



# 視覺感測技術應用實務

影像混合顯示功能 第二組

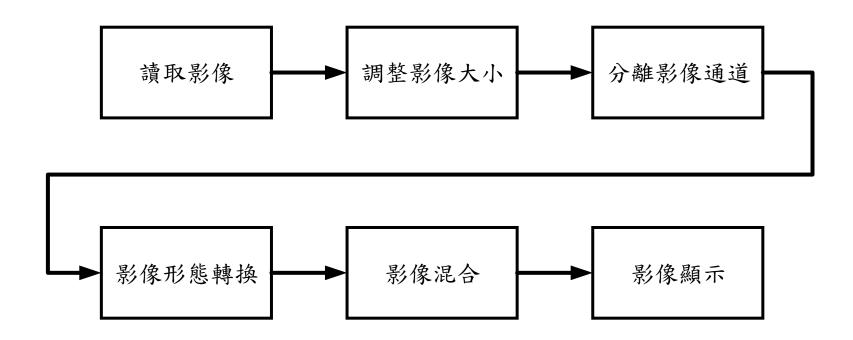
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## 實現方法--動作流程圖



### 實現方法--使用類別方法的類型

- □本次程式BaseIP和AlphaBlend的成員函式都使用static method,因為本次類別的成員函式不需要像是self或是cls等實例或類別的參考,所以使用static method可以比較簡明且有效率。
  - 簡明的部分在於不需要多接收一個無關緊要的引數

## 實現方法--程式(cv2IP.py)

#### □BaseIP類別

```
cv2IP.py X • cv2IPApp.py
                              Project1.py
cv2IP.py > ...
      import cv2
      import numpy as np
      import enum
      class BaseIP(object):
          Obj Num = 0
          def init (self):
              BaseIP.Obj Num += 1
              print("Create 1 obj: Total number of BaseIP objects is "+ str(BaseIP.Obj Num))
          def del (self):
              BaseIP.Obj Num -= 1
              print("Delete 1 obj: Total number of BaseIP objects is "+ str(BaseIP.Obj Num))
          @staticmethod
          def ImRead(filename):
              return cv2.imread(filename, cv2.IMREAD UNCHANGED)
          @staticmethod
          def ImWrite(filename, imq):
              cv2.imwrite(filename, img)
          @staticmethod
          def ImShow(winname, img):
              cv2.imshow(winname, img)
          @staticmethod
          def ImWindow(winname):
              cv2.namedWindow(winname, cv2.WINDOW NORMAL)
```

#### □ AlphaBlend類別的 繼承與建構式

```
35 class AlphaBlend(BaseIP):
36
37 def __init__(self):
38 super().__init__()
39
```

#### □主函式

```
cv2IP.py
cv2IPApp.py
Project1.py > MyAlPhaBlend
1 #!/usr/bin/python3
2
3 import cv2
4 import numpy as np
5 import cv2IP
```

```
60
61 if __name__ == '__main__':
62 | MyAlPhaBlend()
63
```

#### □創建AlphaBlend的物件

■ 使用物件導向方式來呼叫 類別中的成員函式

□讀檔程式

```
SrcImg = IP.ImRead("img/ghost.png")
SrcImg = cv2.resize(SrcImg, (240, 200))
back = IP.ImRead("img/background.png")
```

□前景圖 SrcImg(240, 200) □背景圖 back(1050, 1680)





#### 實現方法--程式

□分離通道程式(Project1.py)

□SplitAlpha成員函式(cv2IP.py)

### 實現方法--程式

 $\square$  fore(b, g, r)

□ alpha(alpha, alpha, alpha)





### 實現方法--程式

□轉換影像資料型態(Project1.py)

```
fore = np.float32(fore) # convertTo 32FC3
alpha = np.float32(alpha) / 255.0 # convertTo 32FC3 and normalize
back = np.float32(back)
```

- □ fore跟back
  - ■資料型態
    - $\triangleright$  uint8 => float32
  - 數值範圍
    - > 0.0 ~ 255.0

- alpha
  - ■資料型態
    - $\triangleright$  uint8 => float32
  - ■數值範圍
    - > 0.0 ~ 1.0

□影像混合跟前景在背景中向右移顯示

```
k = 0
        while k != 13:
24
            i = 0
             while i < 4 and k != 13:
                 out = np.array(back)
26
                 rows start = 770
28
                 rows end = 770 + fore.shape[0]
                 columns start = 350 + 350 * i
30
                 columns end = 350 + fore.shape[1] + 350 * i
                 out[rows start:rows end, columns start:columns end]= IP.MyDoBlending(
                     fore, back[rows start:rows end, columns start:columns end], alpha, 0.25*(1+i))
                 out = np.uint8(out)
                 IP.ImWindow("AlphaBlending Result")
                 IP.ImShow("AlphaBlending Result", out)
                 k = cv2.waitKey(1000)
                 i += 1
```

#### □影像混合跟前景在背景中正中央顯示

```
if k != 13:
43
                 fore final = cv2.resize(fore, (1080, 880))
44
                 alpha final = cv2.resize(alpha, (1080, 880))
45
                 out = np.array(back)
                 rows start = int(back.shape[0] / 2 - fore final.shape[0] / 2)
                 rows end = int(back.shape[0] / 2 + fore final.shape[0] / 2)
                 columns start = int(back.shape[1] / 2 - fore final.shape[1] / 2)
                 columns end = int(back.shape[1] / 2 + fore final.shape[1] / 2)
                 out[rows start:rows end, columns start:columns end] = IP.MyDoBlending(
                     fore final, back[rows start:rows end, columns start:columns end], alpha final, 1)
                 out = np.uint8(out)
                 IP.ImWindow("AlphaBlending Result")
                 IP.ImShow("AlphaBlending Result", out)
                 k = cv2.waitKey(1000)
         del IP
```

## 獨特設計之處(cv2IP.py)

#### □MyDoBlending跟DoBlending成員函式

```
@staticmethod
         def DoBlending(Foreground, Background, Alpha):
             fore = Foreground * Alpha
             back = Background * (1.0 - Alpha)
50
             out = fore + back
51
52
             return out
53
54
         @staticmethod
55
         def MyDoBlending(Foreground, Background, Alpha, Beta):
             My fore = AlphaBlend.DoBlending(Foreground * Alpha, Background * Alpha, Beta)
56
             My back = Background * (1.0 - Alpha)
57
             My out = My fore + My back
58
59
             return My out
```

- My\_fore = 前景 \* Alpha \* Beta + 背景 \* Alpha \* (1.0 Beta)
- My\_back = 背景 \* (1.0 Alpha)

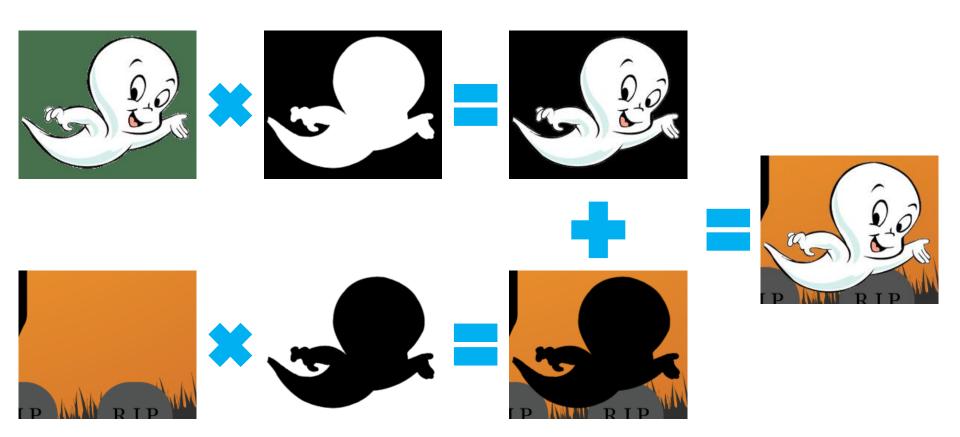
### 獨特設計之處

 $\square$  Alpha = alpha, Beta = 1.0  $\square$  Alpha = alpha, Beta = 0.75

1.0\*1.0 前景圖 1.0\*0.75 0\*1.0 1.0 背景圖 1.0\*0.25

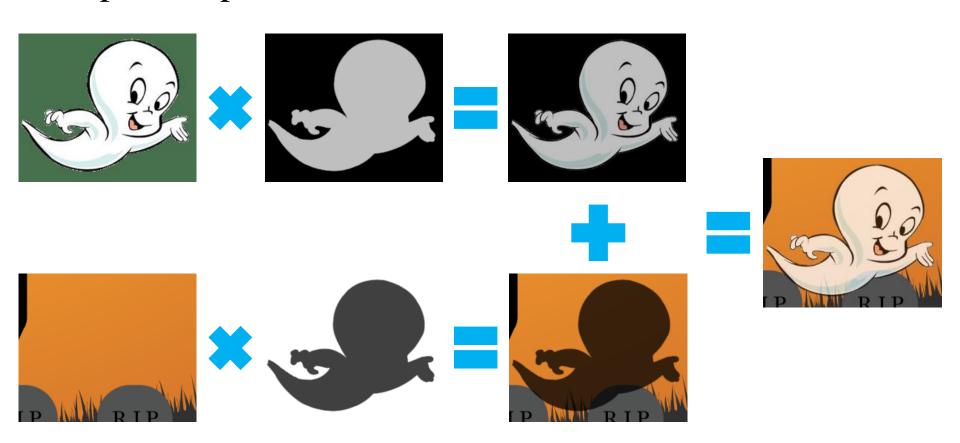
### 獨特設計之處

 $\square$  Alpha = alpha, Beta = 1.0

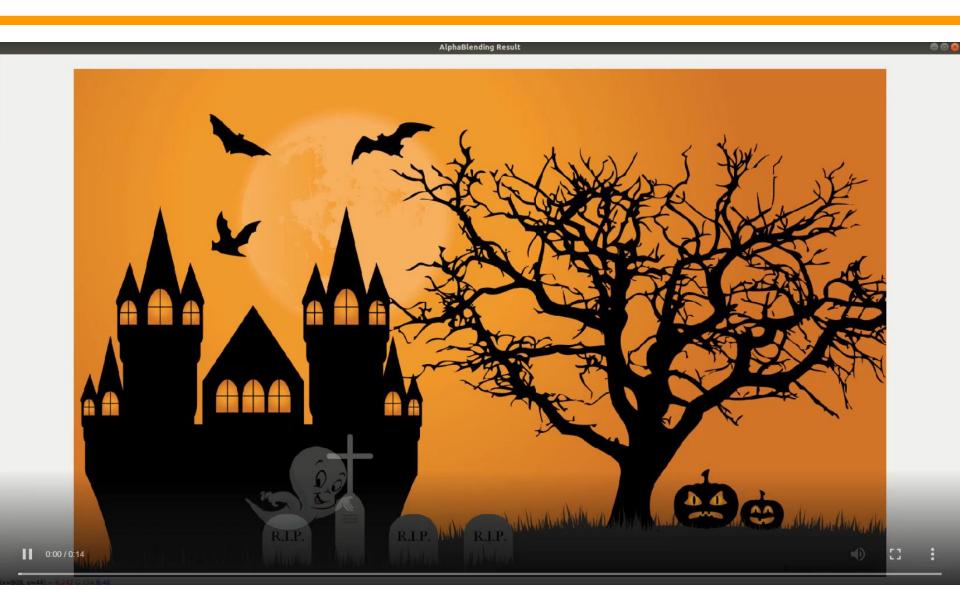


### 獨特設計之處

 $\square$  Alpha = alpha, Beta = 0.75



## 結果展示



## 組員分工表

組員	工作分配比重	內容
李宗晏	100%	程式、報告





# Thanks for your attention

