

# Multimedia Application Project GIMSEP

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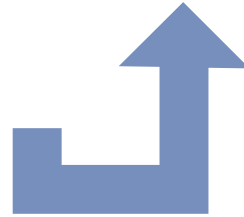
# Functionnnalities



Media Selection



Image  
transformations



Backward and  
forward steps

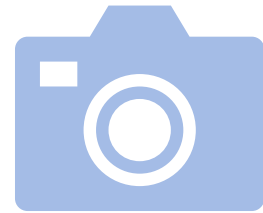
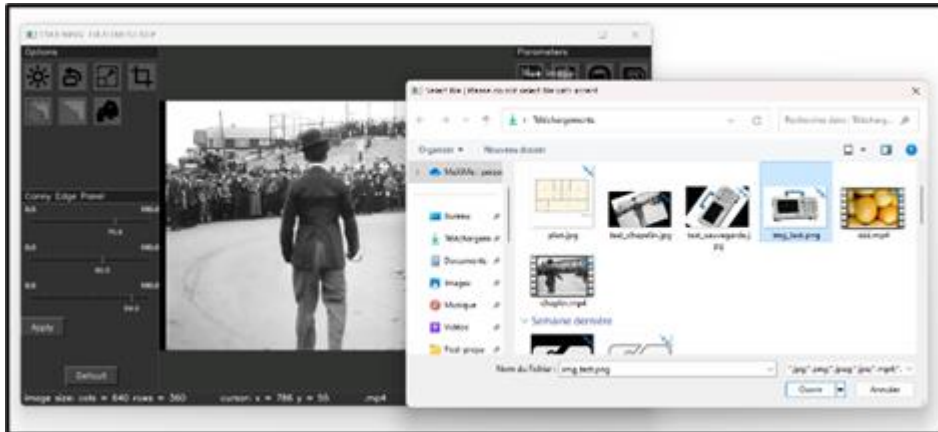


Image saving

# Media Selection & Save

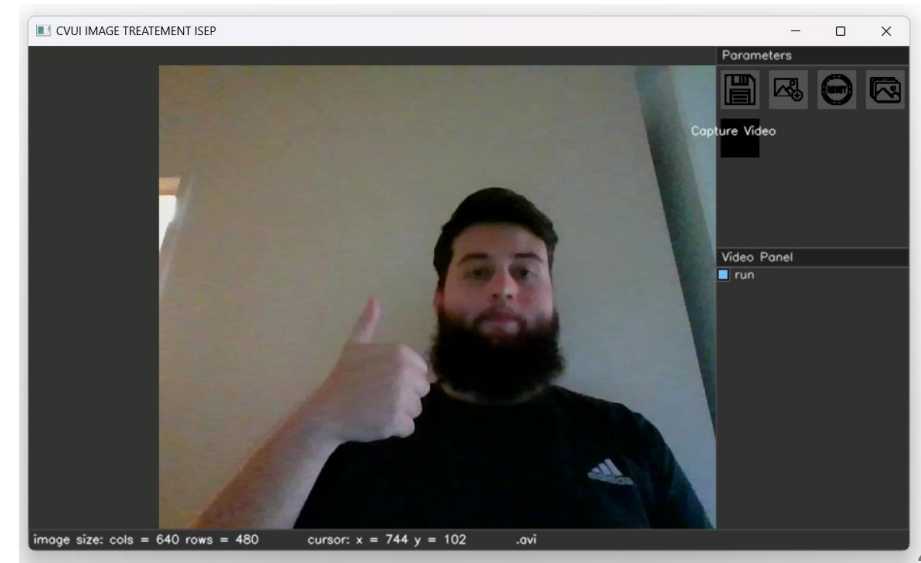
01

Using native file browser to get media  
(Image/video)



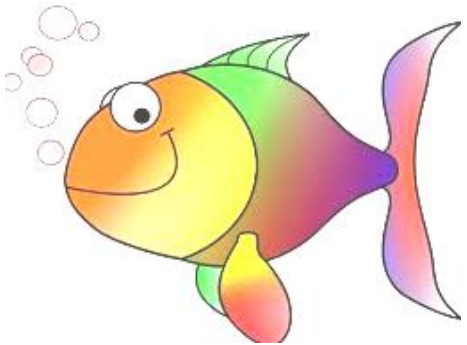
02

Using user camera to take a picture

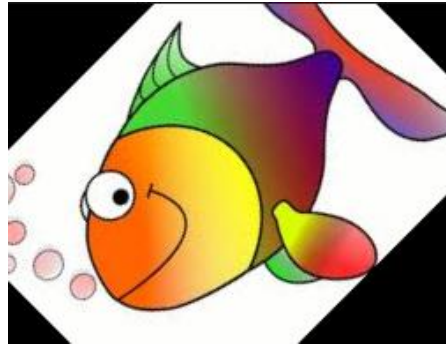


# Image Transformations

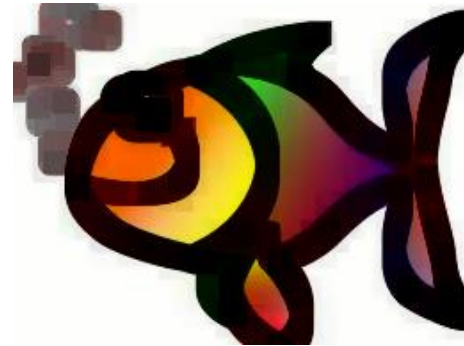
Brightness



Rotation



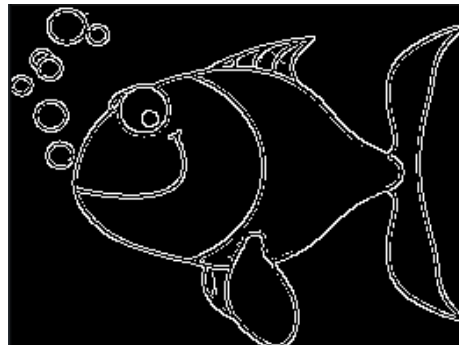
Erosion



Cropping



Canny edge



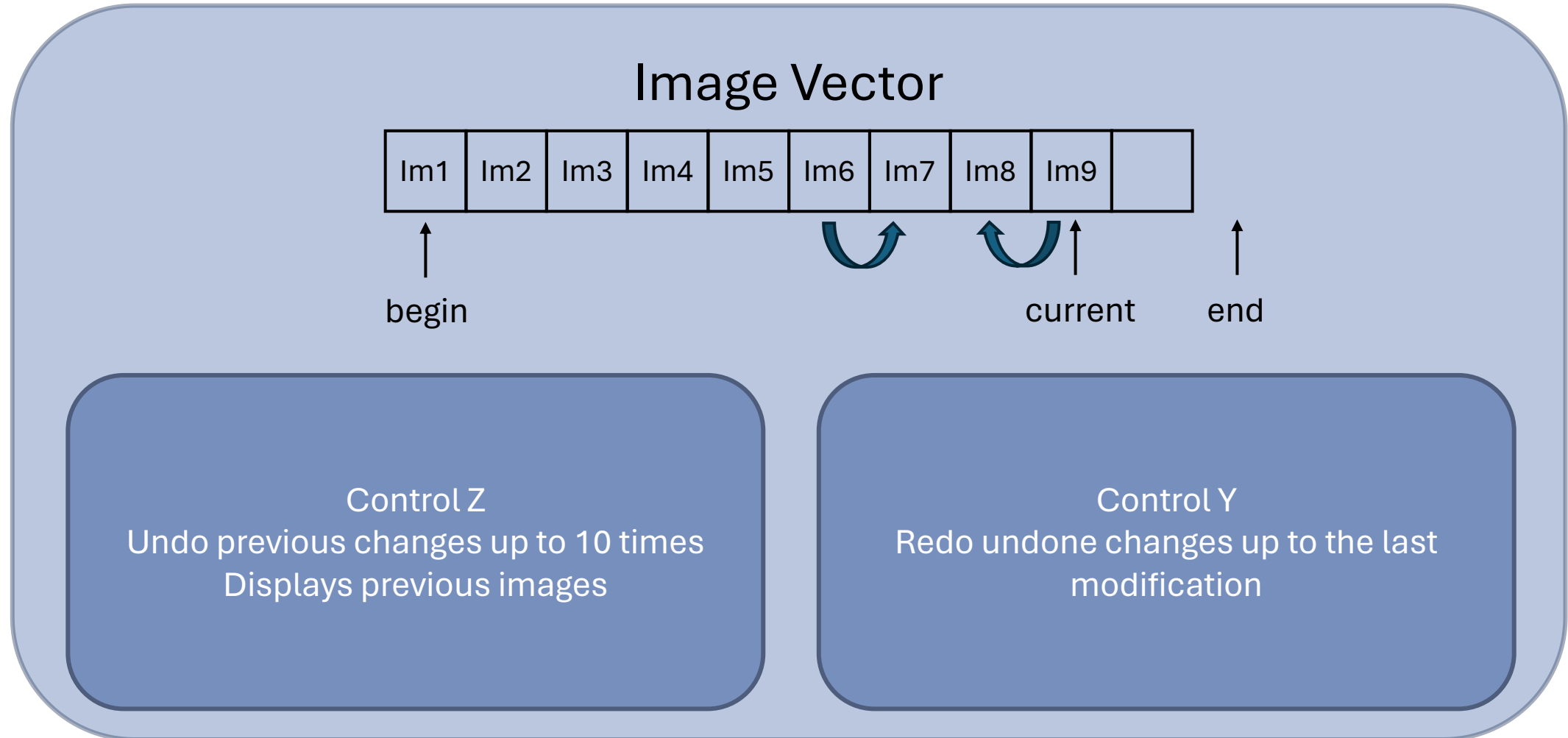
Dilatation



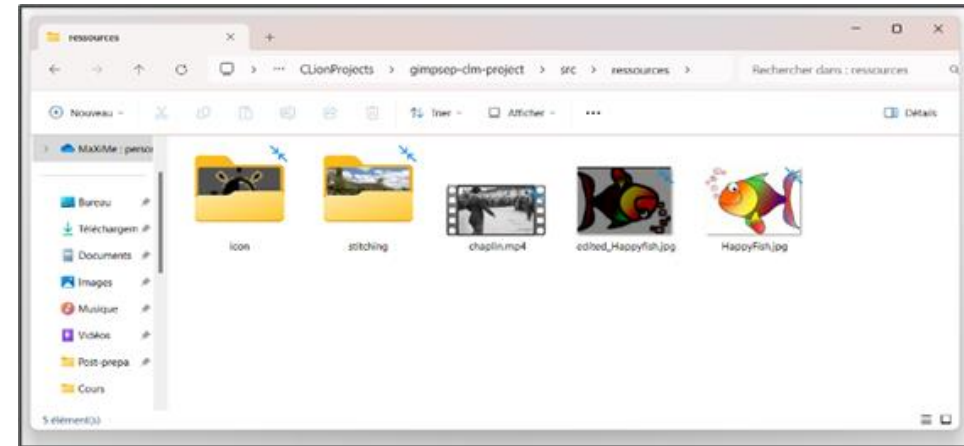
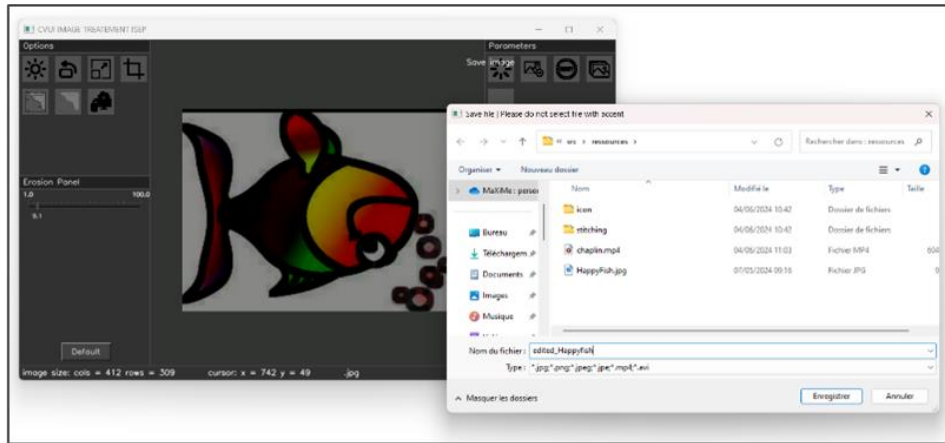
Panorama



# Backward and forward steps



# Image Saving



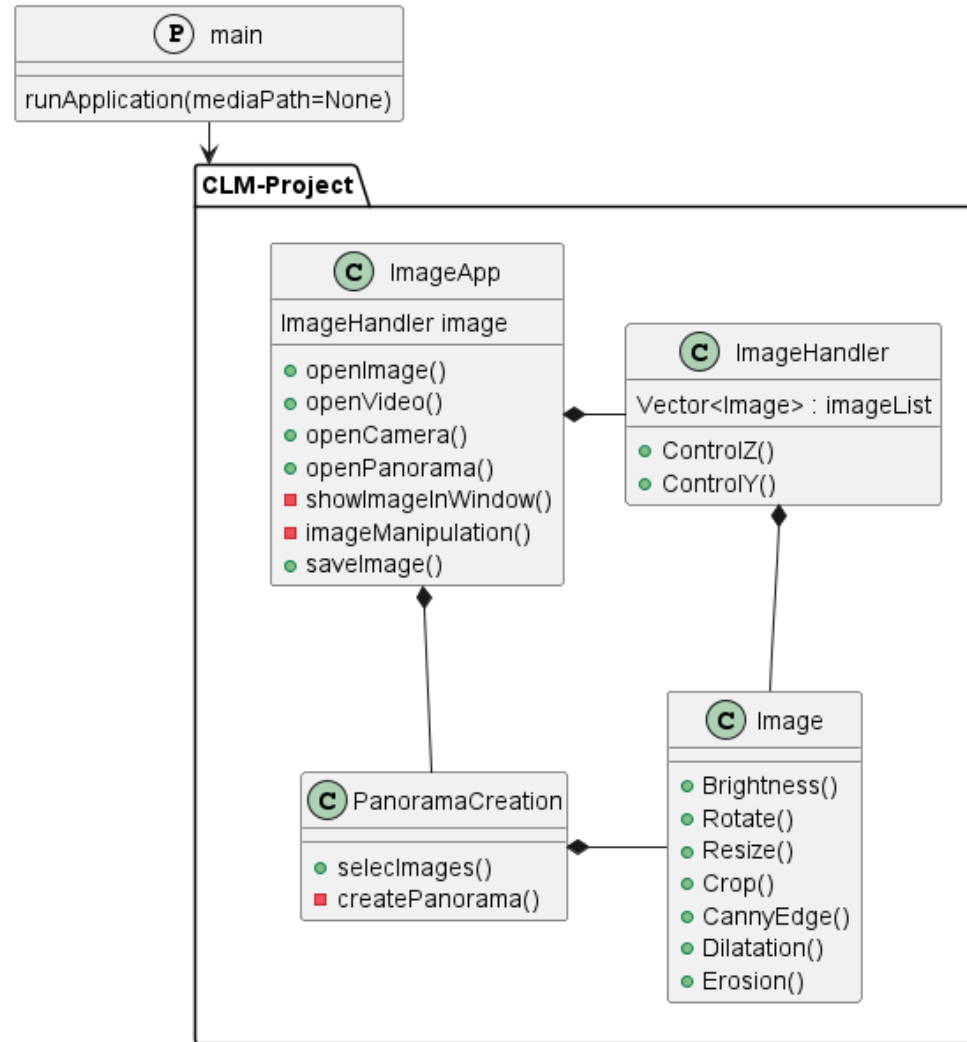
**Simple And  
efficient !**

- 1. Open file dialog system
- 2. Let user select, the folder and the name for edited image
- 3. Get the path and use `cv::imwrite()` to save the creation

# Technical aspect



cvui 2.7.0

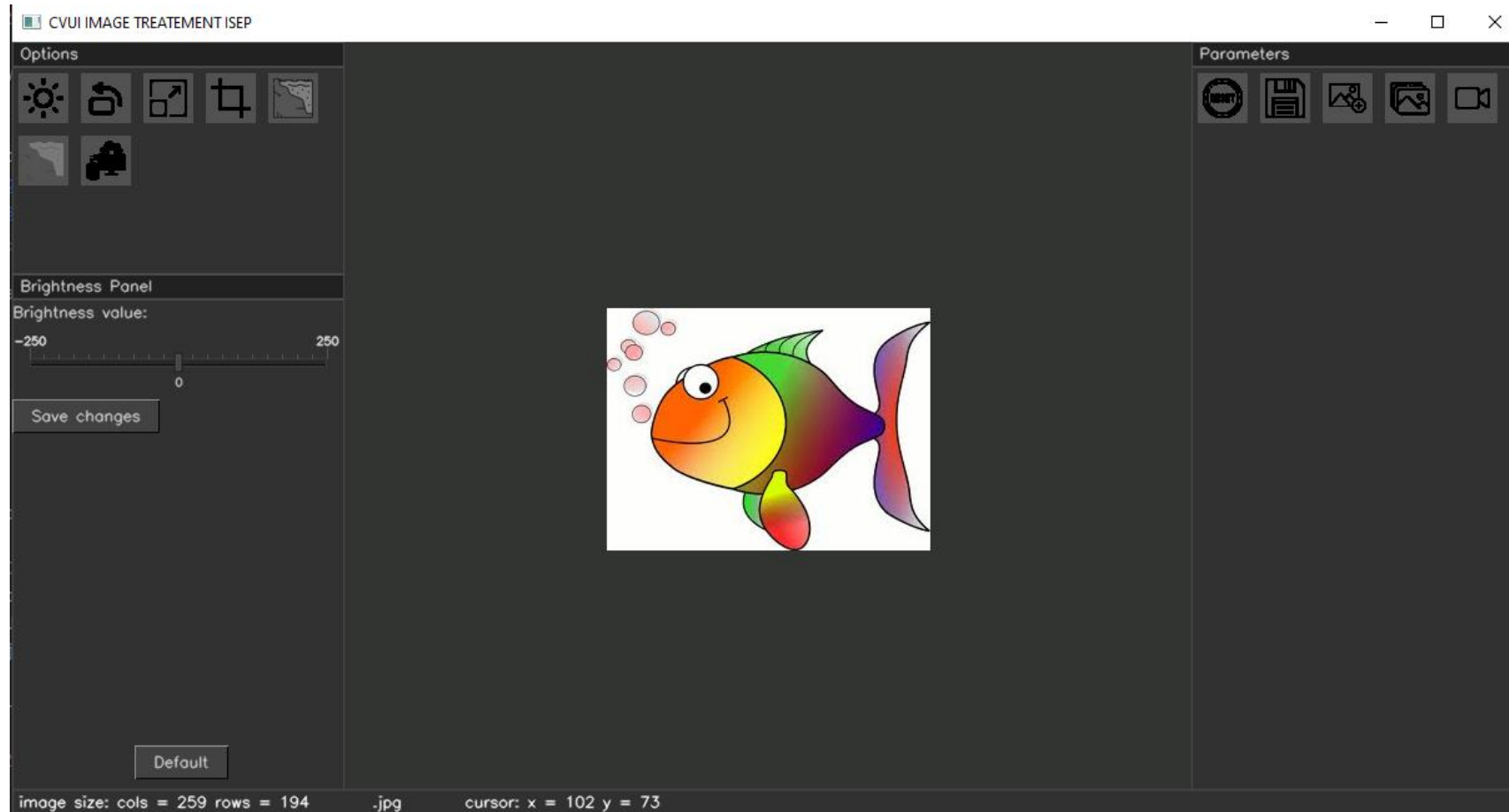




# Project management

	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
Charles	Git creation, computer set up, etc.	Dilatation, Erosion	Panorama	User interface base ImageApp	User interface merged with use of all functions (class: Image(), ImagePanorama(), ImageHandler())	User interface and merging of last functions (Open, save, image) + report
Maxime		Lighten, darken		Search on filedialog library and implementation (window + linux)	Select media, save image	Select media, save image + report
Lucie		Rotation, resizing, cropping	Canny edge detection	Merging of all image functionalities in a class Image	Image vector, undo and redo	Report

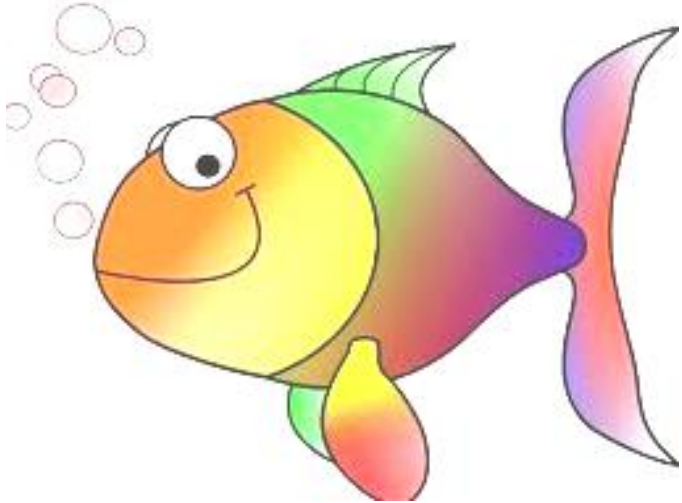
# Time for the demo!



**Thank you for your attention**

# Image Transformations

## Brightness



Use `cv::cvtColor()` function to scale pixels brightness with a given *brightnessFactor*



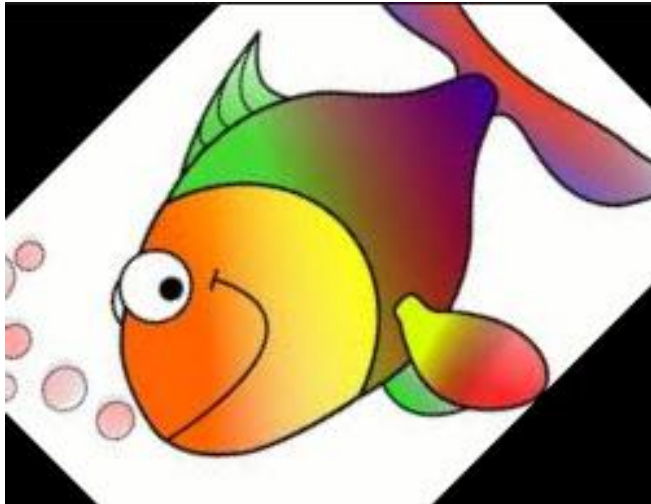
*brightnessFactor* is a value between -250 and 250 where -250 is fully dark, 0 is the starting image and 250 is fully bright



*brightnessFactor* is defined by the user through a slider on GUI

# Image Transformations

## Rotation



- ➔ Get `centerPostion` of rotation with `Point2f cv::center()`
- ➔ Get rotation matrix with `cv::getRotationMatrix2D()` and `rotationAngle` value
- ➔ Then obtain rotation with `cv::warpAffine()`
- ➔ `rotationAngle` and `centerPostion` can be selected using three sliders: X-location Y-location and rotation angle

# Image Transformations

## Erosion



Erosion is obtain by using `cv::erode()` function which needs a `structural Element`



The `structural Element` represents the pattern that will operate erosion in the image



`structuralElement` is obtained with `cv::getStructuringElement()` with a kernel size defined by user

# Image Transformations

## Dilatation



Dilatation is obtain by using `cv::dilate()` function which needs a `structural Element`



The `structural Element` represents the pattern that will operate the dilatation on the image



`structuralElement` is obtained with `cv::getStructuringElement()` with a kernel size defined by user

# Image Transformations

## Cropping



In order to get the cropping of an image, we use two couples (`startRow`, `endRow`) and (`startCol`, `endCol`)



The two couples define a new area : The cropped image

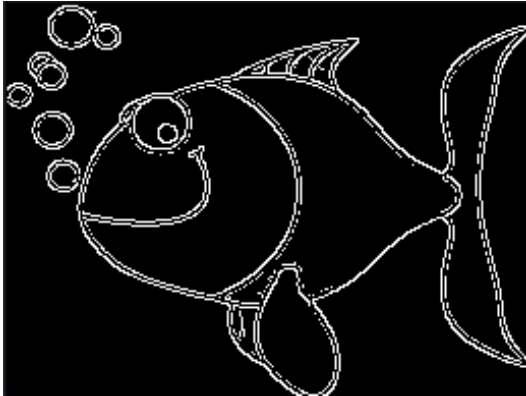


(`startRow`, `endRow`) and (`startCol`, `endCol`) can be set using four sliders



# Image Transformations

## Canny edge



First, choose a **low threshold** to detect all edge points and a **high threshold** to detect only edge center points



**Gaussian blur** is applied before the Canny edge detection algorithm to reduce noise, making edge points easier to detect



`cv::Canny` is used to detect all the wanted edges