

Full RGB Frame (Decoded)

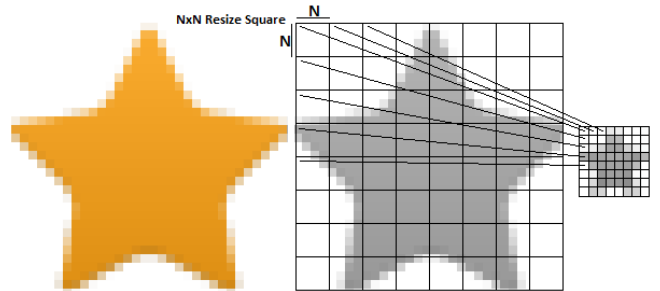
RGB Frame (Full)

Resized Previous Frame

RGB Frame
(Resized)

Grayscale Frame built from
Squares NxN representation
Pixels

VMD Frame
(Grayscale, Pix
Per Square)



Average Buffer

Average Frame

Average Frame of all frames
in the buffer

Difference
Frame
(VMD - Average)

Last VMD Frame – Average
Frame

If Difference Frame Pixel
value > Tolerance value Then
Pixel will be White otherwise
Black

Tolerance Frame
(Black White)

Squares NxN will be as most
pixels in corresponding
squares in Tolerance Frame

Median Frame
(Black White)

Shows only borders of
objects

Border Frame
(Black White)

