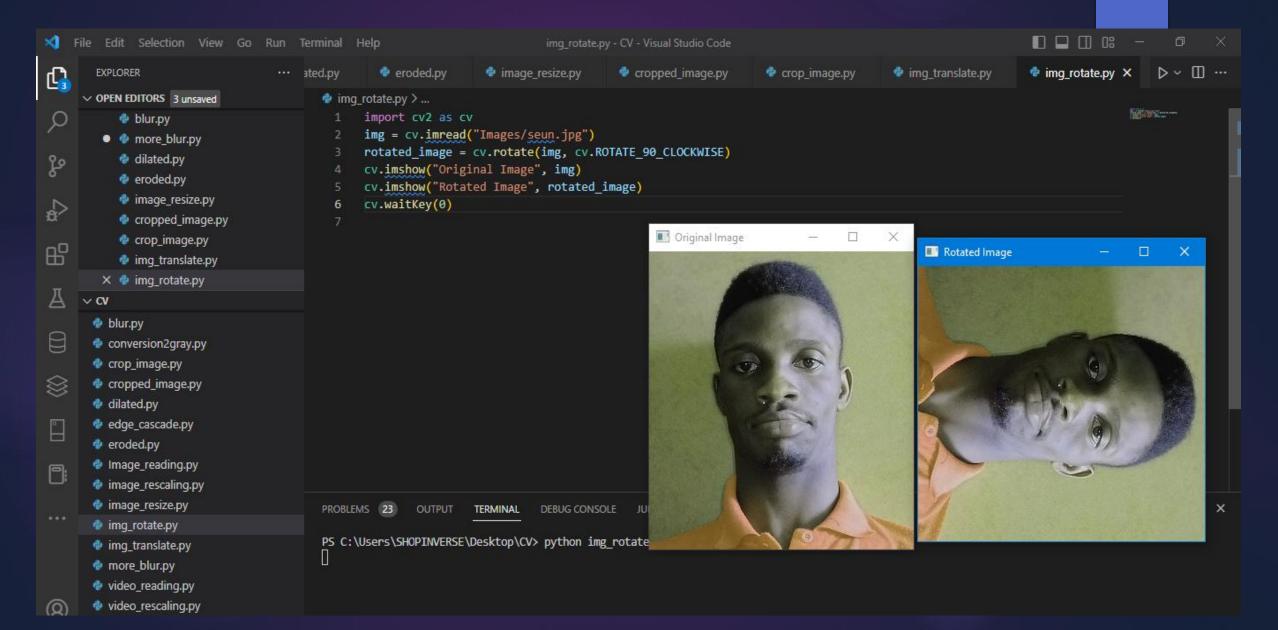
SOLUTION

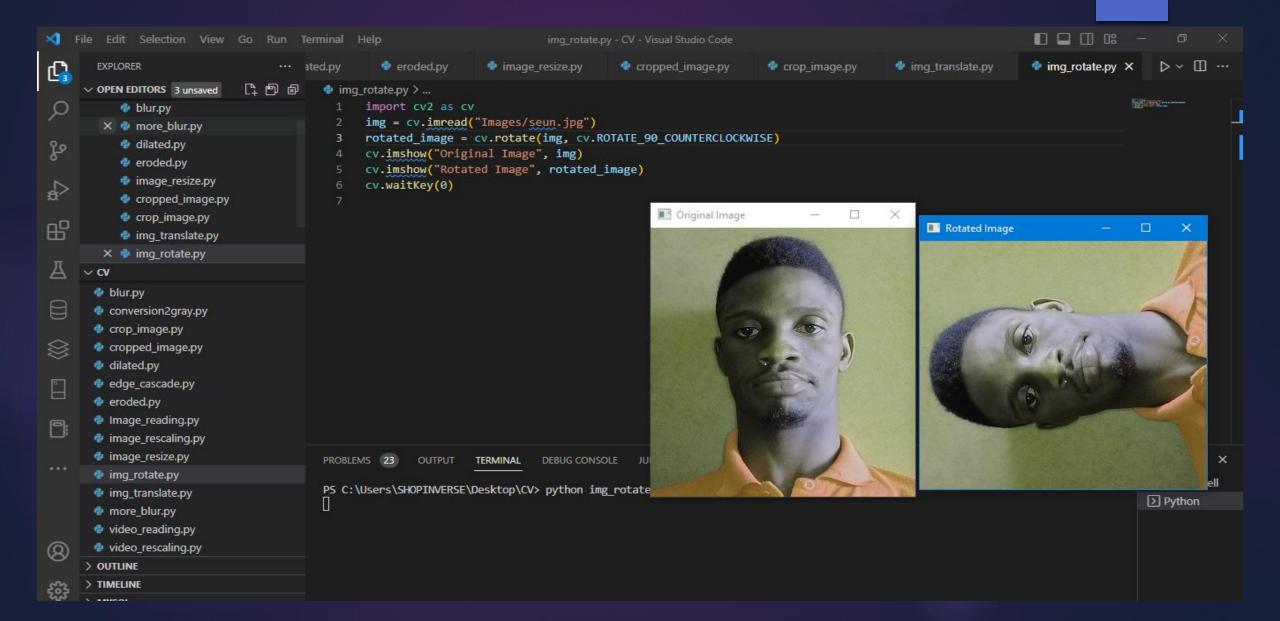
(i)

import cv2 as cv img = cv.imread("Image/seun.jpg") rotated_image = cv.rotate(img, cv.ROTATE_90_CLOCKWISE) cv.imshow("Original Image", img) cv.imshow("Rotated Image", rotated_image) cv.waitKey(0) (ii)

import cv2 as cv img = cv.imread("Image/seun.jpg") rotated_image = cv.rotate(img, cv.ROTATE_90_COUNTERCLOCK WISE) cv.imshow("Original Image", img) cv.imshow("Rotated Image", rotated_image) cv.waitKey(0) (iii)

import cv2 as cv
img = cv.imread("Image/seun.jpg")
rotated_image = cv.rotate(img,
cv.ROTATE_180)
cv.imshow("Original Image", img)
cv.imshow("Rotated Image",
rotated_image)
cv.waitKey(0)





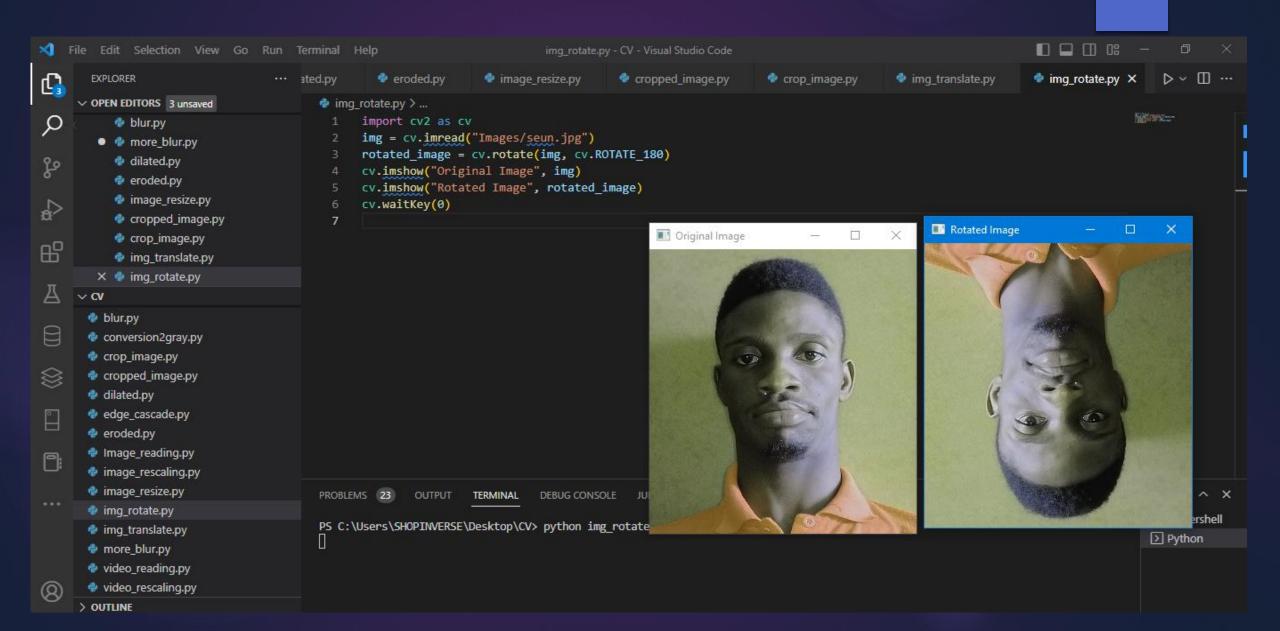


Image Rotation using the cv2.getRotationMatrix2D() Method

```
import cv2 as cv
img = cv.imread("Images/seun.jpg")
def rotate(img, angle, RotPt=None):
    (width, height) = img.shape[:2]
    if RotPt is None:
        rotPt = (width//2, height//2)
        rotMat = cv.getRotationMatrix2D(rotPt, angle, 1.0)
        dimensions = (width, height)
        return cv.warpAffine(img, rotMat, dimensions)
rotated_image = rotate(img, angle_value)
cv.imshow("Original Image", img)
cv.imshow("Rotated Image", rotated_image)
cv.waitKey(0)
```

Cont'd

Image Transformation Code Interpretation

- Line 1: Import OpenCV module i.e. cv
- Line 2: Specify the image path and read the image
- **Line 3:** Create a function for the rotation which will take the input image, angle, and rotation point as parameters.
- **Line 4:** Grab the image dimension and calculate the image center point.
- **Line 5:** To get the image dimensions
- **Line 6:** Grab the rotation matrix by specifying the angle and scaling.
- Line 7: Set the dimension variable
- **Line 8:** Perform the remapping routing using the cv.warpAffine() method.
- **Lines 9 & 10:** Display the old image (Optional) and display the translated image respectively to see the results.

Example: Rotate the original image "seun.jpg" by 150°, then by 320°.

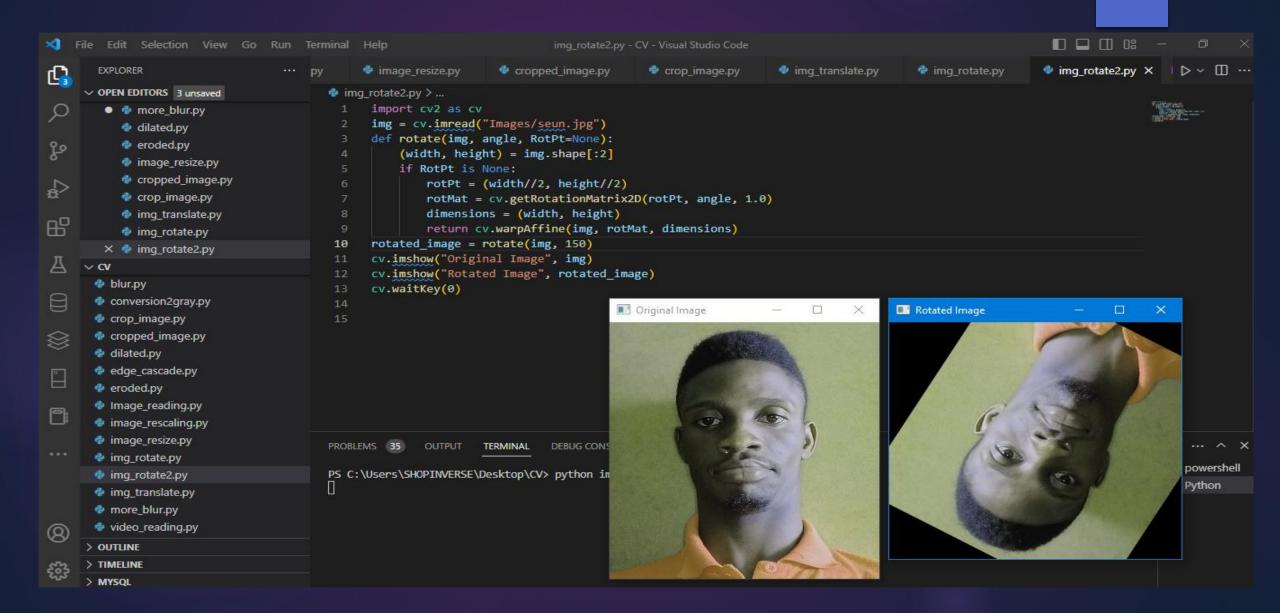
SOLUTION

Rotation by 150°

```
import cv2 as cv
img = cv.imread("Images/seun.jpg")
def rotate(img, angle, RotPt=None):
    (width, height) = img.shape[:2]
    if RotPt is None:
        rotPt = (width//2, height//2)
        rotMat = cv.getRotationMatrix2D(rotPt, angle, 1.0)
        dimensions = (width, height)
        return cv.warpAffine(img, rotMat, dimensions)
rotated_image = rotate(img, 150)
cv.imshow("Original Image", img)
cv.imshow("Rotated Image", rotated_image)
cv.waitKey(0)
```

Rotation by 320°

```
import cv2 as cv
img = cv.imread("Images/seun.jpg")
def rotate(img, angle, RotPt=None):
    (width, height) = img.shape[:2]
    if RotPt is None:
        rotPt = (width//2, height//2)
        rotMat = cv.getRotationMatrix2D(rotPt, angle, 1.0)
        dimensions = (width, height)
        return cv.warpAffine(img, rotMat, dimensions)
rotated_image = rotate(img, 320)
cv.imshow("Original Image", img)
cv.imshow("Rotated Image", rotated_image)
cv.waitKey(0)
```



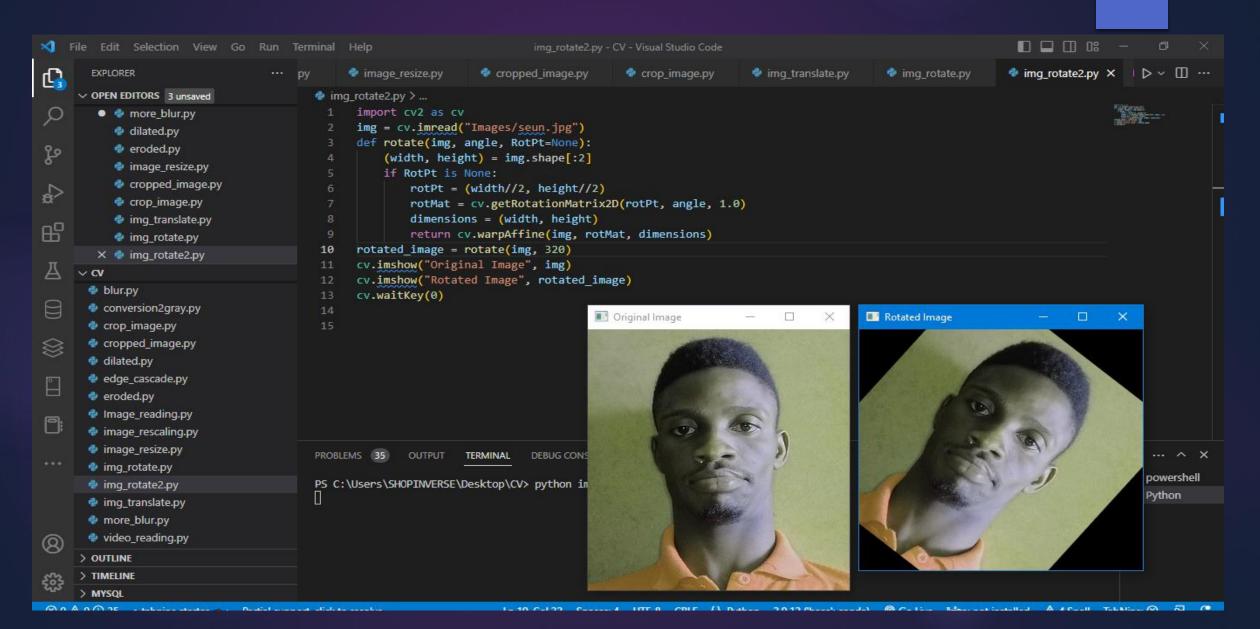


Image Flipping in OpenCV

This could be regarded as the process of turning an image horizontally or vertically. In the process of flipping the right side of an image is made to become the left, and the top becomes the bottom. In a nutshell, flipping is simply the mirror image of the original image.

In the process of flipping an image, there is no need to define a function. cv2.flip() method is applied to such an image. The cv2.flip() method takes in two arguments i.e. the input image and the flipCode. The flipCode takes in value 0 or 1 or -1. 0 specifies vertical flipping, 1 specifies horizontal flipping while -1 specifies both horizontal and vertical flipping.

SYNTAX

Example: Flip the original image "seun.jpg" vertically, horizontally, and both horizontally and vertically.

Vertical Flipping

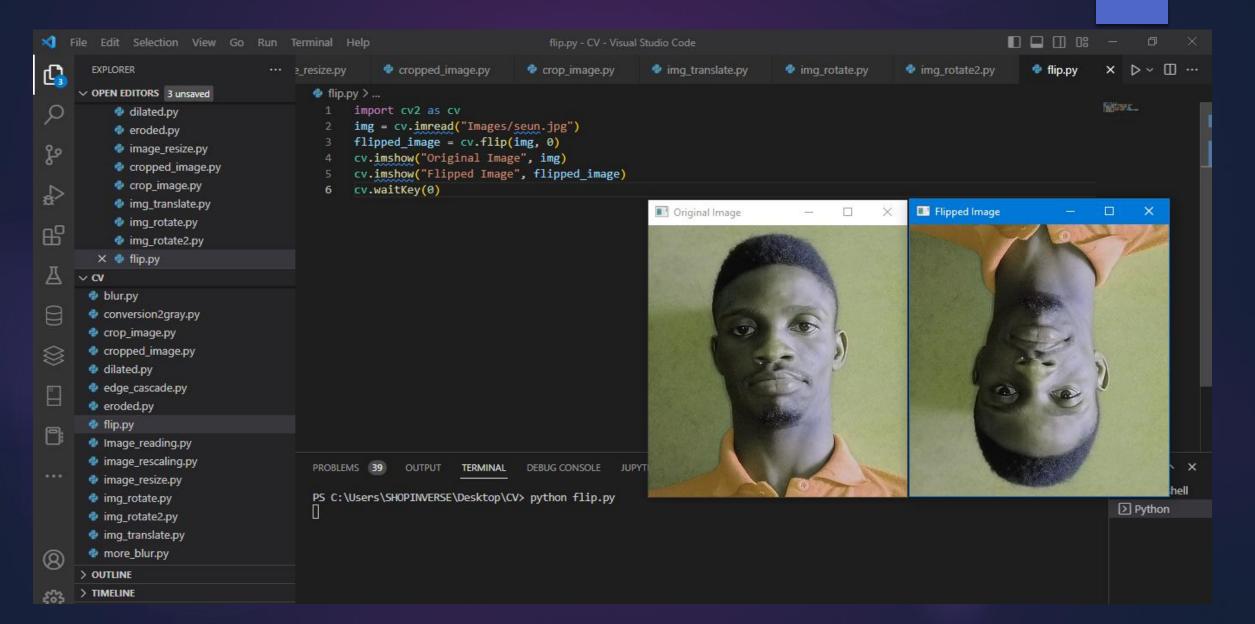
import cv2 as cv img = cv.imread("Images/seun.jpg") flipped_image = cv.flip(img, 0) cv.imshow("Original Image", img) cv.imshow("Flipped Image", flipped_image) cv.waitKey(0)

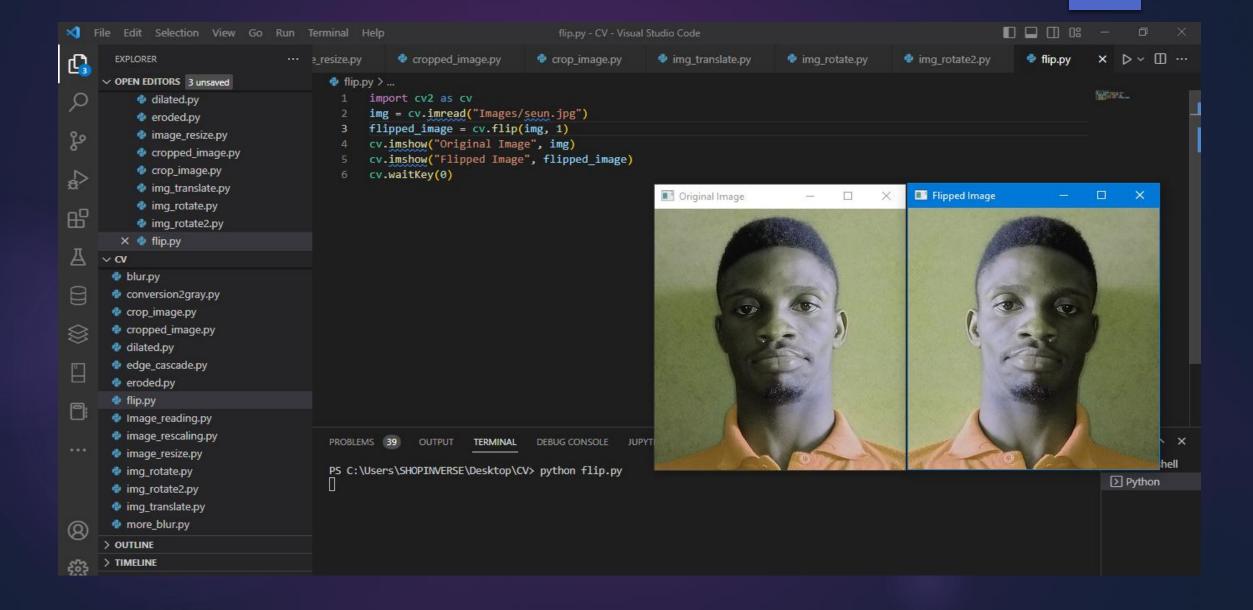
Horizontal Flipping

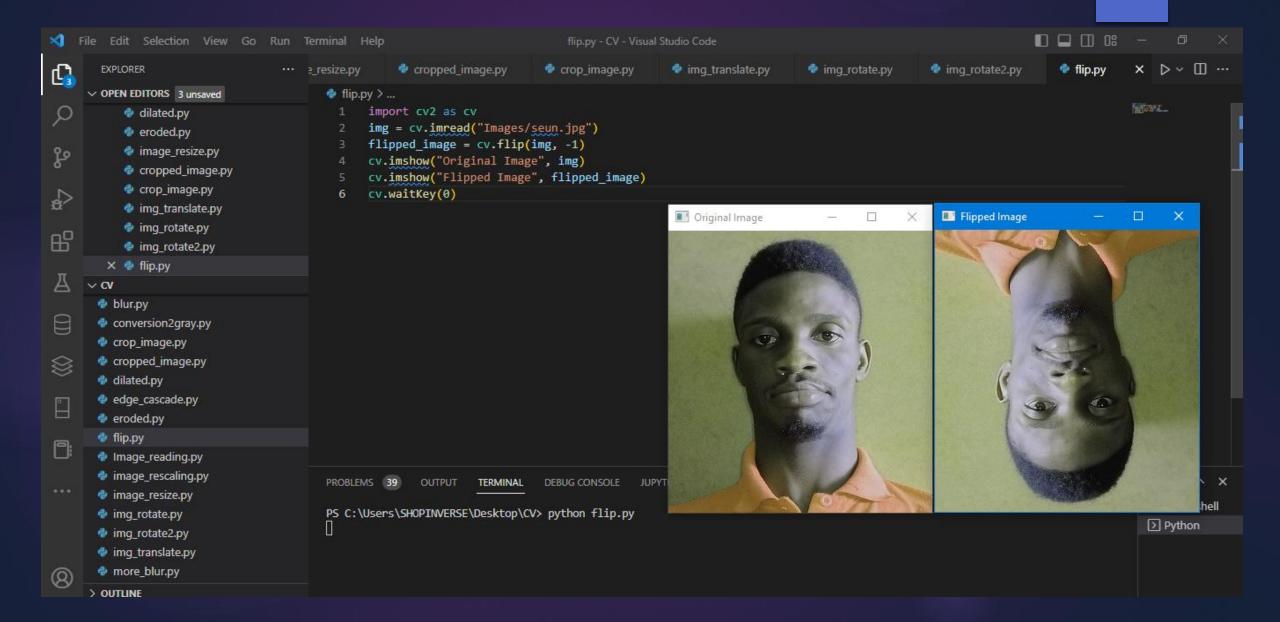
import cv2 as cv img = cv.imread("Images/seun.jpg") flipped_image = cv.flip(img, 1) cv.imshow("Original Image", img) cv.imshow("Flipped Image", flipped_image) cv.waitKey(0)

Horizontal and Vertical Clipping

```
import cv2 as cv
img = cv.imread("Images/seun.jpg")
flipped_image = cv.flip(img, -1)
cv.imshow("Original Image", img)
cv.imshow("Flipped Image", flipped_image)
cv.waitKey(0)
```







NOTE: Image cropping and Image resizing were explained in the previous lecture (part two)

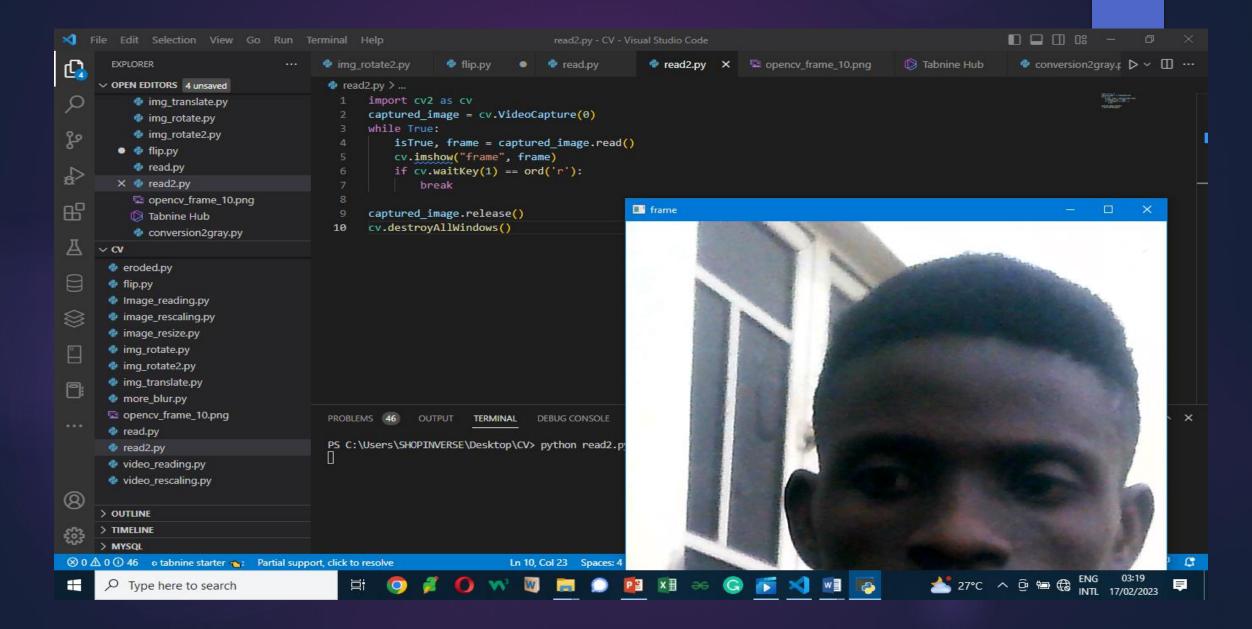
READING OF IMAGE/VIDEO FROM WEBCAM

Syntax for reading images/videos from webcam

```
import cv2 as cv
captured_image = cv.VideoCapture(0)
while True:
    isTrue, frame = captured_image.read()
    cv.imshow("frame", frame)
    if cv.waitKey(1) == ord('r'):
        break
captured_image.release()
cv.destroyAllWindows()
```

CODE INTERPRETATION

- Line 1: Import the OpenCV module
- Line 2: Create an instance of the VideoCapture to read the camera event
- Line 3: Check if the frame can be read
- **Line 4:** Displays the image
- **Line 5:** To specify the wait key and key to close the frame.
- **Line 6:** Used to release the camera so that other resources can use it.
- Line 7: Used terminate all windows



THANKS FOR VIEWING

More tutorials will be covered in part four