



Introduction to Robotics

Manipulation and Programming

Unit 3: Sensors and Vision

CAMERA AND COLOR – PART 2: COLOR SPACE

DR. ERIC CHOU

IEEE SENIOR MEMBER



Objectives

- Taking Still Image Picture
- Extracting R, G, B Images
- Calculate the Gray Image

Still Image Picture Versus Video

SECTION 1



Taking CMOS Images

- Electronics Shutter
- Exposure Time
- Gamma Correction
- Dynamic Range



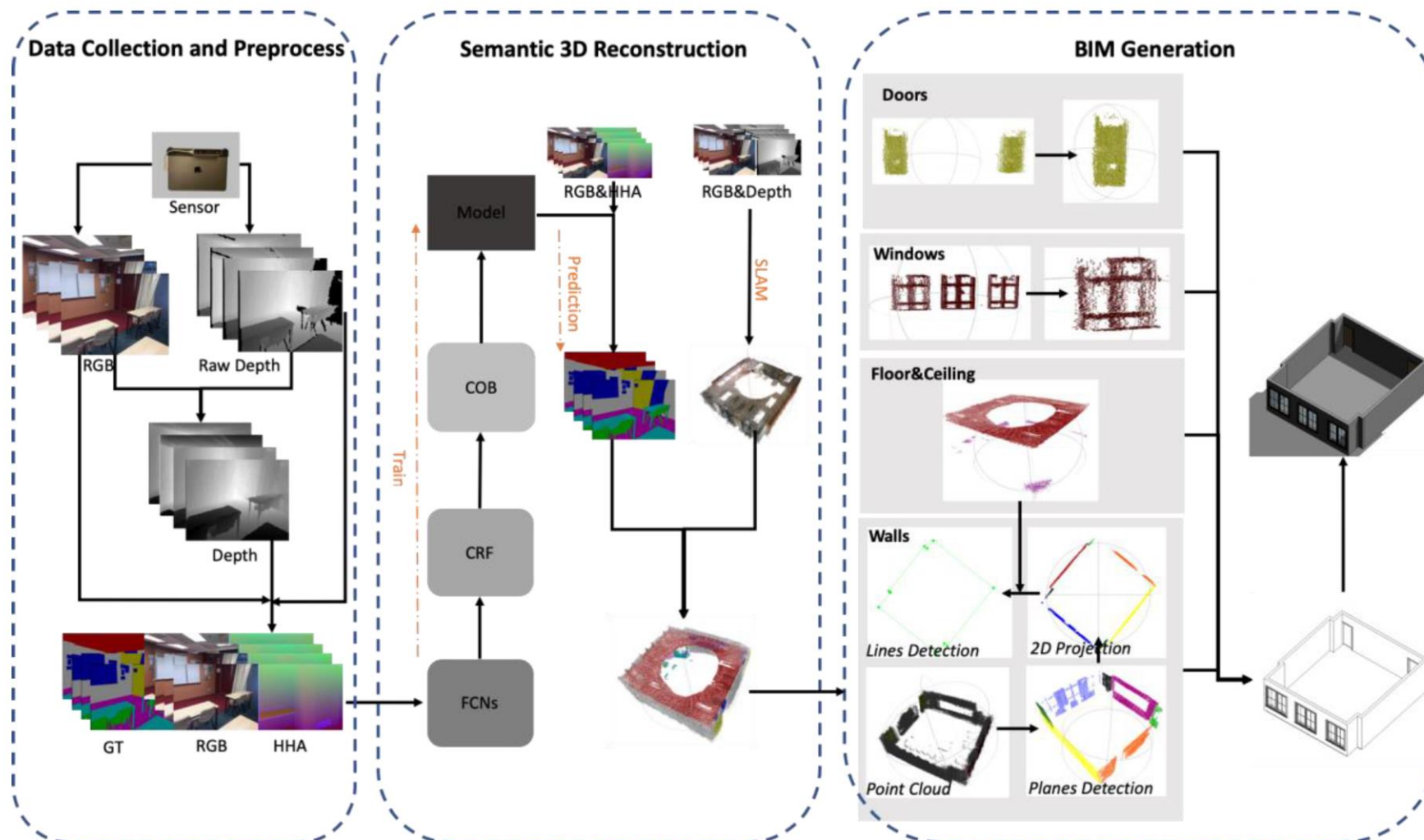
Camera Models

```
import numpy as np
import cv2
# start a camera
cam = cv2.VideoCapture(0)

# frame capturing loop
while True:
    _, frame = cam.read()
    cv2.imshow("Figure 1", frame)
    # new frame is here.

    key = cv2.waitKey(5)
    if key == 27:
        break
cv2.destroyAllWindows()

# print out the frame
print(frame)
print(frame.shape)
print(frame[0][0])
```



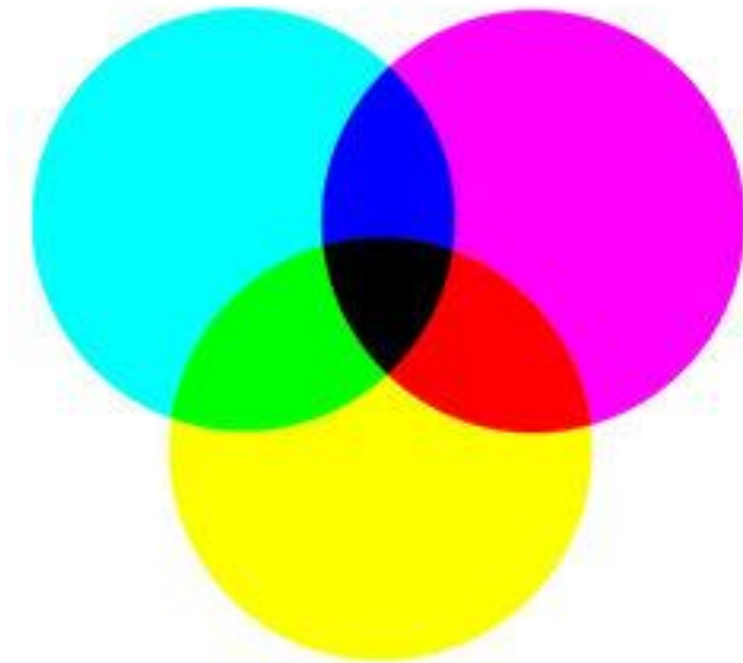
Color Space

SECTION 2

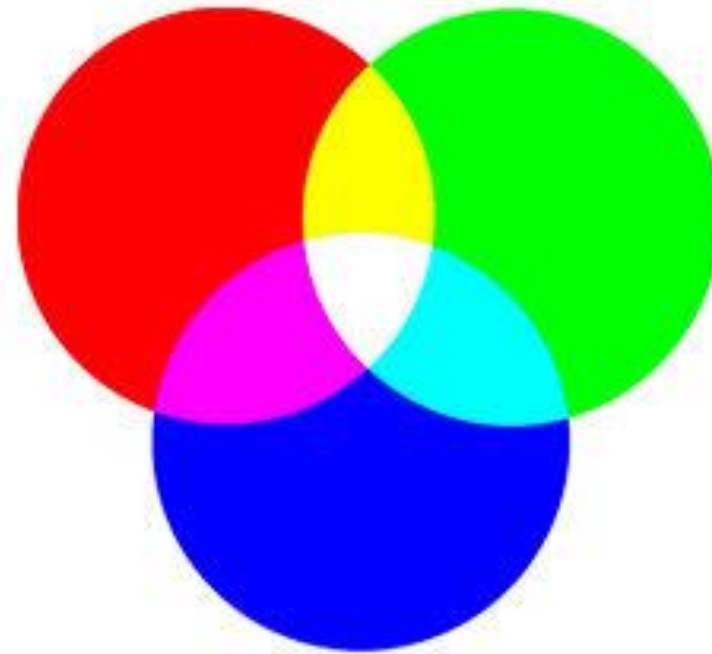


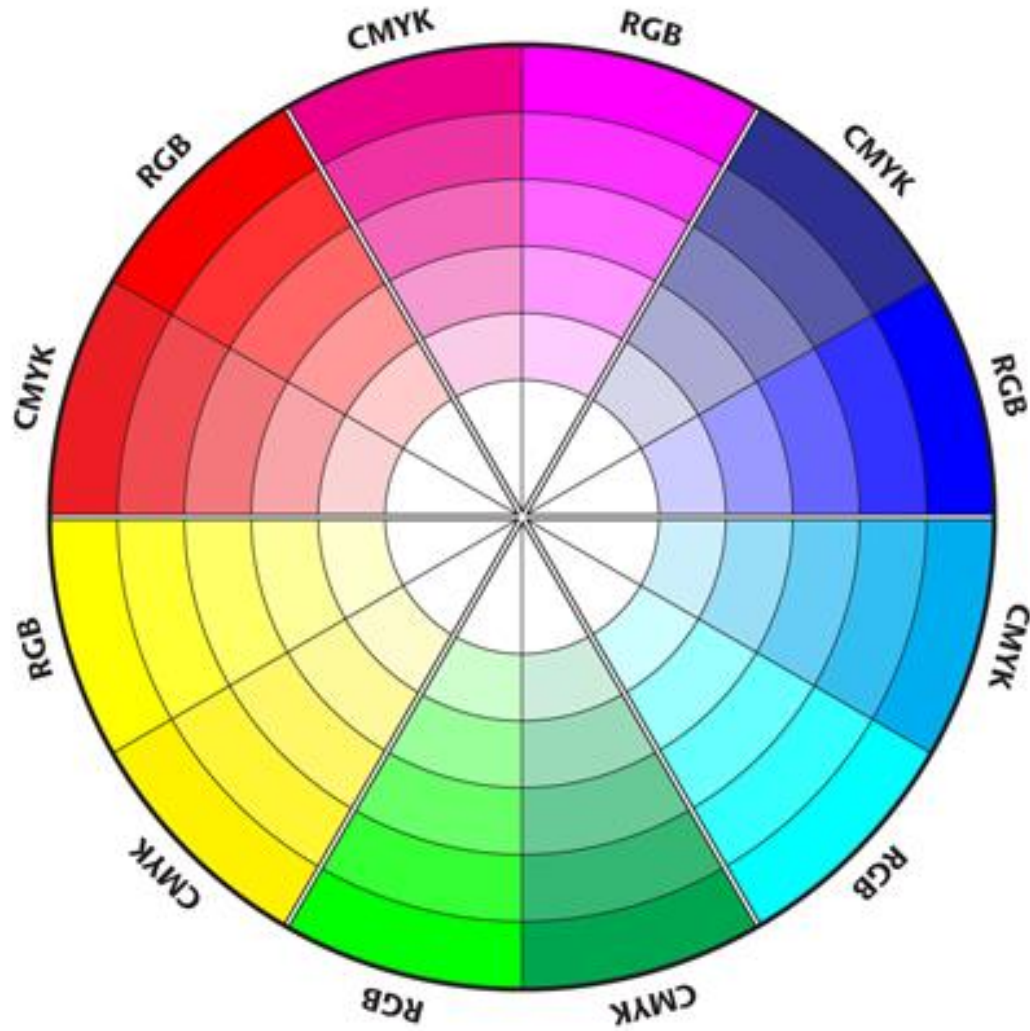
RGB vs CMYK

CMYK



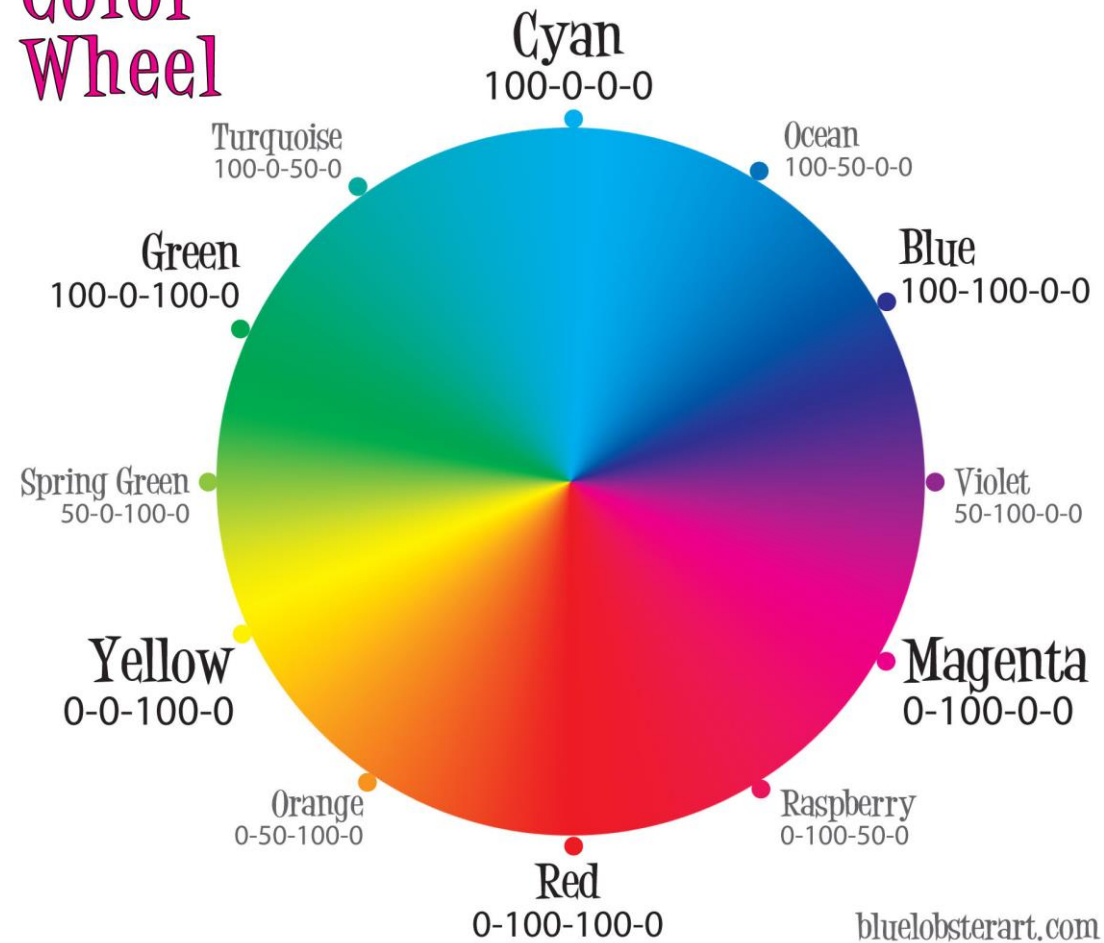
RGB

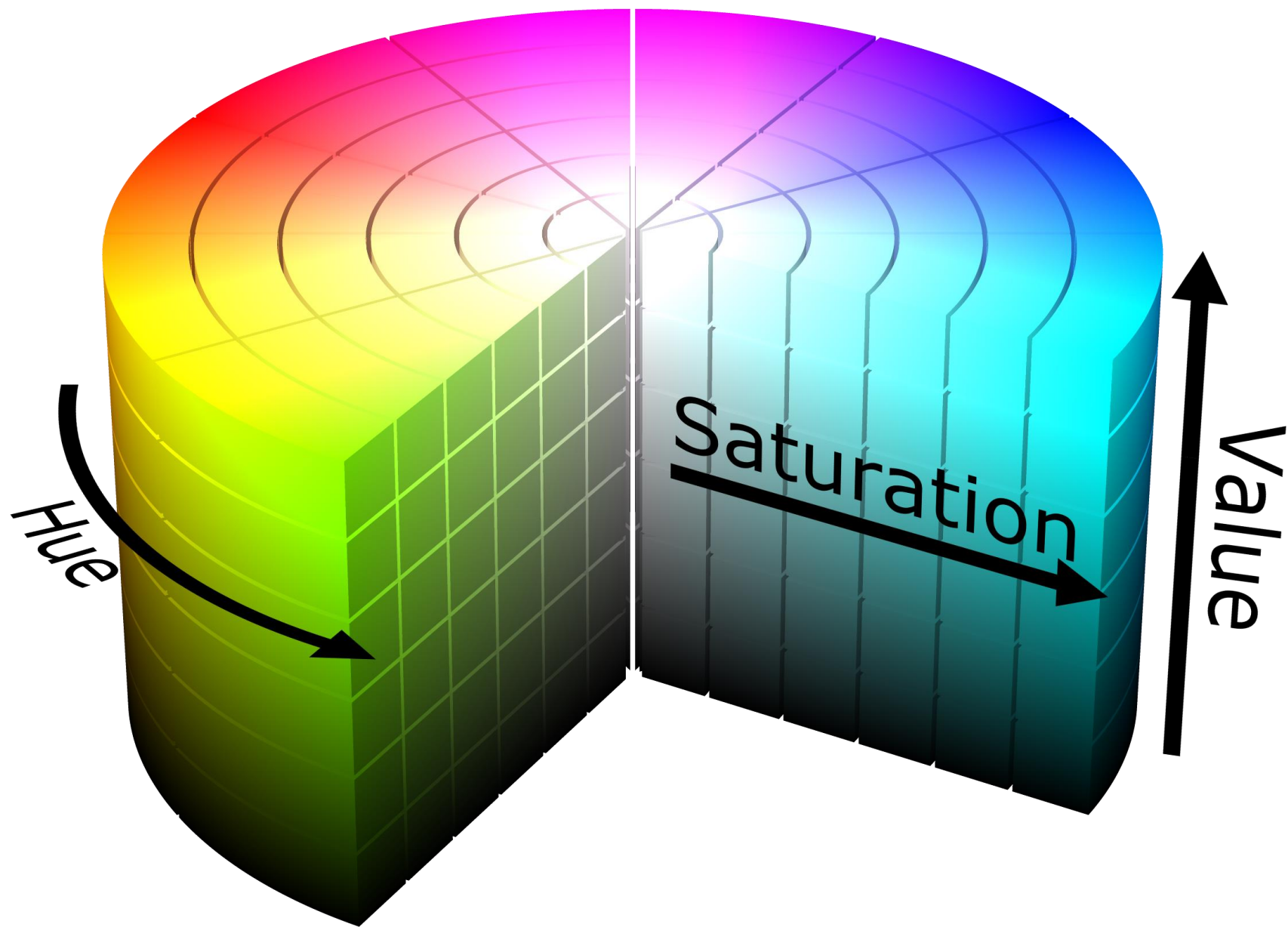




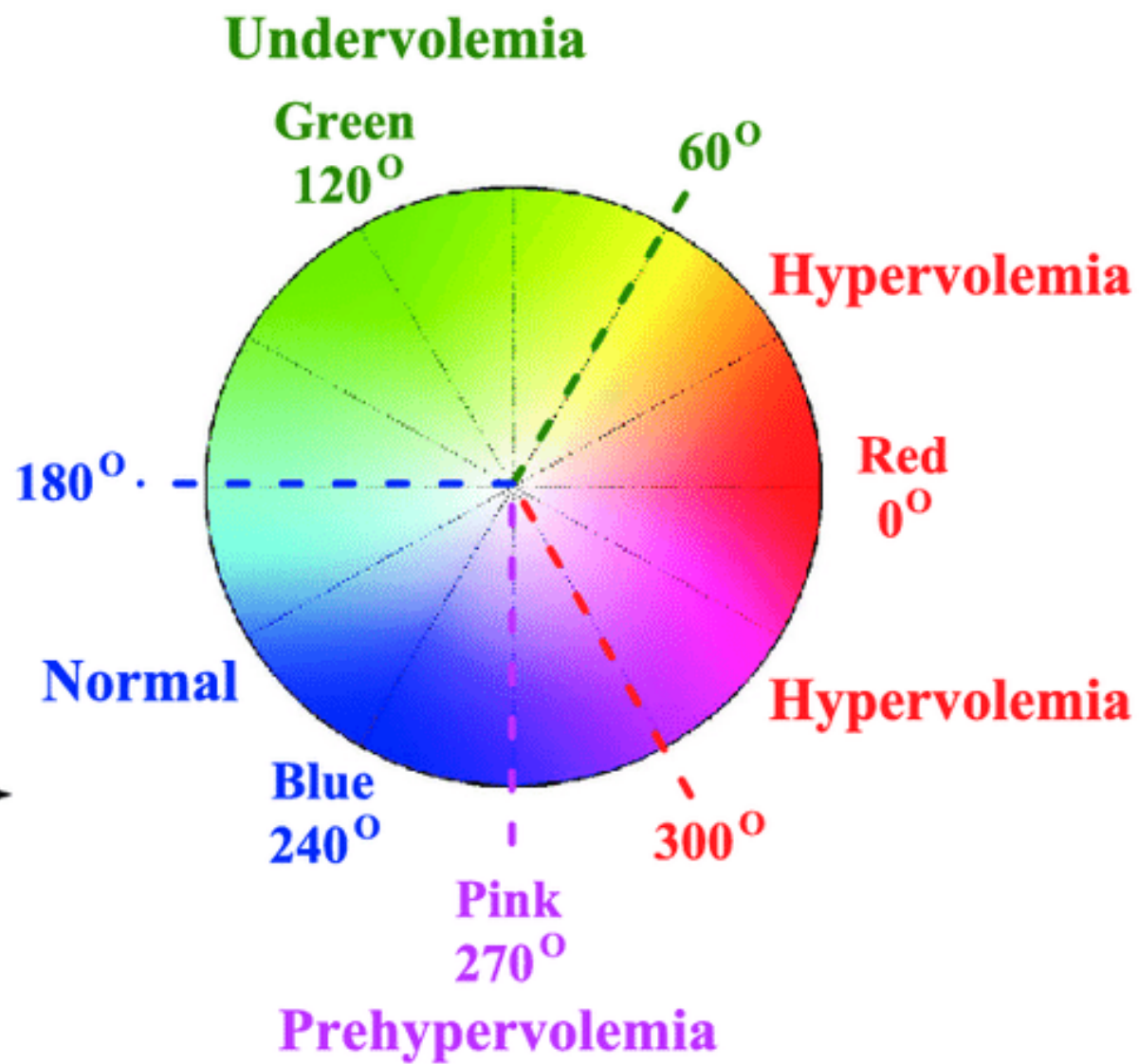
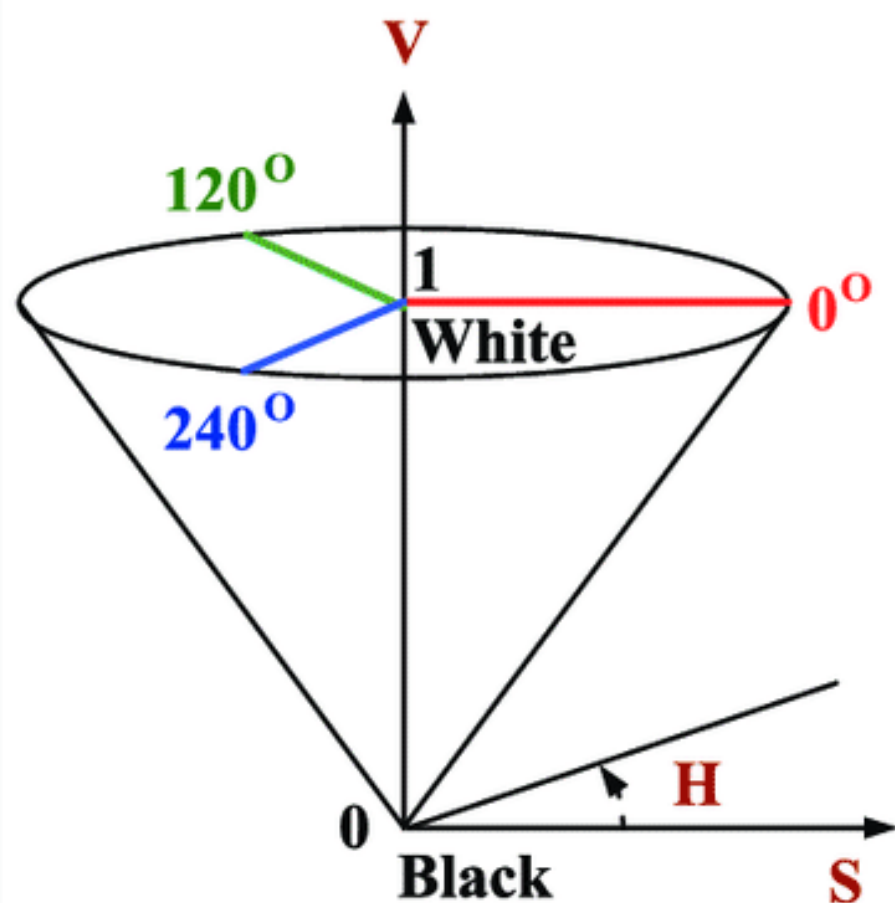
Color Wheel

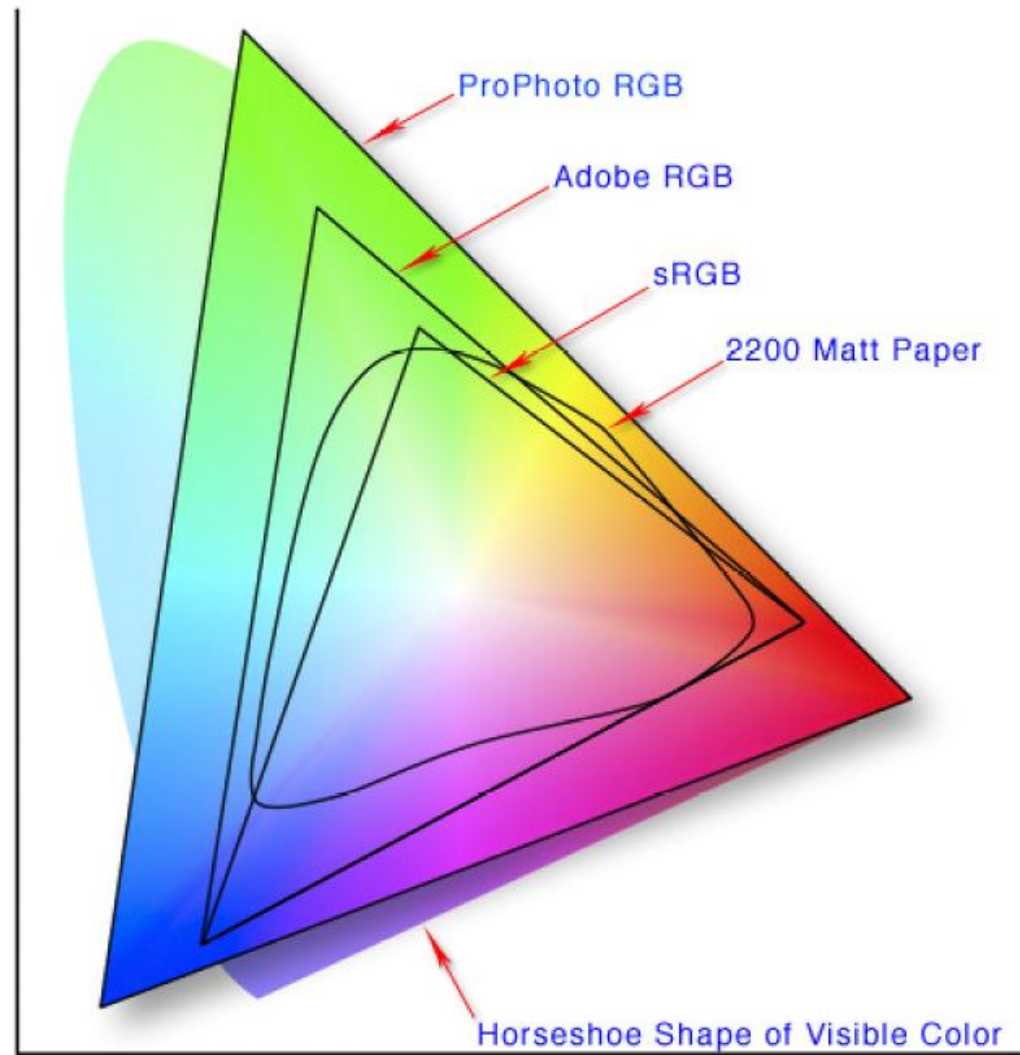
CMYK Color Wheel

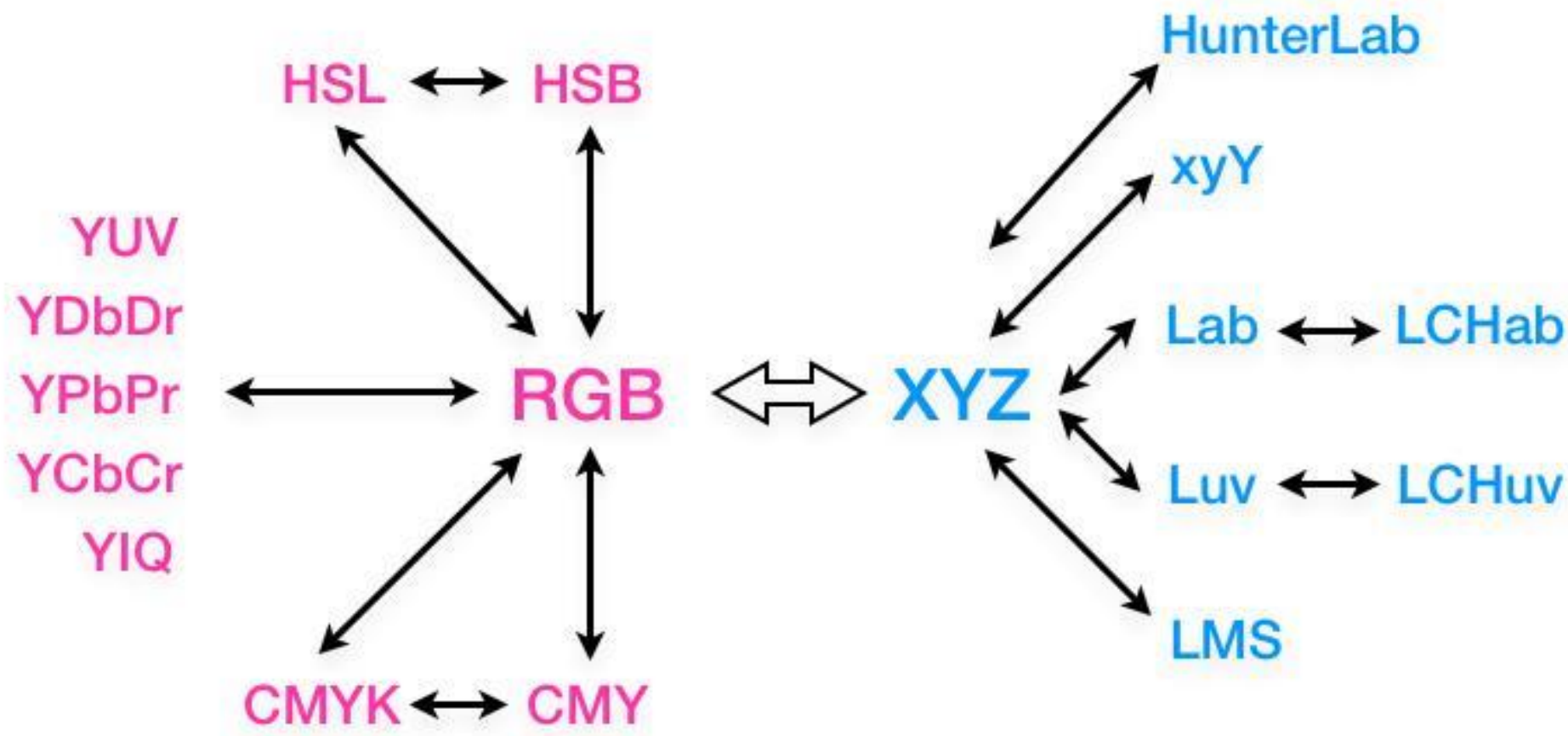




HSV Color Space







Python Code Extraction of Single Color Images

SECTION 3



Create Single Color Image

```
def copyImage(f):  
    g = copy.copy(f)  
    return g  
  
def allRedImage(f):  
    redImage = copyImage(f)  
    for i in range(len(redImage)):  
        for j in range(len(redImage[0])):  
            redImage[i][j][1] = 0  
            redImage[i][j][0] = 0  
    return redImage
```




RGB in cv2 Frame

pixel[2] pixel[1] pixel[0]

Gray Color

SECTION 4



Compositive Color Space

$$\begin{bmatrix} Y \\ Cb \\ Cr \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.144 \\ -0.159 & -0.332 & 0.050 \\ 0.500 & -0.419 & -0.081 \end{bmatrix} \times \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

- Calculation of the Illuminance level.



Get Illuminance Level

```
def getGrayImage(f):  
    grayImage = copyImage(f)  
    for i in range(len(grayImage)):  
        for j in range(len(grayImage[0])):  
            gray = np.uint8(0.299*f[i][j][2]+0.587*f[i][j][1]+0.144*f[i][j][0])  
            grayImage[i][j][2] = gray  
            grayImage[i][j][1] = gray  
            grayImage[i][j][0] = gray  
    return grayImage
```