

# Small Project F12

## Visual Reconstruction of Played Music

Computer vision solution to transcribe piano performances from silent video

By Ignacio Bascuñán - 10984708



POLITECNICO DI MILANO  
COMPUTER SCIENCE AND ENGINEERING  
099993 - IMAGE ANALYSIS AND COMPUTER VISION



# Project Overview

## Challenge

Detect which piano keys are pressed from silent video

## Approach

Classical CV pipeline using keyboard rectification and fingertip tracking

## Output

Transcribed key presses converted to MIDI files



# Keyboard Calibration Process



## Reference Frame

Capture still image without hands



## Geometric Rectification

Extract boundaries using Canny and Hough transforms

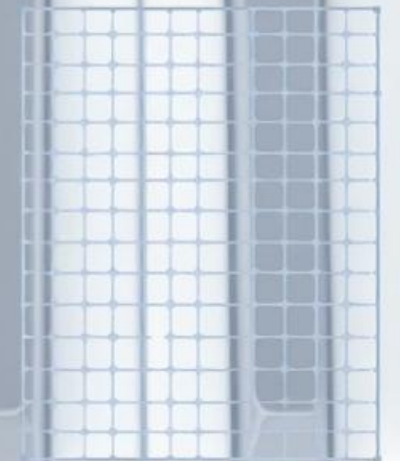


## Key Segmentation

Map key polygons in rectified domain

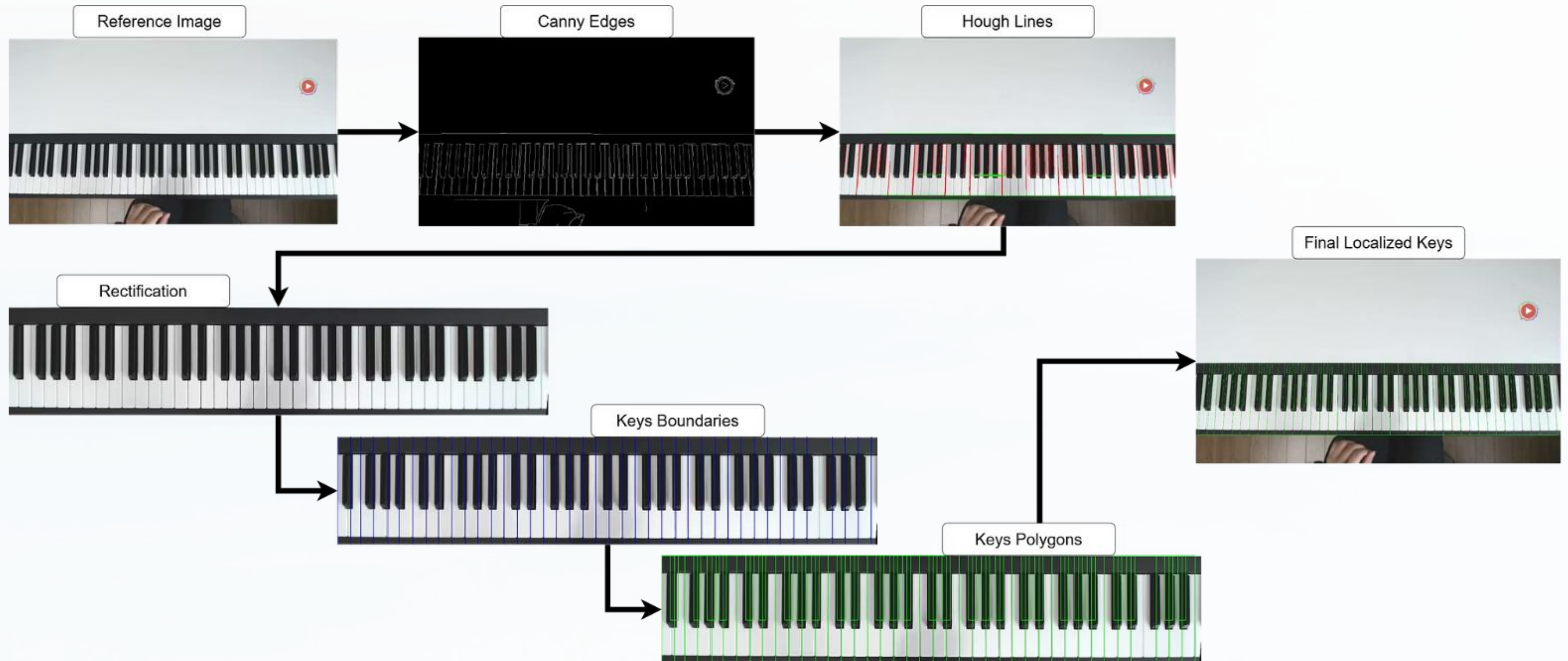


Key Segmentation Capture



1. Geometric Rectification

# Keyboard Calibration Process







# Key-Press Detection Pipeline

## Hand Localization

MediaPipe tracks fingertips in real-time

## Candidate Mapping

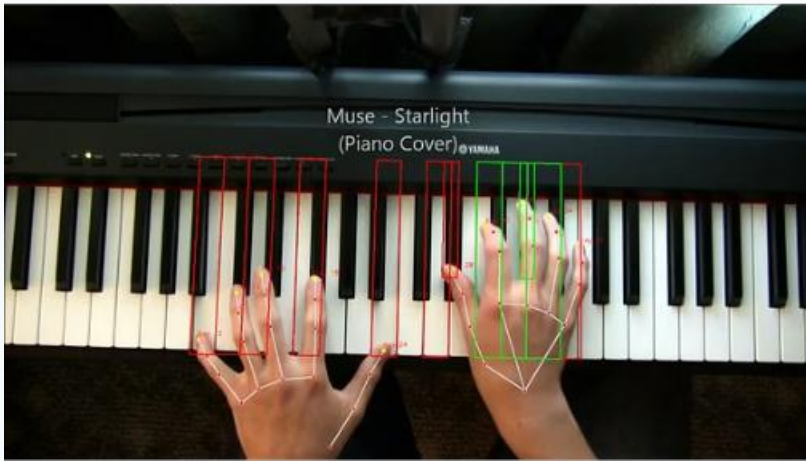
Identify keys potentially touched by fingertips

## Photometric Validation

Compare pixel differences to confirm press

# Key-Press Detection Pipeline

Reference Image



Hand Mask



Absolute Difference of Key



```
13 // cv::cvtColor(img, img_gray, CV_BGR2GRAY);
14 // cv::imshow("Image", img_gray);
15 // cv::waitKey(1);
16 // cv::destroyAllWindows();
17 // cv::imwrite("img_gray.png", img_gray);
18 // cv::waitKey(0);
19 figlet fon t:)
20 > {
21     image_argenifce Proccessions {f{
22         // ...
23     }
24 }
```

# Implementation Details

## Tech Stack

- Python 3.10
- OpenCV 4.11
- MediaPipe 0.10

## Key Components

- Homography mapping
- Background subtraction
- MIDI synthesis

## Performance

- ~200ms per frame
- Real-time hand tracking

# Experimental Results

7 different videos for test cases

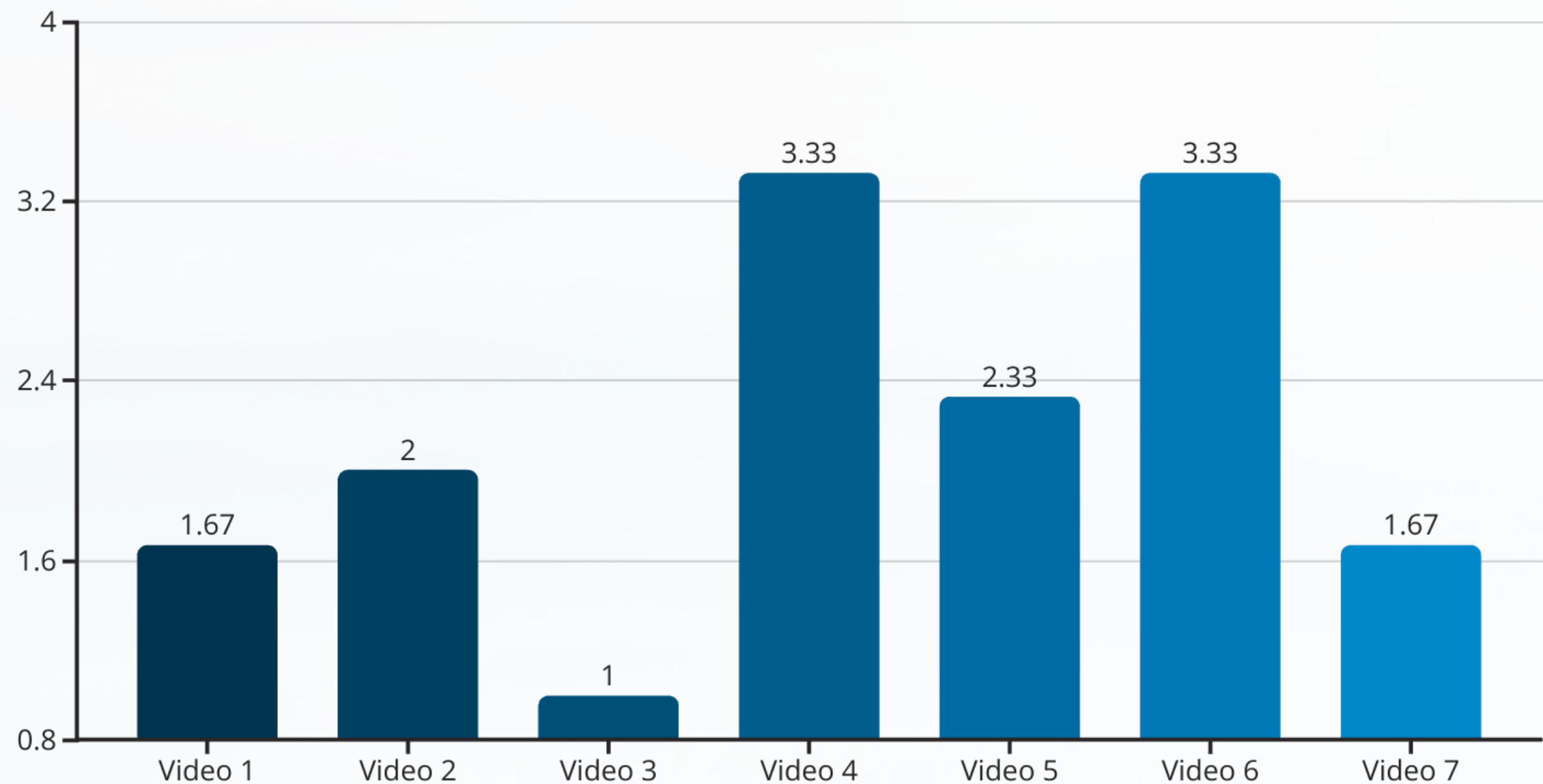
3 human testers

## Evaluation Scale

- 1 Impossible to recognize
- 2 Some notes and rhythms seem to match the original song
- 3 The song is recognizable
- 4 The song not only is recognizable, but is pleasant to hear
- 5 Just some mistakes were made between the original song and the simulated output



# Experimental Results (1 - 5)





# Key Limitations



## Lighting Issues

Sensitivity to reflections and shadows



## Occlusion Problems

Cannot resolve overlapping fingertips



## Black Key Detection

Poor accuracy due to minimal shadow contrast



## Parameter Sensitivity

Requires manual calibration per video



# Future Directions

## Temporal Networks

Train on synthetic renderings

## Adaptive Calibration

Auto-tune parameters per video



## Multi-cue Fusion

Incorporate optical flow analysis

## Self-supervised Learning

Fine-tune to individual performers

# Demo: Youtube Video

Original Input



Produced Output



<https://www.youtube.com/watch?v=P0kUMfg-dHE>

