

# User Interaction Phase

Users access the web application's homepage  
They can upload video files in supported formats (MP4, AVI, MOV, MKV)  
Maximum file size limit is set to 2GB  
System validates the uploaded file type and presence

## Initial File Handling

If validation fails, returns 400 error (no file or invalid type)  
Valid files are securely saved in 'static/uploads/input\_videos/' directory  
System generates unique filenames using `secure_filename()`

## Video Processing Pipeline

Uses MiDaS DPT\_Large model for depth estimation  
Processes video frame by frame with the following steps:

Converts frames from BGR to RGB  
Applies MiDaS transforms  
Generates depth predictions using the model  
Normalizes depth maps  
Creates colored visualizations

## Output Generation

The system generates three types of outputs:

### Depth Maps

Saved as PNG files in 'static/uploads/depth\_maps/'  
Normalized and converted to 8-bit images  
Named sequentially (depth\_00000.png, depth\_00001.png, etc.)

### Point Clouds

Generated using Open3D  
Saved as PLY files in 'static/uploads/pointclouds/'  
Created using depth information and original colors  
Named sequentially (pointcloud\_00000.ply, pointcloud\_00001.ply, etc.)

### Processed Video

Saved in 'static/uploads/output\_videos/'  
Blends original frames with colorized depth maps

Uses 60% original frame and 40% depth visualization  
Maintains original video resolution and FPS

## Final User Experience

Redirects to a 3D viewer after processing  
Initially displays the first point cloud  
Allows users to download processed files  
Provides visual feedback of the depth estimation results

## Technical Infrastructure

Built using Flask web framework  
Uses OpenCV for video handling  
Implements PyTorch for deep learning  
Integrates Open3D for point cloud processing  
Supports both CPU and GPU processing (automatically detected)

## File Organization

The application maintains four main directories:

input\_videos: For uploaded source videos  
output\_videos: For processed blended videos  
depth\_maps: For frame-by-frame depth images  
pointclouds: For 3D point cloud data