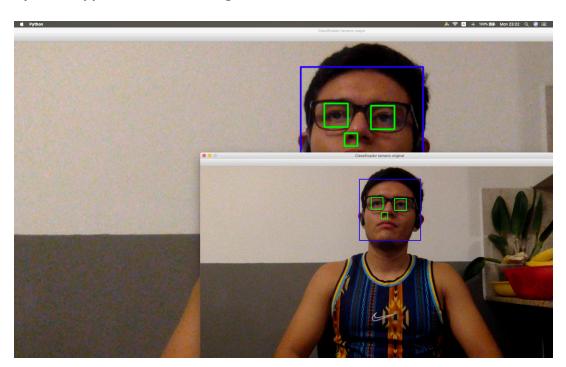
Practica 3.1

- 1) Implement a script that calculates either "Haar Features" and/or HOG, or any other descriptor on an image.
- 2) Then apply on the features obtained the Sliding pyramid window algorithm.
- 3) For every sample:
 - Save the original fragment of the image.
 - Pass from Matrix to Vector the corresponding elements of the obtained characteristics and save them in the format or data structure that you think is appropriate.

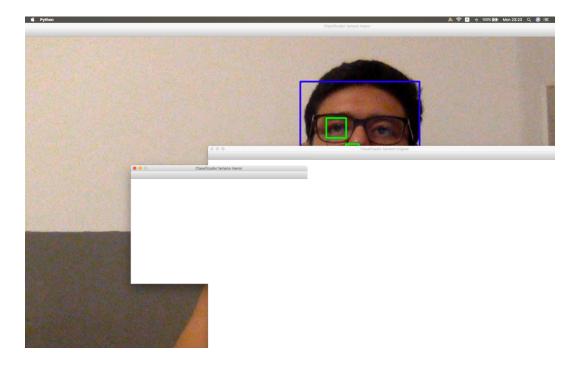
1 & 2)

Había una imagen mas pequeña pero no lo dejaba imprimir en captura de pantalla 🖰

Pyramid Upper and Normal Image



Lower, Upper and Normal images



3.) Images saved in a file as Vectors

```
→ 07 git:(master) x ll
total 2608
-rw-r--r- 1 memoherrera staff 333K Nov 2 23:04 haarcascade_eye.xml
-rw-r--r- 1 memoherrera staff 908K Nov 2 23:04 haarcascade_frontalface_default.xml
-rw-r--r- 1 memoherrera staff 1.9K Nov 2 23:32 imagenes.txt
-rw-r--r- 1 memoherrera staff 1.5K Nov 2 23:32 practica3_1.py
→ 07 git:(master) x
```

