

# Skin Color Detection

## Algorithms Used:

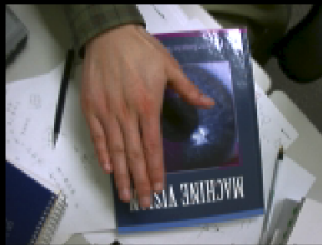
- I. For training histogram:
  - A. Load a training image.
  - B. Let the user draw one or more rectangles (ROIs) over skin-only regions.
  - C. For each selected ROI, Extract the R and G values (or H and S if using HSV) of all pixels inside the ROI.
  - D. Combine all R–G or H–S pixel pairs from all ROIs.
  - E. Build a 2D histogram where each bin counts how often a particular R–G (or H–S) combination appears.
  - F. Normalize the histogram so that it becomes a probability distribution (sums to 1).
  
- II. For K-Means thresholding:
  - A. Flatten the 2D histogram into a 1D list of all bin values.
  - B. Use K-means clustering to group the histogram values into k clusters (k=2 for skin and non-skin).
  - C. Identify the cluster with higher values (assumed it corresponds to skin).
  - D. Create a binary mask of the histogram: Mark bins in the "skin" cluster as 1 (or 255), and others as 0.
  - E. Use this mask during detection to decide if a pixel's (R,G) value falls in the "skin" region.
  
- III. For Segmentation:
  - A. Load the test image.
  - B. Convert the image from BGR to HSV [or RGB] color space.
  - C. For each pixel:
    - Extract the Hue (H) and Saturation (S) values.
    - Use (H, S) as an index into the precomputed histogram mask (a binary mask over H–S space).
    - If the (H, S) combination is marked as skin in the histogram, mark the pixel as skin.
  - D. Create a binary mask where skin pixels are white (255), others are black (0).
  - E. Apply the binary mask to the original image to extract only the skin regions.
  - F. Save both i.e. the binary mask image (showing skin vs non-skin) and The final skin-only image (color).

Results:

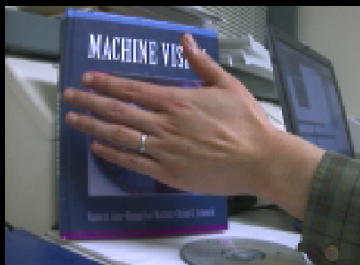
1. gun image masked and with skin:



2. joy image masked and with skin:



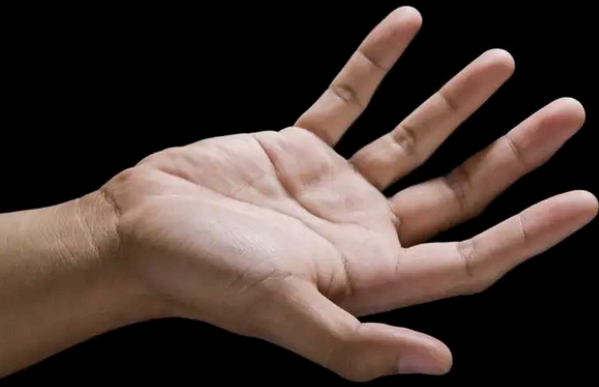
3. pointer image masked and with skin:



Also the results I got for HSV based filtering was visibly better than RGB, the above ones are the HSV based result.

The fresh tone training data used:





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