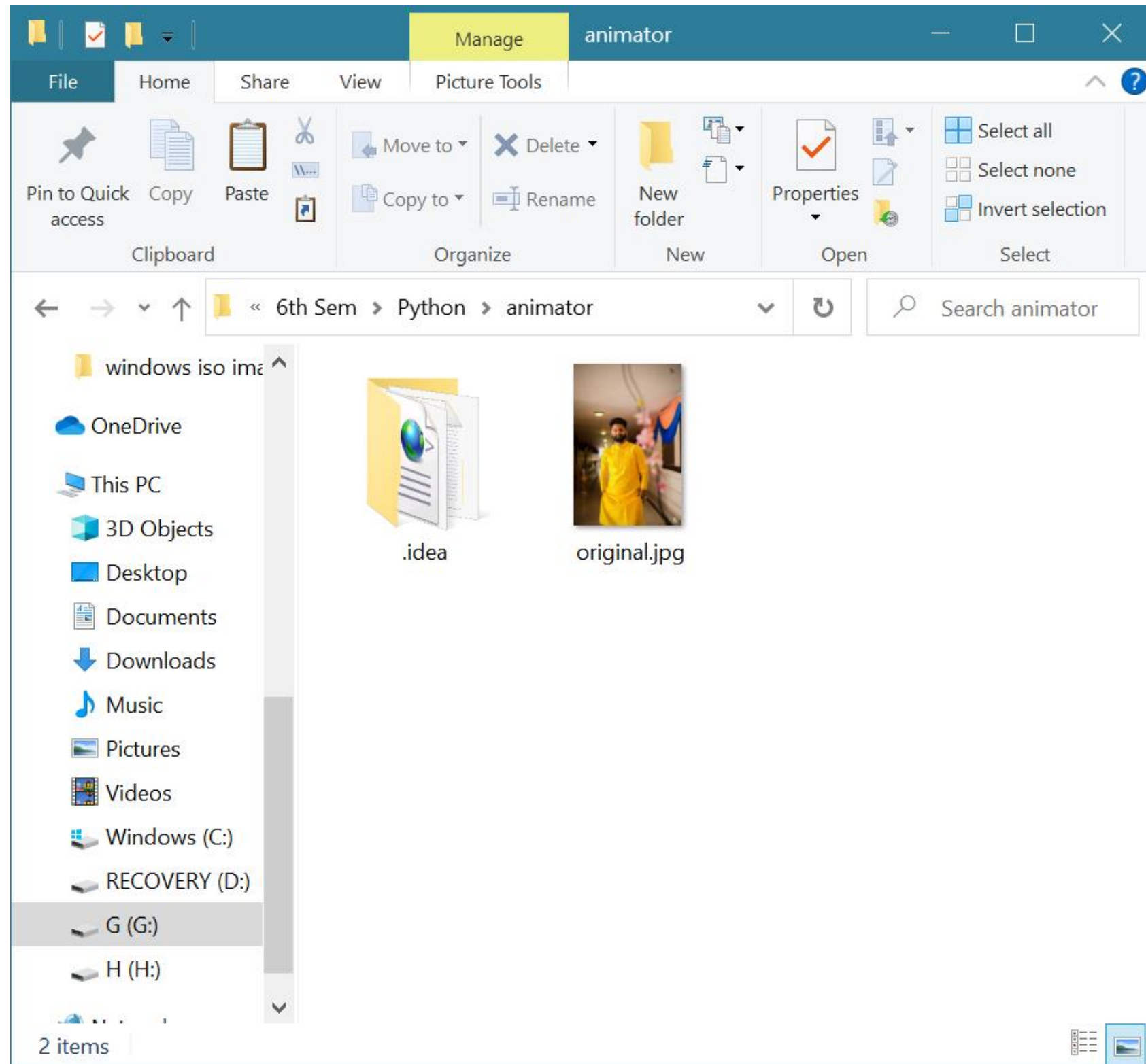
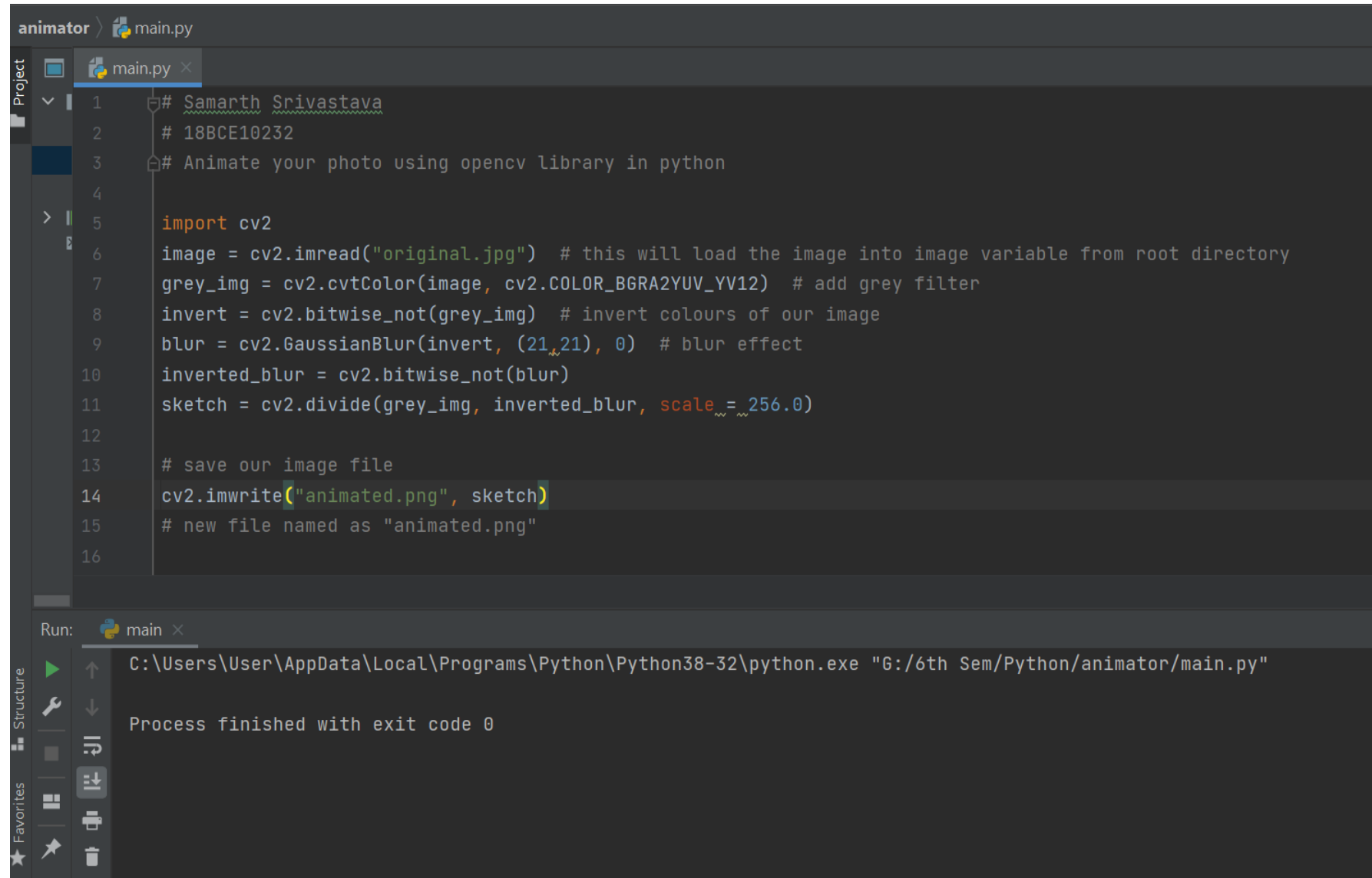


Develop Image Cartoonifier with OpenCV in Python

Develop Image Cartoonifier with OpenCV in Python
(Input: Your Photo, Output: Cartoon Image of yours)



This is my root directory before execution of code. It contains my photo with name 'original.jpg' and Pycharm project folder



The screenshot displays the PyCharm IDE interface. The top pane shows a Python script named `main.py` with the following code:

```
1  # Samarth Srivastava
2  # 18BCE10232
3  # Animate your photo using opencv library in python
4
5  import cv2
6  image = cv2.imread("original.jpg") # this will load the image into image variable from root directory
7  grey_img = cv2.cvtColor(image, cv2.COLOR_BGR2YUV_YV12) # add grey filter
8  invert = cv2.bitwise_not(grey_img) # invert colours of our image
9  blur = cv2.GaussianBlur(invert, (21,21), 0) # blur effect
10 inverted_blur = cv2.bitwise_not(blur)
11 sketch = cv2.divide(grey_img, inverted_blur, scale=256.0)
12
13 # save our image file
14 cv2.imwrite("animated.png", sketch)
15 # new file named as "animated.png"
16
```

The bottom pane shows the Run console output for the command `C:\Users\User\AppData\Local\Programs\Python\Python38-32\python.exe "G:/6th Sem/Python/animotor/main.py"`. The output indicates that the process finished successfully with an exit code of 0.

Samarth Srivastava

18BCE10232

Animate your photo using opencv library in python

```
import cv2
```

```
image = cv2.imread("original.jpg") # this will load the image into image variable from root directory
```

```
grey_img = cv2.cvtColor(image, cv2.COLOR_BGR2GRAY) # add grey filter
```

```
invert = cv2.bitwise_not(grey_img) # invert colours of our image
```

```
blur = cv2.GaussianBlur(invert, (21,21), 0) # blur effect
```

```
inverted_blur = cv2.bitwise_not(blur)
```

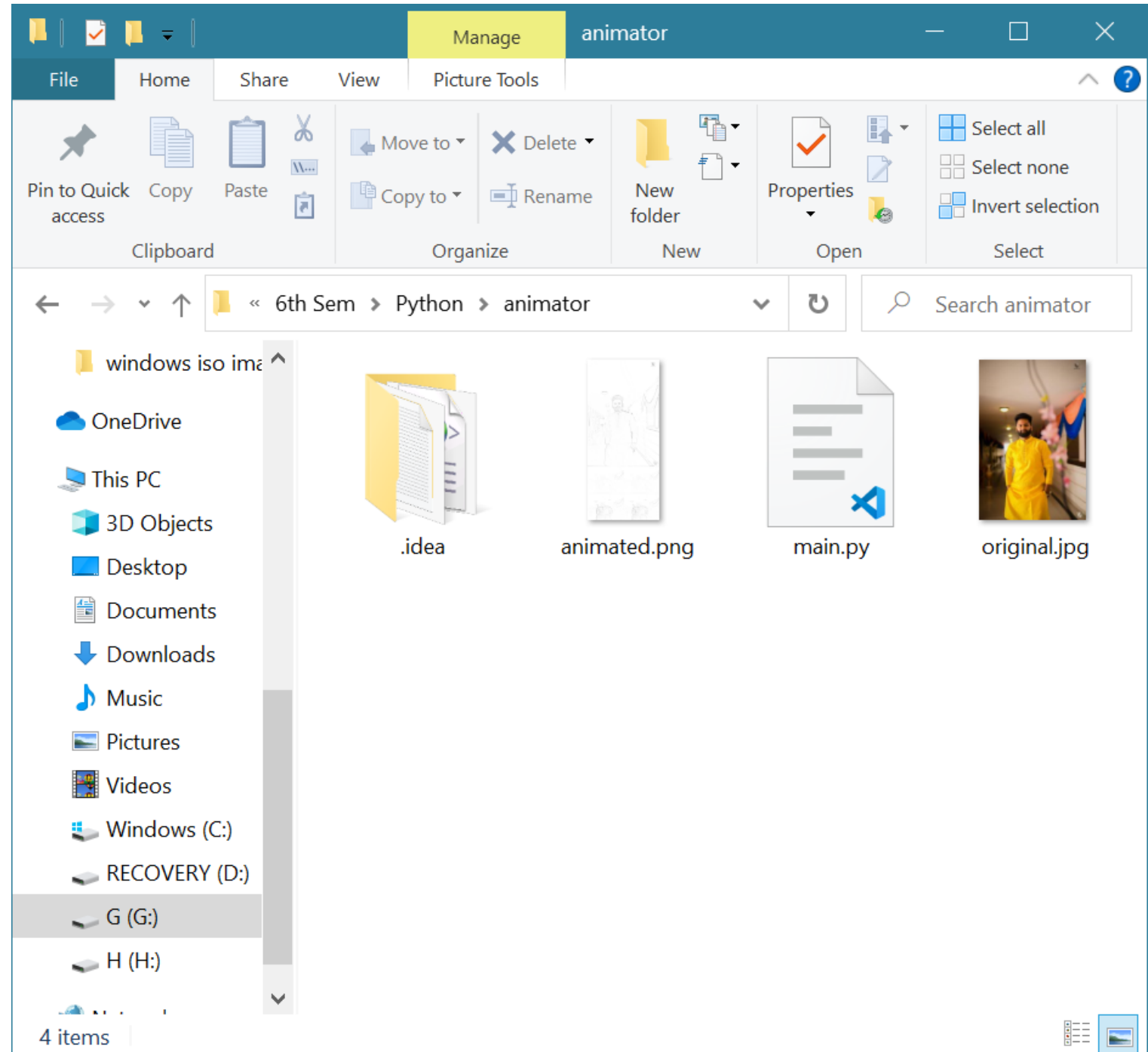
```
sketch = cv2.divide(grey_img, inverted_blur, scale = 256.0)
```

save our image file

```
cv2.imwrite("animated.png", sketch)
```

new file named as "animated.png"

After executing the code, an image was created "animated.png" in the root directory.



Final Output:

