Raw images in BGR format





Converting to grayscale



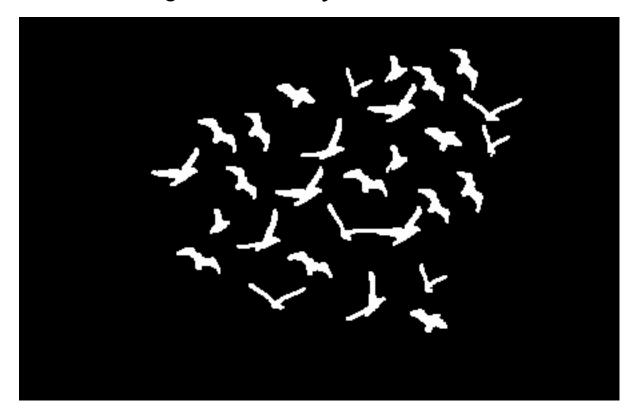


Applying an adaptive threshold





Dilating to make objects more defined





Finding contours and drawing bounding box on original images

