FX: A magic green stick

Yimin DENG

Supervisor Hervé Frezza-Buet

CentraleSupélec

24/02/2022



- 1 Chapter 1 : Introduction to Our Project
- 2 Chapter 2 : video demos
- **3** Chapter 3 : stages and functions
- 4 Chapter 4: Conclusion



- 1 Chapter 1 : Introduction to Our Project
- 2 Chapter 2 : video demos
- Chapter 3: stages and functions
- 4 Chapter 4: Conclusion

Welcome to FX...



Figure 1: Superhero



Figure 2: Magic Saber



Figure 3: Computer Vision



Figure 4: Al Detection

All we need for our project are only a green stick, a computer, and a clean background. You can move the stick in any way and some magic sounds will be made (The volume depends on how fast you are moving). This project is based on computer vision technology, data mining and signal theory.

- ① Chapter 1 : Introduction to Our Project
 - 2 Chapter 2 : video demos
 - 3 Chapter 3: stages and functions
 - 4 Chapter 4: Conclusion

6 / 18

- demo1 line clustering
- demo2 sounds making

- 1 Chapter 1 : Introduction to Our Project
- 2 Chapter 2 : video demos
- **3** Chapter 3 : stages and functions
- 4 Chapter 4: Conclusion

Stages...

- Color detection
- 2 Image smoothing
- 3 Line extraction
- 4 Line clustering
- 6 Moving detection
- 6 Sound making



- Color Detection
 - Isolate the green part of every frame.



Figure 5: Color Detection

- Color Detection
 - Isolate the green part of every frame.
- Image Smoothing
 - Smooth the edges of the stick.

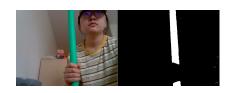


Figure 5: Color Detection



Figure 6: Image Smoothing

◆ロ → ◆問 → ◆ き → ◆ き → り へ ○

- Line Extraction
 - Extract lines on the edge of green stick.



Figure 7: Line Extraction

- Line Extraction
 - Extract lines on the edge of green stick.
- Line Clustering
 - Figure out two main lines.



Figure 7: Line Extraction

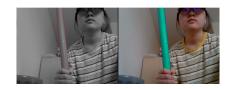


Figure 8: Line Clustering

- Moving Detection
 - Define the movement with parameters of the two main lines.

12 / 18

- Moving Detection
 - Define the movement with parameters of the two main lines.
- Sound Making
 - Play the sound depending on movement.



- **1** Chapter 1 : Introduction to Our Project
- Chapter 2 : video demos
- 4 Chapter 4: Conclusion

- Used in the production of movies or TV series
- For motion detection in real life
- Virtual-reality game



To be continue...

- Add laser effect.
- Adapt to other target objects
- Set targets and scores



- OpenCV: A real-time optimized Computer Vision library, used to process images (color detection, smoothing, line extraction...).
- numpy: Mainly to deal with arrays, matrix and do some linear computation.
- matplotlib: To display some data in figures.
- sklearn.cluster: To implement DBSCAN and k-means clustering.
- math: To do some basic math computation.
- time: To get running time.



Yimin DENG, Supervisor Hervé Frezza-Buet FX: A magic green stick

More information

https://github.com/dymanne123/FX

