BGR to HSV Convertor Instructions

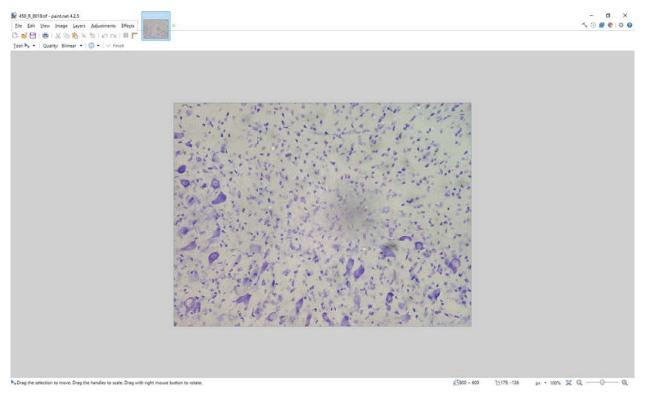
The program BGR_to_HSV.py program, converts the Blue, Green and Red color values found using **paint.net** (available at: https://www.getpaint.net/) to Hue, Saturation and Value numbers that can be used by OpenCV applications. (OpenCV available at: https://opencv.org/)

OpenCV as per:https://opencv-python-

tutroals.readthedocs.io/en/latest/py tutorials/py imgproc/py colorspaces/py colorspace s.html#changing-color-space, has the following HSV ranges "... Hue range is [0,179], Saturation range is [0,255] and Value range is [0,255]..." The HSV ranges for **paint.net** are Hue [0, 360], Saturation [0, 100] and Value [0, 100]. This program attempts to resolve the discrepancy.

Instructions:

1. Open image in **paint.net**.

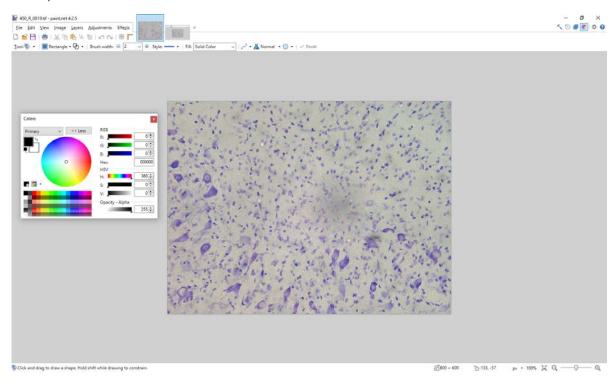


Title: BGR to HSV Convertor Instructions

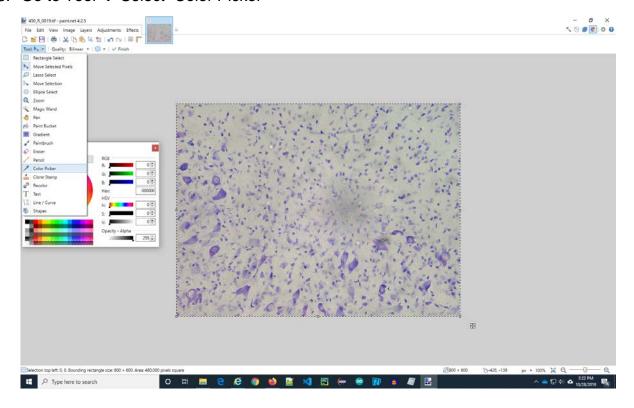
Author: Patrick F. Reilly

Version: 0

Date:10/28/19 Page **1** of **5** 2. Open <u>paint.net</u> colors → Press F8. Press "More >>" in Colors window to display RGB, HSV scales etc.



3. Go to Tool → Select "Color Picker"

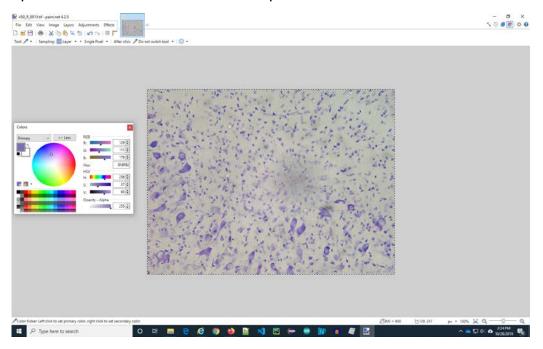


Title: BGR to HSV Convertor Instructions

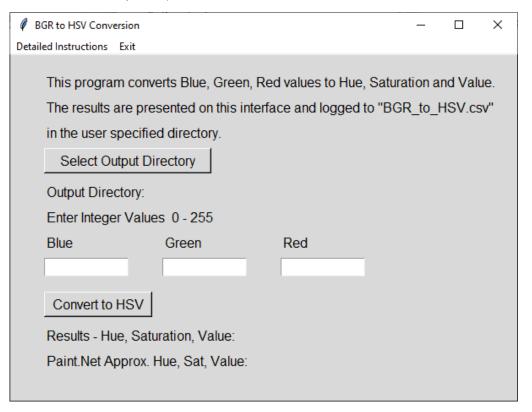
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4. Place color picker over Region of Interest and click mouse. RGB and HSV will update with the color values for that point.



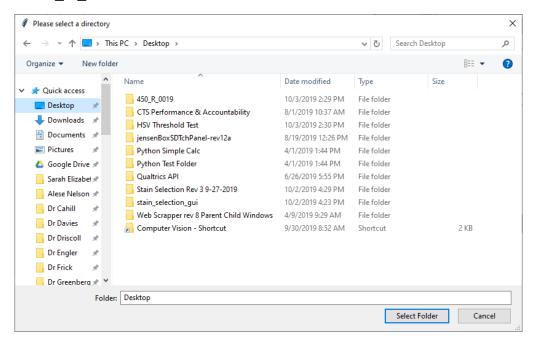
5. Launch "BGR_to_HSV.py" with a double click. (Note: Python 3.7 must be installed on computer.)



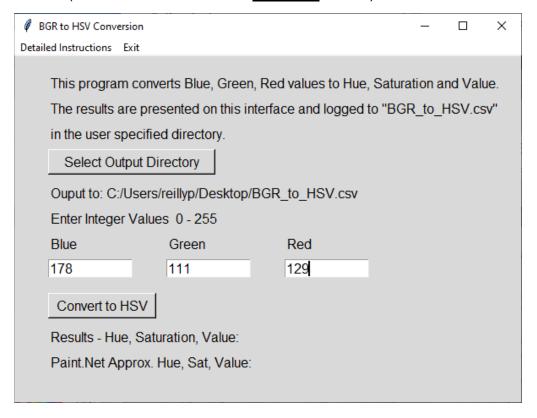
Title: BGR to HSV Convertor Instructions

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Press "Select Output Directory" to select directory for conversion log "BGR to HSV.csv".



7. Enter values for Blue, Green and Red from <u>paint.net</u>. Press "Convert to HSV" button. (Note: Order is reverse of <u>paint.net</u> values)

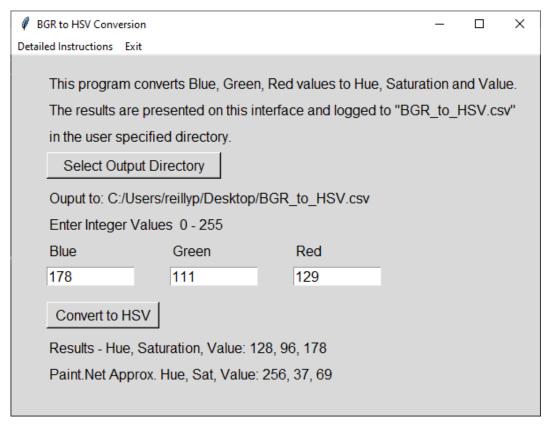


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Results are displayed on the interface and logged to "BGR_to_HSV.csv".



9. The log "BGR_to_HSV.csv" has nine columns.

						~Val Paint.Net
178 111 1	29 128	96	178	256	37	69

- Blue, Green and Red The user entered color values taken from paint.net.
- Hue, Saturation and Value the converted values that may be used for OpenCV applications.
- ~Hue Paint.Net, ~Sat Paint. Net, ~ Val Paint.Net the approximate values for Hue, Saturation and Value displayed by paint.net. Note: there may be minor differences due to integer math rounding error.
- 10. Repeat process for other regions of interest. Each subsequent conversion is added as a row to "BGR to HSV.csv".

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