VISION WITH OF

Add Vision to your Apps

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EmbeddedLance

BLOBS AND CONTOURS

ofxCvBlob

· area
· centroid
· length
· boundingRect
· vector <ofPoints> pts
· hole

ofxCvContourFinder

- resetAnchorPoint(), resetAnchor() and setAnchorPoint()
- findContours()
  - input
  - minArea
  - maxArea
  - nConsidered
  - bFindHoles
  - bUseApproximation
-

detectAndDrawContours()

· Get the red, green and blue channels using

```
convertToGrayscalePlanarImages();
```

· Subtract blue and green channels from the red channel
· Threshold the resultant gray image using

```
red.threshold(thresholdValue);
```

· Now find contours on this thresholded image with the instance of the ofxCvContourFinder class

```
contourFinder.findContours(red, minArea, maxArea, nBlobs, detectHoles, true);
```

· Draw each contour using the blobs returned in contourFinder.nBlobs using a for loop

```
for (int i = 0; i < contourFinder.nBlobs; i++){
contourFinder.blobs[i].draw(x, y);
}
```

You can now detect and manipulate Blobs and Contours using openFrameworks :)