



Introduction to Robotics

Manipulation and Programming

Unit 3: Sensors and Vision

CAMERA AND COLOR: PART 4 – OBJECT LOCATION

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Objective

- Get video images.
- Convert the video image to a proper color.
- Then, perform threshold and convert it black and white image
- Calculate contour of the black and white image and
- get the bounding box for the contour. This is the location of an object. (Low level vision)

Coding

SECTION 1

