Github

Technological Institute of the Philippines	Quezon City - Computer Engineering
Course Code:	CPE 018
Code Title:	Emerging Technologies in CpE 1 - Fundamentals of Computer Vision
1st Semester	AY 2025-2026
ACTIVITY NO. 3	**Basic I/O Scripting, Part 2**
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Section:	CPE31S3
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1. Objectives

This activity aims to introduce students to OpenCV's I/O Functionality for video processing.

2. Intended Learning Outcomes (ILOs)

After this activity, the students should be able to:

- Read and write video files using openCV.
- Utilize openCV to capture and display images and videos.

3. Procedures and Outputs

NOTE: For this laboratory activity, it is recommended that you download and run the Python notebook on *Spyder IDE*. You must install dependencies by running `!pip install numpy` and `!pip install opencv-python==4.6.0.66`.

Reading/Writing a Video File

OpenCV provides the `VideoCapture` and `VideoWriter` classes that support various video file formats. The supported formats vary by system but should always include an AVI. Via its `read()` method, a `VideoCapture` class may be polled for new frames until it reaches the end of its video file. Each frame is an image in a BGR format.

Conversely, an image may be passed to the `write()` method of the `VideoWriter` class, which appends the image to a file in VideoWriter. Let's look at an example that reads frames from one AVI file and writes them to another with a YUV encoding:

In [ ]:
```
import cv2

videoCapture = cv2.VideoCapture('Rickroll.mp4')

fps = videoCapture.get(cv2.CAP_PROP_FPS)
if fps == 0:  # fallback if FPS cannot be read
    fps = 30.0

size = (int(videoCapture.get(cv2.CAP_PROP_FRAME_WIDTH)),
        int(videoCapture.get(cv2.CAP_PROP_FRAME_HEIGHT)))

videoWriter = cv2.VideoWriter(
    'rickroll_output.avi',
    cv2.VideoWriter_fourcc('X','V','I','D'),
    fps, size)

success, frame = videoCapture.read()
while success:  # Loop until there are no more frames
    videoWriter.write(frame)
    success, frame = videoCapture.read()

videoCapture.release()
videoWriter.release()
```

Output has no sound though.

The arguments to the VideoWriter class constructor deserve special attention. A video's filename must be specified. Any preexisting file with this name is overwritten. A video codec must also be specified. The available codecs may vary from system to system. These are the options that are included:

- `cv2.VideoWriter_fourcc('I','4','2','0')` : This option is an uncompressed YUV encoding, 4:2:0 chroma subsampled. This encoding is widely compatible but produces large files. The file extension should be .avi.
- `cv2.VideoWriter_fourcc('P','I','M','1')` : This option is MPEG-1. The file extension should be .avi.
- `cv2.VideoWriter_fourcc('X','V','I','D')` : This option is MPEG-4 and a preferred option if you want the resulting video size to be average. The file extension should be .avi.
- `cv2.VideoWriter_fourcc('T','H','E','O')` : This option is Ogg Vorbis. The file extension should be .ogv.
- `cv2.VideoWriter_fourcc('F','L','V','1')` : This option is a Flash video. The file extension should be .flv.

A frame rate and frame size must be specified too. Since we are copying video frames from another video, these properties can be read from the get() method of the VideoCapture class.

Capturing camera frames

A stream of camera frames is represented by the VideoCapture class too. However, for a camera, we construct a VideoCapture class by passing the camera's device index instead of a video's filename. Let's consider an example that captures 10 seconds of video from a camera and writes it to an AVI file:

In [ ]:
```
import cv2

cameraCapture = cv2.VideoCapture(0)
fps = 30 # an assumption

size = (int(cameraCapture.get(cv2.CAP_PROP_FRAME_WIDTH)),
        int(cameraCapture.get(cv2.CAP_PROP_FRAME_HEIGHT)))

videoWriter = cv2.VideoWriter(
    'MyOutputVid.avi', cv2.VideoWriter_fourcc('I', '4', '2', '0'),
    fps, size)

success, frame = cameraCapture.read()
numFramesRemaining = 10 * fps - 1

while success and numFramesRemaining > 0:
  videoWriter.write(frame)
  success, frame = cameraCapture.read()
```

```
  numFramesRemaining -= 1

cameraCapture.release()
```

Unfortunately, the `get()` method of a VideoCapture class does not return an accurate value for the camera's frame rate; it always returns 0. The official documentation at http://docs.opencv.org/modules/highgui/doc/reading_ and_writing_images_and_video.html reads:

> "When querying a property that is not supported by the backend used by the VideoCapture class, value 0 is returned."

This occurs most commonly on systems where the driver only supports basic functionalities. For the purpose of creating an appropriate VideoWriter class for the camera, we have to either make an assumption about the frame rate (as we did in the code previously) or measure it using a timer.

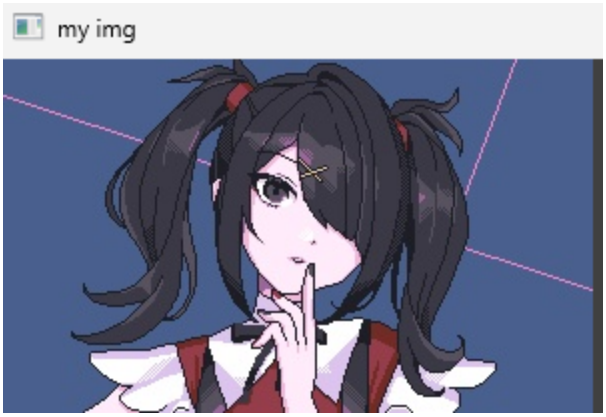
The `read()` method is inappropriate when we need to synchronize a set of cameras or a multihead camera (such as a stereo camera or Kinect). Then, we use the `grab()` and `retrieve()` methods instead. For a set of cameras, we use this code:

In [ ]:
```
"""

success0 = cameraCapture0.grab()
success1 = cameraCapture1.grab()
if success0 and success1:
  frame0 = cameraCapture0.retrieve()
  frame1 = cameraCapture1.retrieve()

"""
```

Displaying images in a window

One of the most basic operations in OpenCV is displaying an image. This can be done with the imshow() function. If you come from any other GUI framework background, you would think it sufficient to call imshow() to display an image. This is only partially true: the image will be displayed, and will disappear immediately. This is by design, to enable the constant refreshing of a window frame when working with videos. Here's a very simple example code to display an image:

In [2]:
```
import cv2
import numpy as np

img = cv2.imread('Ame.jpg')
cv2.imshow('my img', img)
cv2.waitKey()
cv2.destroyAllWindows()
```



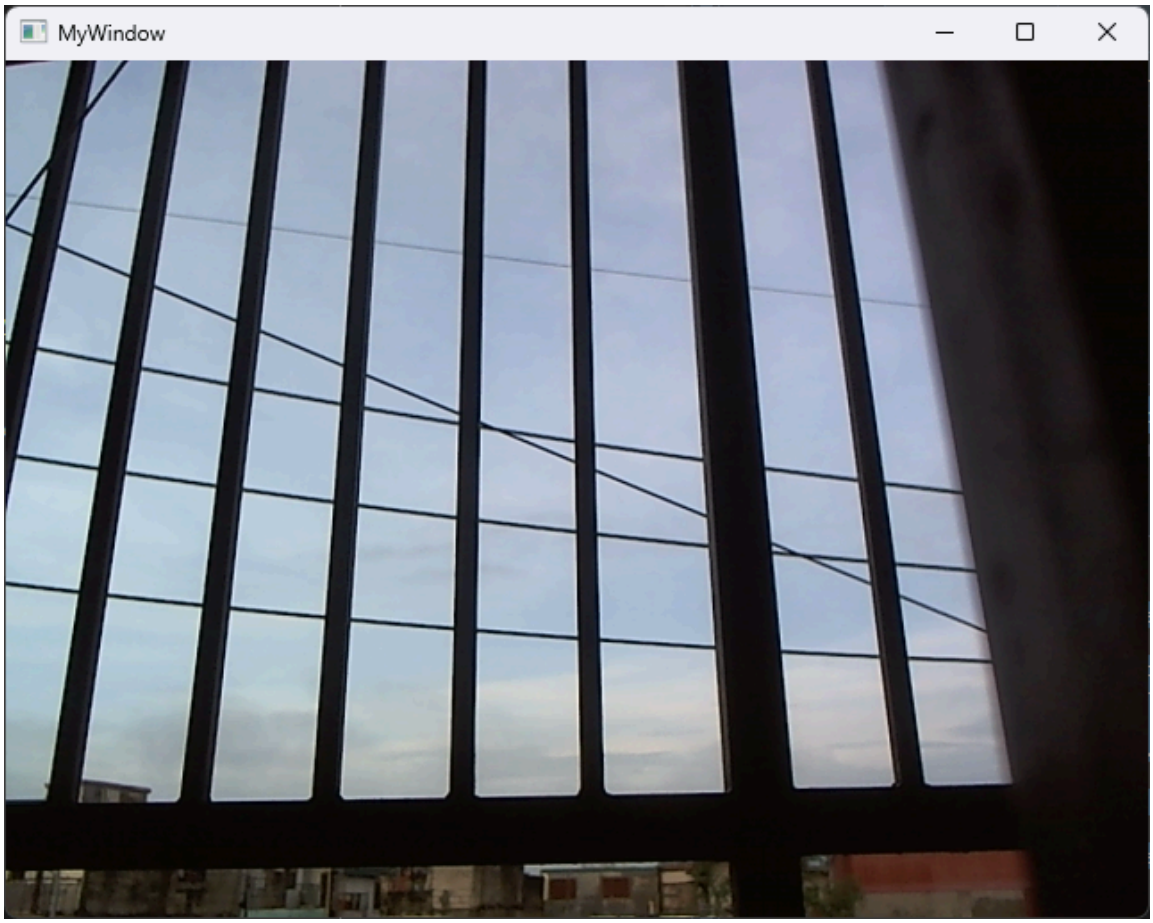
The `imshow()` function takes two parameters: the name of the frame in which we want to display the image, and the image itself. We'll talk about `waitKey()` in more detail when we explore the displaying of frames in a window.

The aptly named `destroyAllWindows()` function disposes of all the windows created by OpenCV.

Displaying camera frames in a window

OpenCV allows named windows to be created, redrawn, and destroyed using the `namedWindow()`, `imshow()`, and `destroyWindow()` functions. Also, any window may capture keyboard input via the `waitKey()` function and mouse input via the `setMouseCallback()` function. Let's look at an example where we show the frames of a live camera input:

In [ ]:
```python
import cv2

clicked = False

def onMouse(event, x, y, flags, param):
  global clicked
  if event == cv2.EVENT_LBUTTONUP:
    clicked = True

cameraCapture = cv2.VideoCapture(0)
cv2.namedWindow('MyWindow')
cv2.setMouseCallback('MyWindow', onMouse)

print('Showing camera feed. Click window or press any key to stop.')

success, frame = cameraCapture.read()

while success and cv2.waitKey(1) == -1 and not clicked:
  cv2.imshow('MyWindow', frame)
  success, frame = cameraCapture.read()

cv2.destroyWindow('MyWindow')
cameraCapture.release()
```



The argument for `waitKey()` is a number of milliseconds to wait for keyboard input. The return value is either `-1` (meaning that no key has been pressed) or an ASCII keycode, such

as `27` for Esc. For a list of ASCII keycodes, see http://www.asciitable.com/. Also, note that Python provides a standard function, `ord()`, which can convert a character to its ASCII keycode. For example, `ord('a')` returns `97`.

OpenCV's window functions and `waitKey()` are interdependent. OpenCV windows are only updated when `waitKey()` is called, and `waitKey()` only captures input when an OpenCV window has focus.

The mouse callback passed to `setMouseCallback()` should take five arguments, as seen in our code sample. The callback's param argument is set as an optional third argument to `setMouseCallback()`. By default, it is 0. The callback's event argument is one of the following actions:

- `cv2.EVENT_MOUSEMOVE`: This event refers to mouse movement
- `cv2.EVENT_LBUTTONDOWN`: This event refers to the left button down
- `cv2.EVENT_RBUTTONDOWN`: This refers to the right button down
- `cv2.EVENT_MBUTTONDOWN`: This refers to the middle button down
- `cv2.EVENT_LBUTTONUP`: This refers to the left button up
- `cv2.EVENT_RBUTTONUP`: This event refers to the right button up
- `cv2.EVENT_MBUTTONUP`: This event refers to the middle button up
- `cv2.EVENT_LBUTTONDBLCLK`: This event refers to the left button being double-clicked
- `cv2.EVENT_RBUTTONDBLCLK`: This refers to the right button being double-clicked
- `cv2.EVENT_MBUTTONDBLCLK`: This refers to the middle button being double-clicked

The mouse callback's flags argument may be some bitwise combination of the following events:

- `cv2.EVENT_FLAG_LBUTTON`: This event refers to the left button being pressed
- `cv2.EVENT_FLAG_RBUTTON`: This event refers to the right button being pressed
- `cv2.EVENT_FLAG_MBUTTON`: This event refers to the middle button being pressed
- `cv2.EVENT_FLAG_CTRLKEY`: This event refers to the Ctrl key being pressed
- `cv2.EVENT_FLAG_SHIFTKEY`: This event refers to the Shift key being pressed
- `cv2.EVENT_FLAG_ALTKEY`: This event refers to the Alt key being pressed

Unfortunately, OpenCV does not provide any means of handling window events. For example, we cannot stop our application when a window's close button is clicked. Due to OpenCV's limited event handling and GUI capabilities, many developers prefer to integrate it with other application frameworks.

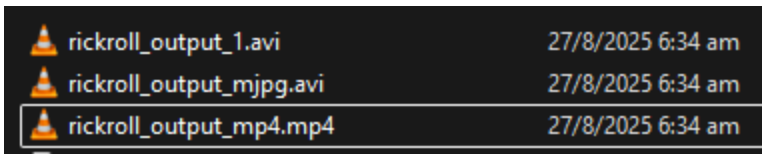
4. Supplementary Activity

Perform each of the following tasks.

1. Try reading and writing a video file in various formats.

In [ ]:
```python
#this can be run through an IDE like VS Code or Spyder
import cv2

input_file = 'Rickroll.mp4'

cap = cv2.VideoCapture(input_file)
fps = cap.get(cv2.CAP_PROP_FPS) or 30.0
size = (int(cap.get(cv2.CAP_PROP_FRAME_WIDTH)),
        int(cap.get(cv2.CAP_PROP_FRAME_HEIGHT)))

# Define output formats and codecs
outputs = [
    ('rickroll_output_1.avi', cv2.VideoWriter_fourcc(*'XVID')),
    ('rickroll_output_mp4.mp4', cv2.VideoWriter_fourcc(*'mp4v')),
    ('rickroll_output_mjpg.avi', cv2.VideoWriter_fourcc(*'MJPG'))
]

# Create video writers
writers = [cv2.VideoWriter(fname, fourcc, fps, size) for fname, fourcc in outputs]

frame_count = 0
success, frame = cap.read()
while success:
    for writer in writers:
        writer.write(frame)
    frame_count += 1
    success, frame = cap.read()

cap.release()
for writer in writers:
    writer.release()

print(f"Finished writing {frame_count} frames to {len(outputs)} formats!")
```

```
In [6]: %runfile 'C:/Users/Leon Pascual/Downloads/HOA3.1/scripts.py' --wdir
Finished writing 5325 frames to 3 formats!
```




rickroll_output_1.avi - VLC media player
Media
Playback
Audio
Video
Subtitle
Tools
View
Help
00:01
03:33
100%


rickroll_output_mjpg.avi - VLC media player
Media
Playback
Audio
Video
Subtitle
Tools
View
Help
01:13
03:33
100%

2. Similar to activity #1, show an image of your favorite character on a window. Afterwards, slice so that only the character's face is displayed.

In [1]:
```
import cv2
import matplotlib.pyplot as plt
path = r'C:\Users\Leon Pascual\Downloads\HOA3.1\bocchi_the_rock.jpg'
# Read the image
bocchi = cv2.imread(path, -1)

# Convert BGR → RGB for correct colors
```

```
bocchi_out = cv2.cvtColor(bocchi, cv2.COLOR_BGR2RGB)
# Display
plt.imshow(bocchi_out)
plt.axis("off")  # hide axis
plt.show()
```

In [4]:
```
# Crop the ROI for the face
face = bocchi[66:252, 80:264]  # rows:66-252, cols:80-264

cv2.imwrite('bocchi_face.png', face)
# Display it
cv2.imshow("Bocchi", face)
cv2.waitKey(0)
cv2.destroyAllWindows()
```

In [8]:
```
bocchi_face = cv2.imread('bocchi_face.png', cv2.IMREAD_UNCHANGED)
bocchi_face = cv2.cvtColor(bocchi_face, cv2.COLOR_BGRA2RGBA)
plt.imshow(bocchi_face)
```

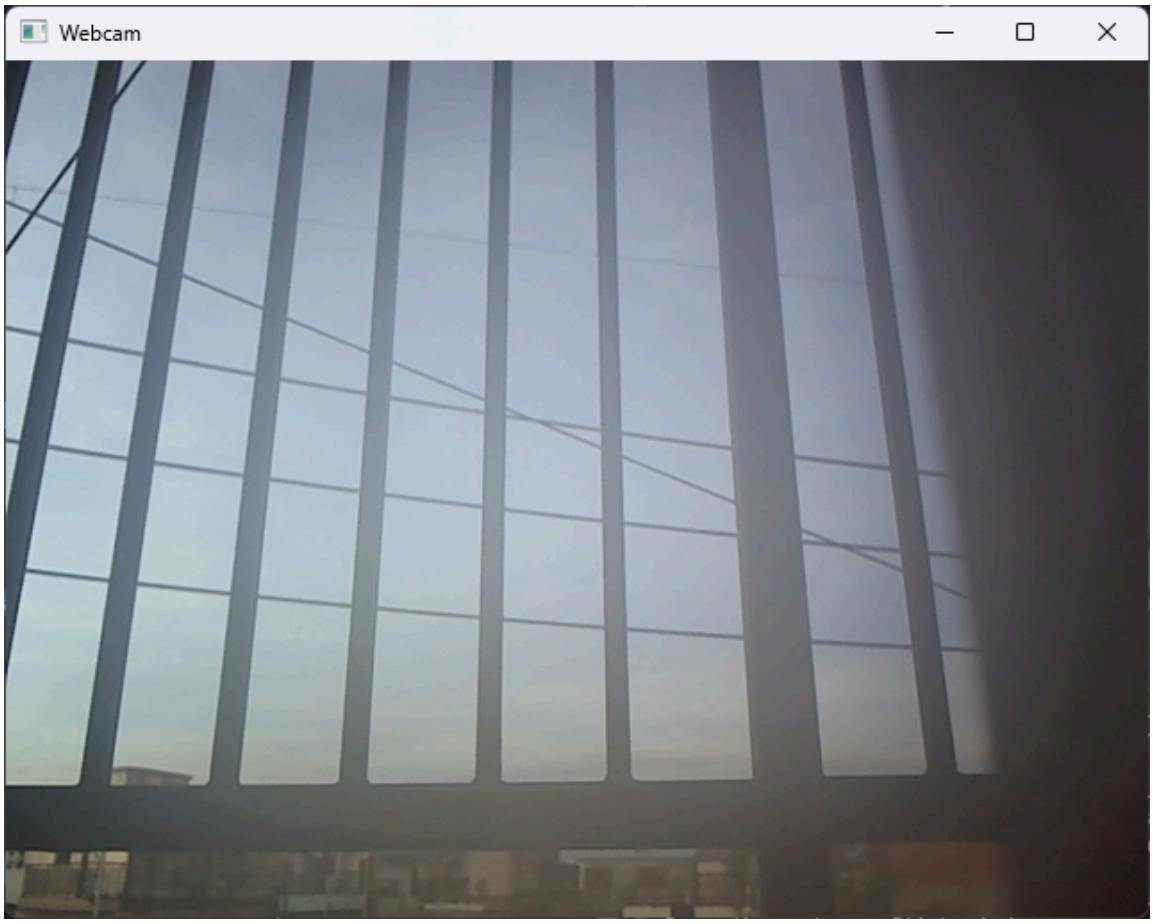
```
plt.axis("off")
plt.show()
```

3. Capture video from your webcam and display on a window. Afterwards, the video should be written as a new file.

In [ ]:
```
#this can be run through an IDE like VS Code or Spyder
import cv2

clicked = False

def onMouse(event, x, y, flags, param):
    global clicked
    if event == cv2.EVENT_LBUTTONUP:
        clicked = True

#Open webcam
cameraCapture = cv2.VideoCapture(0)
if not cameraCapture.isOpened():
    print("Cannot open webcam")
    exit()

#Get webcam properties
fps = cameraCapture.get(cv2.CAP_PROP_FPS)
if fps == 0:  # fallback if FPS cannot be read
    fps = 30.0

width = int(cameraCapture.get(cv2.CAP_PROP_FRAME_WIDTH))
height = int(cameraCapture.get(cv2.CAP_PROP_FRAME_HEIGHT))
size = (width, height)
```

```
#Create VideoWriter
output_path = 'webcam_output.avi'
videoWriter = cv2.VideoWriter(
    output_path,
    cv2.VideoWriter_fourcc(*'XVID'),  # compatible with .avi
    fps,
    size
)

#Create window and set mouse callback
cv2.namedWindow('Webcam')
cv2.setMouseCallback('Webcam', onMouse)

print("Recording webcam. Click window or press any key to stop.")

#Capture loop
success, frame = cameraCapture.read()
while success and cv2.waitKey(1) == -1 and not clicked:
    cv2.imshow('Webcam', frame)
    videoWriter.write(frame)
    success, frame = cameraCapture.read()

#Cleanup
cameraCapture.release()
videoWriter.release()
cv2.destroyWindow('Webcam')

print(f"Recording stopped. Video saved to {output_path}")
```

Webcam displayed on a window



Webcam output saved in a file

5. Summary, Conclusions and Lessons Learned

In this activity, I was able to read and write video files using OpenCV. I works a bit different from reading and writing images, and seems to be quite more complex, code-wise.

I think what needs to be understood is how the process of reading a video works here. *cv2.VideoCapture* is for the input, while *cv2.VideoWriter_fourcc* is for encoding/writing the data within a video. To do this, OpenCV needs to have information about the FPS and size of the video.

I already learned in the past activity how to display images using OpenCV, which opens another window. In this activity, I was able to use my own camera to capture realtime video, record it, and save it as a file. I think the most difficult part is waiting for the feed to show up, since that takes quite some time.

Overall, this activity was quite useful in getting me started to know about capturing, reading, writing, and recording videos through OpenCV.
