ADD VISION TO YOUR PI

Hasan Ijaz

September 14, 2015

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 :)