# AIP Project: Computer Vision for Underwater Top Plan Automation

By Daniel Milton

The goal of this project was to create a program to scan underwater digital terrain of archaeology sites and return a map of all significant objects, also known as a top plan

#### Introduction

- Archeologists used 3d Photogrammetry technology to stitch together GoPro footage of underwater sites
- Used this to create a high definition 3d terrain model
- An archeologist would look at this model and circle all significant points to be referenced to later (Top Plan)



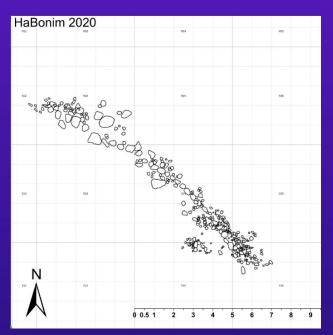
Recording terrain with GoPros



# **Project Plan**

Automate the top plan using software



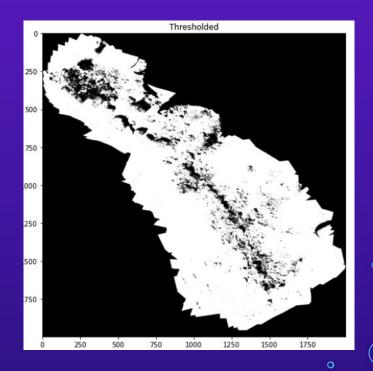


Top Plan



## **Image Thresholding**

- Can change a colorful image to a binary image
- Uses a threshold value
- If above the value, pixel is set to 1
- If below the value, pixel is set to 0

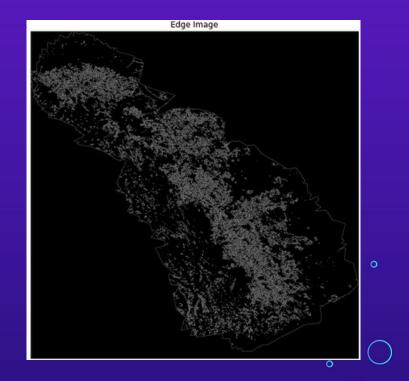






# **Edge Detection**

- Applied a gaussian blur beforehand to reduce noise
- Made many tweaks
- Results did not turn out good







## **Combination of several techniques**

#### 1st

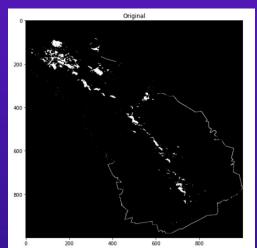
Applied a Gaussian blur

0



2nd

Converted the image from RGB color scale to HSV



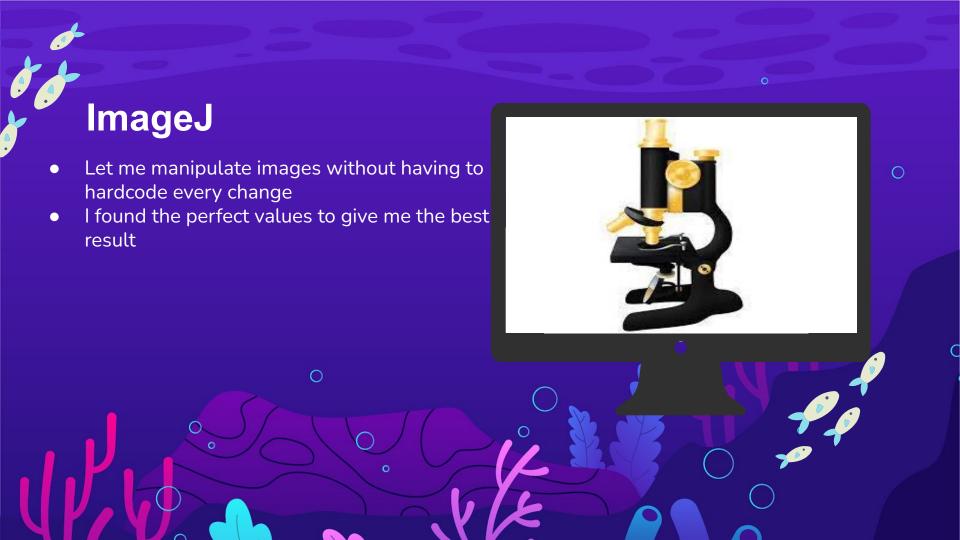
4th

Then Inverse the Image



Thresholded the image





## **Combination of several techniques**

#### 1st

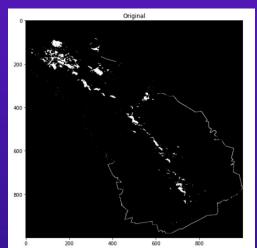
Applied a Gaussian blur

0



2nd

Converted the image from RGB color scale to HSV



4th

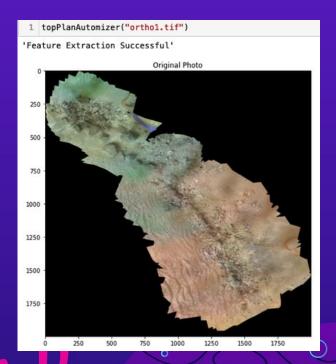
Then Inverse the Image

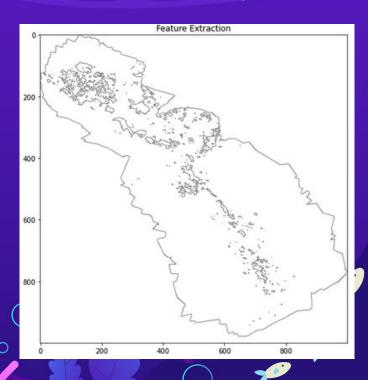


Thresholded the image



## Results





# Results

