

*get image from camera*

*FOR all color channels*

*get thresholded binary image*

*open binary image(optional)*

*get set of bounding rectangles*

*grow set of bounding rectangles*

*END*

*FOR every color combination channel A and channel B*

*largestTarget.size = 0*

*FOR i = 0 to numBoundingRectanglesA*

*FOR j = 0 to numBoundingRectanglesB*

*IF boundingRectanglesA[i]  $\cap$  boundingRectanglesB[j]*

*IF boundingRectanglesA[i]  $\cup$  boundingRectanglesB[j] > largestTarget*

*largestTarget = boundingRectanglesA[i]  $\cup$  boundingRectanglesB[j]*

*END*

*END*

*END*

*END*

*END*

*FUNCTION grow set of bounding rectangles*

*FOR every bounding rectangle in the set*

$\delta_{width} = factor * width$

$\delta_{height} = factor * height$

$rectangle.width += \delta_{width}$

$rectangle.height += \delta_{height}$

$rectangle.x -= \frac{\delta_{width}}{2}$

$rectangle.y -= \frac{\delta_{height}}{2}$

*END*