**Project Website:**

[**http://playzl.com/rehan/paper\_drums/index.html**](http://playzl.com/rehan/paper_drums/index.html)

**How to run Paper Drums:**

1. Set up 2 cameras. Disable built-in camera if attaching 2 other cameras.
2. Run the program
3. Press space bar ‘ ‘ to start the color detection
4. Ensure all objects can be seen through both cameras
5. Create a sub-frame by clicking and dragging on the camera output. The rectangle should cover the entire circle that you are targeting.
6. Do the same for the other camera.
7. Adjust the color thresholds for the circle, looking at the masks shown for accuracy.
8. Press ‘s’ to save the state/area of the circle.
9. Test the circle by hitting it with the object
10. Go to next color by selecting the “color” track bar. Repeat 4-10, until all 5 colors detected.
11. Take the “color” slider to its max position
12. All objects should run simultaneously now
13. Go back to any color that is not working correctly and readjust it