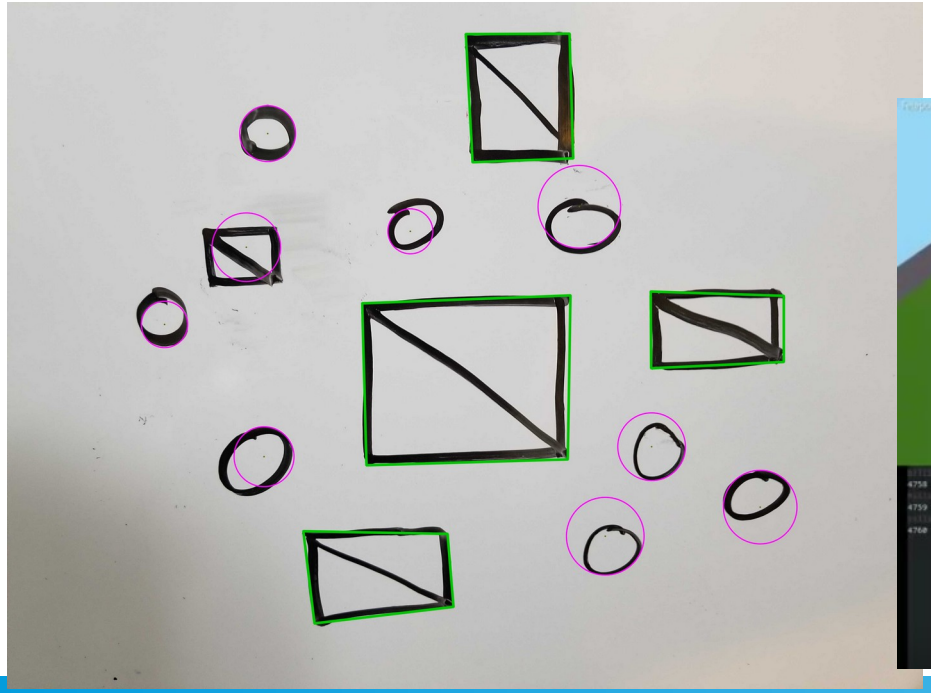
looking at pixels part 1/?

Is it image processing?

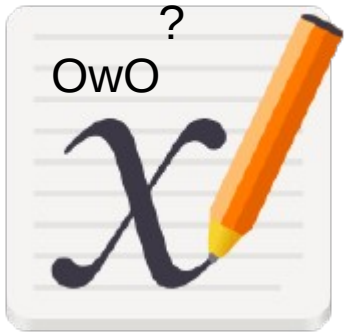
- Yeah I guess.
- Using
  - OpenCV™
  - Autotrace (autotrace.sourceforge.net/)
  - Nanosvg (https://github.com/memononen/nanosvg)

Where did this start?

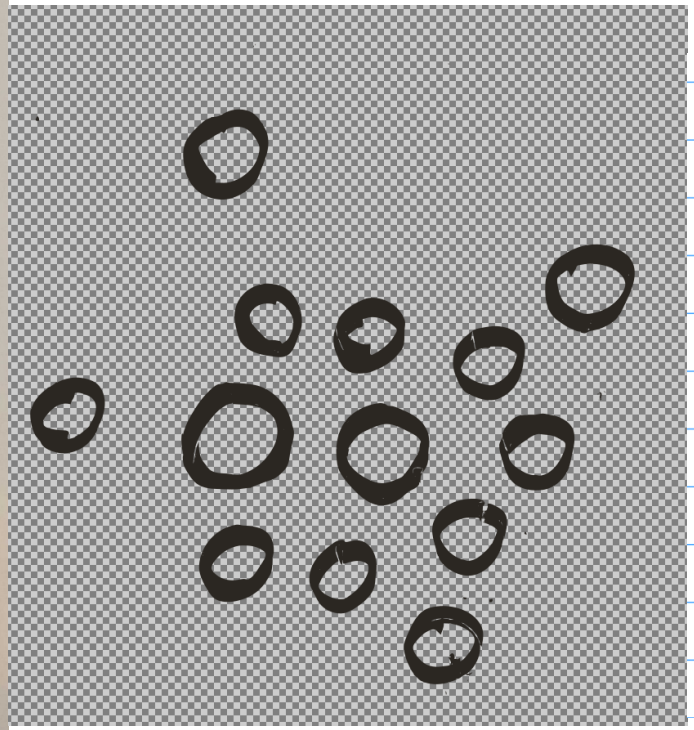
- Billie and I did some cool shit with a whiteboard during BrickHack

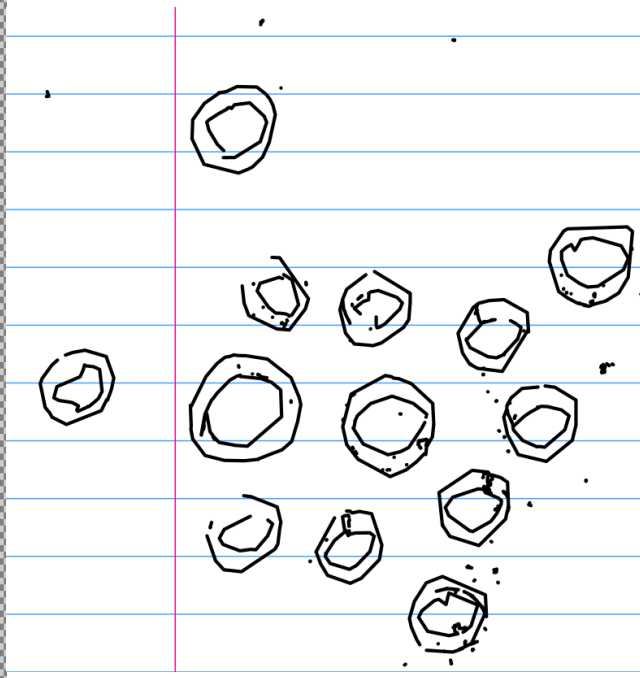


Can we do anything else?



Can we do anything else?





Current pipeline (kinda bad)

- JPG from my phone
- `./build/inkpath data/whiteboard01.jpg data/whiteboard01.xoj`
- JPG -> Autotrace -> SVG
- SVG -> Nanosvg -> Big fucking list of xy coordinates
- Big fucking list of xy coordinates -> zlib -> .xoj

Why is it bad?

- Detects edges
- Loss of data
  - Color
  - Resolution
- FREAKS OUT if the whiteboard isn’t white enough (or more than one color (GOD forbid!))
- Autotrace is old
- NanoSVG is stupid (It literally admits it in the README.md)

Just use `libjpeg` and 4th grade arithmetic you fucking idiot

- TODO:
  - Iterate through all the pixels, discard anything that’s obviously white-ish
  - Store neighboring pixel coords in big chonkin’ arrays or smth
  - Vomit data into .xoj (I already wrote this code) per-stroke