# **Drawing Lab**

# Read an image

img = cv2.imread(<image\_filename>)

## Create a 500x500 BLACK pixel image

img = np.zeros((500, 500, 3), np.uint8)

#### Create a 500x500 WHITE pixel image

img = np.full((500, 500, 3), (255,255,255), np.uint8)

## Show Image in Popup Window

cv2.imshow(<window\_name>, <image>)
close windows()

# Show Image Inline (instructor-written function!)

show inline(<image>)

# <u>Tool to Check OpenCV Coordinates</u> (instructor-written function!)

coordinates()

# Draw a Line

cv2.line(<image>, <start\_coordinate>, <end\_coordinate>, <color>, <thickness>)

## Draw a Circle

cv2.circle(<image>, <center\_coordinate>, <radius>, <color>, <thickness>)

#### Draw a Rectangle

cv2.rectangle(<image>, <topleft\_coordinate>, <bottomright\_coordinate>, <color>, <thickness>)

# **Draw Text**

cv2.putText(<image>, <text>, <bottomleft\_coord>, <font>, <scale>, <color>, <thickness>)

#### Color Codes

Black: (0,0,0)

White: (255,255,255)

Blue: (255,0,0) Green: (0,255,0) Red: (0,0,255)

Yellow: (0,255,255)

# **Color Spaces**

# **Change Colorspace**

img = cv2.cvtColor(<image>, <flag>)

Flags:

BRG -> Gray: cv2.COLOR\_BGR2GRAY
BGR -> HSV: cv2.COLOR\_BGR2HSV

# Color Trackbar

# Create a Trackbar

# Reading a Trackbar

trackbar\_value = cv2.getTrackbarPos(<trackbar\_name>, <window\_name>)

## **Detect Mouse**

cv2.setMouseCallback(<window\_name>, <callback\_function>)

## Birdie Mask

<u>Mask an image based on HSV values</u> (instructor-written function!) hsv\_select(filename)

Mask an image between specific HSV values
mask = cv2.inRange(<image>, <hsv\_lower>, <hsv\_upper>)

<u>Show the real colors in a mask</u> color mask = cv2.bitwise and(<image1>, <image2>, mask=<input mask>)

Reverse masks
inv\_mask = cv2.bitwise\_not(<mask\_to\_invert>)

# Green Screen

Overlay front image on background (instructor-written function!)
res = screenProcessing(<front\_img>, <background\_img>, <hsv\_lower>,< hsv\_upper>)

Open a live video (instructor-written function!)
video(<function>)

<u>Mask a live video based on HSV values</u> (instructor-written function!) hsv\_select\_live()

# **Painter**

<u>Find the center coordinates of the contour</u> (instructor-written function!) center = find\_center(<single\_contour>)

<u>Find the radius of the contour</u> (instructor-written function!) radius = find\_radius(<single\_contour>)

# Contours

# Threshold an Image

thresh = cv2.threshold(<grayscale\_image>, <threshold\_value>, <maxVal>, <minVal>)[1]

#### Find Contours

contours = cv2.findContours(<mask>, 3, 2)[1]

#### Flag Notes

3 - cv2.RETR TREE

2 - cv2.CHAIN\_APPROX\_SIMPLE

#### **Draw Contours**

cv2.drawContours(<image>, <contours>, <contour\_index>, <color>, <thickness>)

# Flag Notes

To draw all contours: <contour\_index>=-1

To draw specific contour: <contour\_index> = 0, <contours> = [ contour[i] ]

## Get contour area

area = cv2.contourArea(<single\_contour>)

#### Find Straight Bounding Rectangle

x, y, w, h = cv2.boundingRect(<single\_contour>)

#### **Draw Straight Bounding Rectangle**

cv2.rectangle(img, (x,y), (x+w,y+h), <color>, <thickness>)

#### Find Minimum Area Rectangle

rect = cv2.minAreaRect(<single\_contour>)

#### Draw Minimum Area Rectangle

box = np.int0(cv2.boxPoints(rect))

res = cv2.drawContours(img, [box], 0, (0,0,255), 2)

## Find Minimum Enclosing Circle

(x,y), radius = cv2.minEnclosingCircle(<single contour>)

## **Draw Minimum Enclosing Circle**

cv2.circle(img, (x,y), radius, <color>, <thickness>)

# More OpenCV Resources

Online Python 3 → Want to practice coding at home? Do it here!
\*\* Make sure to select "Python 3" in "Language" \*\*
https://www.onlinegdb.com/

OpenCV Tutorials
<a href="https://docs.opencv.org/3.4.2/d6/d00/tutorial-py-root.html">https://docs.opencv.org/3.4.2/d6/d00/tutorial-py-root.html</a>

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https://stackoverflow.com/