

Often, we have to capture live stream with a camera. OpenCV provides a very simple interface to do this. Let's capture a video from the camera (I am using the built-in webcam on my laptop), convert it into grayscale video and display it. Just a simple task to get started.

To capture a video, you need to create a **VideoCapture** object. Its argument can be either the device index or the name of a video file. A device index is just the number to specify which camera. Normally one camera will be connected (as in my case). So I simply pass 0 (or -1). You can select the second camera by passing 1 and so on. After that, you can capture frame-by-frame. But at the end, don't forget to release the capture.

```
import numpy as np
import cv2 as cv

cap = cv.VideoCapture(0)
if not cap.isOpened():
    print("Cannot open camera")
    exit()
while True:
    # Capture frame-by-frame
    ret, frame = cap.read()

    # if frame is read correctly ret is True
    if not ret:
        print("Can't receive frame (stream end?). Exiting ...")
        break
    # Our operations on the frame come here
    gray = cv.cvtColor(frame, cv.COLOR_BGR2GRAY)
    # Display the resulting frame
    cv.imshow('frame', gray)
    if cv.waitKey(1) == ord('q'):
        break

# When everything done, release the capture
cap.release()
cv.destroyAllWindows()
```

`cap.read()` returns a bool (True/False). If the frame is read correctly, it will be True. So you can check for the end of the video by checking this returned value.

Sometimes, cap may not have initialized the capture. In that case, this code shows an error. You can check whether it is initialized or not by the method **cap.isOpened()**. If it is True, OK. Otherwise open it using **cap.open()**.

You can also access some of the features of this video using **cap.get(propId)** method where propId is a number from 0 to 18. Each number denotes a property of the video (if it is applicable to that video). Full details can be seen here: **cv::VideoCapture::get()**. Some of these values can be modified using