

Underwater Video & Image Color Correction

A Python-based tool for automatic color correction of underwater videos and images filmed with GoPro Hero 3 (and compatible cameras) using a red physical filter. This project provides both a command-line interface and a user-friendly GUI.

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Features

- **Automatic White Balance Correction:** Compensates for blue-green color cast caused by water
- **Red Channel Enhancement:** Restores red tones absorbed by water
- **Adaptive Contrast Enhancement:** Uses CLAHE algorithm for improved visibility
- **Gamma Correction:** Brightens mid-tones for better depth perception
- **Optional Denoising:** Reduces sensor noise in low-light conditions
- **Audio Preservation:** Maintains original audio track (requires FFmpeg)
- **Real-time Progress Tracking:** Visual feedback during processing
- **User-friendly GUI:** Intuitive Tkinter interface with sliders and checkboxes
- **Batch Processing Ready:** Can be integrated into automated workflows

Prerequisites

Required Software

1. **Python 3.12+** (or Python 3.8+)

- Download from python.org
2. FFmpeg (for audio preservation)
- Windows: Download from ffmpeg.org
 - Extract files and add to PATH
 - macOS: Install via Homebrew

```
bash
```

```
brew install ffmpeg
```

- Linux (Ubuntu/Debian):

```
bash
```

```
sudo apt-get update  
sudo apt-get install ffmpeg
```

Verify FFmpeg Installation

```
bash
```

```
ffmpeg -version
```

If this command displays version information, FFmpeg is properly installed.

Installation

Step 1: Clone or Download the Project

```
bash
```

```
# Option 1: Clone with git  
git clone https://github.com/yourusername/underwater-color-correction.git  
cd underwater-color-correction
```

```
# Option 2: Download and extract the ZIP file
```

Step 2: Install Python Dependencies

```
bash
```

```
# Create a virtual environment (recommended)
python -m venv venv

# Activate virtual environment
# On Windows:
venv\Scripts\activate
# On macOS/Linux:
source venv/bin/activate

# Install required packages
pip install opencv-python numpy Pillow
```

Alternative: Install from requirements.txt

Create a `requirements.txt` file:

```
txt

opencv-python>=4.8.0
numpy>=1.24.0
Pillow>=10.0.0
```

Then install:

```
bash

pip install -r requirements.txt
```

🚀 Usage

GUI Application

The easiest way to use the tool is through the graphical interface:

```
bash

python underwater_gui.py
```

GUI Workflow:

- Select Input Video:** Click "Browse..." next to "Input Video" and select your MP4 file
- Choose Output Location:** Click "Browse..." next to "Output Video" (or accept the auto-suggested filename)
- Adjust Parameters:**

- **Color Correction Intensity:** Slide from 0.0 (no correction) to 2.0 (aggressive)
 - **Contrast Enhancement:** Slide from 1.0 (minimal) to 4.0 (maximum)
 - **Enable Denoising:** Check box if you want noise reduction (slower processing)
4. **Start Processing:** Click "🎬 Start Correction"
 5. **Wait for Completion:** Progress bar shows real-time status

Command Line

For automation or batch processing, use the command-line interface:

Basic Usage

```
bash
python underwater_color_correction.py input.mp4 output.mp4
```

With Custom Parameters

```
bash
# Subtle correction
python underwater_color_correction.py input.mp4 output.mp4 --intensity 0.5 --contrast 1.5

# Aggressive correction with denoising
python underwater_color_correction.py input.mp4 output.mp4 --intensity 1.8 --contrast 3.5 --denoise

# No color correction, only contrast enhancement
python underwater_color_correction.py input.mp4 output.mp4 --intensity 0.0 --contrast 3.0
```

Command-Line Arguments

positional arguments:

input	Input MP4 video file
output	Output MP4 video file

optional arguments:

-h, --help	Show help message and exit
--intensity FLOAT	Correction intensity (0.0-2.0, default: 1.0) 0.0 = no correction, 2.0 = aggressive
--contrast FLOAT	Contrast enhancement (1.0-4.0, default: 2.0)
--denoise	Enable denoising (slower but cleaner)
--quiet	SUPPRESS progress output

Color Correction Intensity (0.0 - 2.0)

Controls the strength of color correction applied to the video:

- **0.0:** No color correction (original colors preserved)
- **0.5:** Subtle correction for shallow water (0-10m)
- **1.0:** Standard correction for medium depth (10-20m) - **DEFAULT**
- **1.5:** Strong correction for deeper water (20-30m)
- **2.0:** Maximum correction for very deep or murky water (30m+)

What it affects:

- White balance adjustment
- Red channel enhancement
- Blue/green reduction
- Gamma correction

Contrast Enhancement (0.0 - 4.0)

Controls the adaptive contrast enhancement using CLAHE algorithm:

- **0.0:** No contrast enhancement (original contrast preserved)
- **1.0:** Minimal contrast enhancement
- **2.0:** Standard enhancement - **DEFAULT**
- **3.0:** Strong enhancement for very low contrast scenes
- **4.0:** Maximum enhancement (may introduce artifacts)

Use cases:

- Low values (1.0-2.0): Clear water with good visibility
- Medium values (2.0-3.0): Typical underwater conditions
- High values (3.0-4.0): Murky water or low light

Denoising (Checkbox)

Applies advanced noise reduction algorithm:

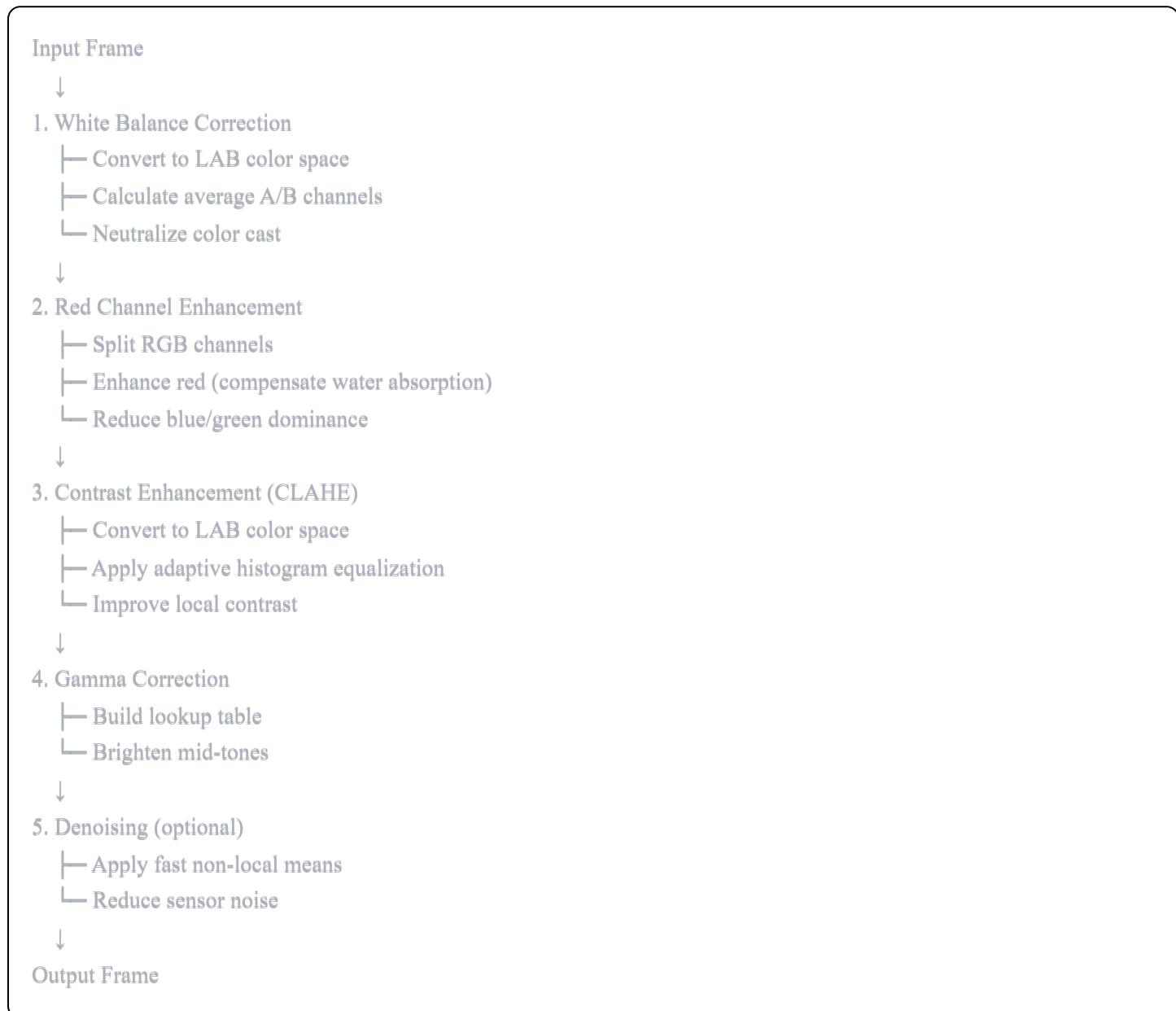
- **Enabled:** Removes sensor noise, produces cleaner image
 - **⚠️** Significantly slower processing (2-3x longer)

- Recommended for videos shot in low light or high ISO
- **Disabled:** Faster processing, preserves fine details
 - Recommended for well-lit videos
 - Better for videos with lots of movement

How It Works

Color Correction Pipeline

The tool applies a series of image processing operations to each video frame:



Audio Processing

When FFmpeg is available:

1. **Extract:** Audio is extracted from the original video
2. **Process:** Video frames are corrected without audio

3. **Merge:** Corrected video is merged with original audio
4. **Encode:** Final video is encoded with H.264 and AAC audio

Why These Corrections?

Underwater Color Problems:

1. **Red light absorption:** Water absorbs red wavelengths first (even with red filter)
2. **Blue-green dominance:** Short wavelengths (blue/green) penetrate deeper
3. **Low contrast:** Particles in water scatter light, reducing contrast
4. **Color cast:** All underwater footage has unnatural color balance
5. **Light attenuation:** Exponential light loss with depth

Our Solutions:

- White balance removes blue-green cast
- Red channel boost compensates absorption
- CLAHE improves local details visibility
- Gamma correction brightens darker areas
- Denoising cleans up low-light noise

🛠 Troubleshooting

Common Issues

1. "FFmpeg not found" Warning

Problem: Audio is not preserved in output video

Solution:

- Install FFmpeg (see [Prerequisites](#))
- Verify installation: `ffmpeg -version`
- Ensure FFmpeg is in system PATH

Workaround:

- Process video without audio
- Manually merge audio later using video editing software

2. "ModuleNotFoundError: No module named 'PIL'"

Problem: Pillow (PIL) not installed (required for GUI)

Solution:

```
bash  
pip install Pillow
```

Note: Pillow is only required for the GUI application (`(underwater_gui.py)`). The command-line script (`(underwater_color_correction.py)`) works without it.

3. "ModuleNotFoundError: No module named 'cv2'"

Problem: OpenCV not installed

Solution:

```
bash  
pip install opencv-python
```

4. Processing is Very Slow

Possible Causes:

- Denoising is enabled (expected behavior)
- High resolution video (4K takes longer)
- Low-end hardware

Solutions:

- Disable denoising for faster processing
- Process smaller test clips first
- Consider downscaling very high-resolution videos

4. Output Colors Look Unnatural

Problem: Correction parameters too aggressive

Solution:

- Reduce intensity (try 0.5-0.8)
- Lower contrast (try 1.5-2.0)
- Test different values on short clips

5. Video File Won't Open

Problem: Unsupported codec or corrupted file

Solution:

- Ensure file is MP4 format
- Try converting with FFmpeg:

```
bash
```

```
ffmpeg -i input.mov -c:v libx264 -c:a aac input.mp4
```

Performance Tips

1. **Test on Short Clips First:** Extract 5-10 seconds to test parameters

```
bash
```

```
ffmpeg -i input.mp4 -ss 00:00:10 -t 00:00:05 test_clip.mp4
```

2. **Process Overnight:** Large files take time, start before bed
3. **Use SSD:** Process files on solid-state drives for faster I/O
4. **Close Other Programs:** Free up RAM and CPU resources

📸 Examples

Example 1: Standard Correction

```
bash
```

```
python underwater_color_correction.py dive_video.mp4 dive_corrected.mp4
```

- Intensity: 1.0 (default)
- Contrast: 2.0 (default)
- Best for: 10-20m depth, clear water

Example 2: Shallow Water

```
bash
```

```
python underwater_color_correction.py shallow.mp4 shallow_out.mp4 --intensity 0.5 --contrast 1.5
```

- Intensity: 0.5 (subtle)
- Contrast: 1.5 (minimal)
- Best for: 0-10m depth, good lighting

Example 3: Deep/Murky Water

bash

```
python underwater_color_correction.py deep.mp4 deep_out.mp4 --intensity 1.8 --contrast 3.5 --denoise
```

- Intensity: 1.8 (strong)
- Contrast: 3.5 (high)
- Denoising: enabled
- Best for: 30m+ depth, poor visibility

Example 4: Night Dive

bash

```
python underwater_color_correction.py night.mp4 night_out.mp4 --intensity 1.2 --contrast 3.0 --denoise
```

- Intensity: 1.2 (moderate)
- Contrast: 3.0 (strong)
- Denoising: essential for low light
- Best for: artificial light sources

Project Structure

```
underwater-color-correction/
├── underwater_color_correction.py  # Main processing script
├── underwater_gui.py      # GUI application
├── README.md            # This file
├── requirements.txt       # Python dependencies
└── examples/
    ├── input/
    └── output/
```

Contributing

Contributions are welcome! Areas for improvement:

- Support for other video formats (AVI, MOV, etc.)
- Batch processing multiple files
- Preset profiles for different cameras
- Machine learning-based color correction
- Real-time preview in GUI

License

This project is released under the MIT License. Feel free to use, modify, and distribute.

Acknowledgments

- OpenCV library for image processing capabilities
- FFmpeg project for multimedia handling
- Underwater photography community for color correction insights

Support

For issues, questions, or suggestions:

- Open an issue on GitHub
- Check existing documentation
- Test with sample clips before processing full videos

Happy Diving! 