AINT308 - Machine Vision and Behavioural Computing
Coursework 1 Report

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***Abstract*—Machine Vision is field of study who's applications are becoming rapidly more prevalent amongst contemporary technology, with advancements having large implications in a wide variety of fields. This report details the use of a popular open-source machine vision library, OpenCV, in three different applications: Identifying the most common colour in an image, tracking a moving object within a video, and matching sub-components of an image to a larger image.**

Keywords:
Machine Vision, OpenCV, Object Tracking

Considering all factors, this project was a success. It showed that a entirely 'dumb' quadrupedal robot could be designed, assembled, and programmed with a gait capable of walking one metre in a reasonable amount of time. Design inspiration was taken from a combination of both fictional and contemporary sources, with project scope scaled to match the design constraints given. This project also demonstrated the use of 3D printing in rapid prototyping applications, and the importance of correct material choice for the application.

APPENDIX