

K. K. Wagh Institute Of Engineering Education And Research



REAL TIME OBJECT DETECTION USING ML

Under the guidance of
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Agenda

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Implementation Status

2

Modular Testing

3

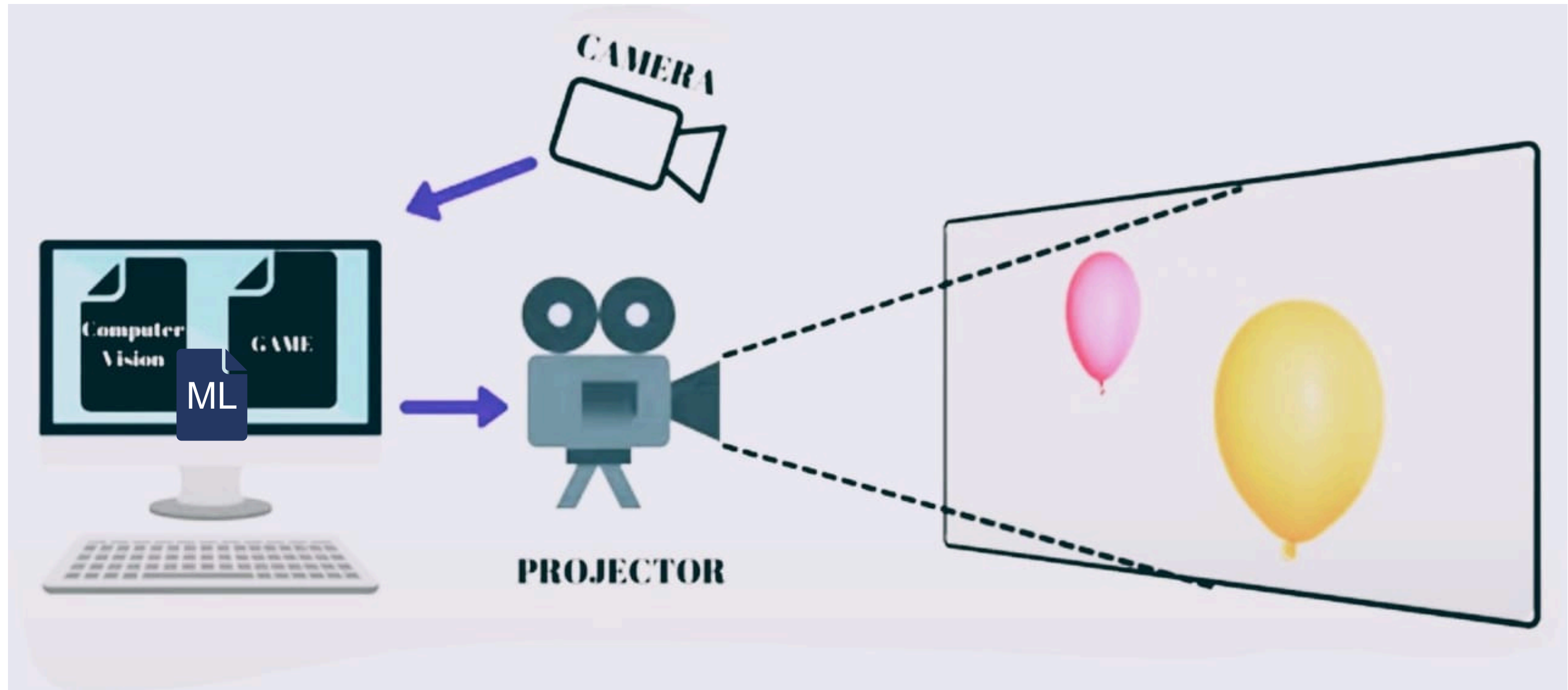
Result

4

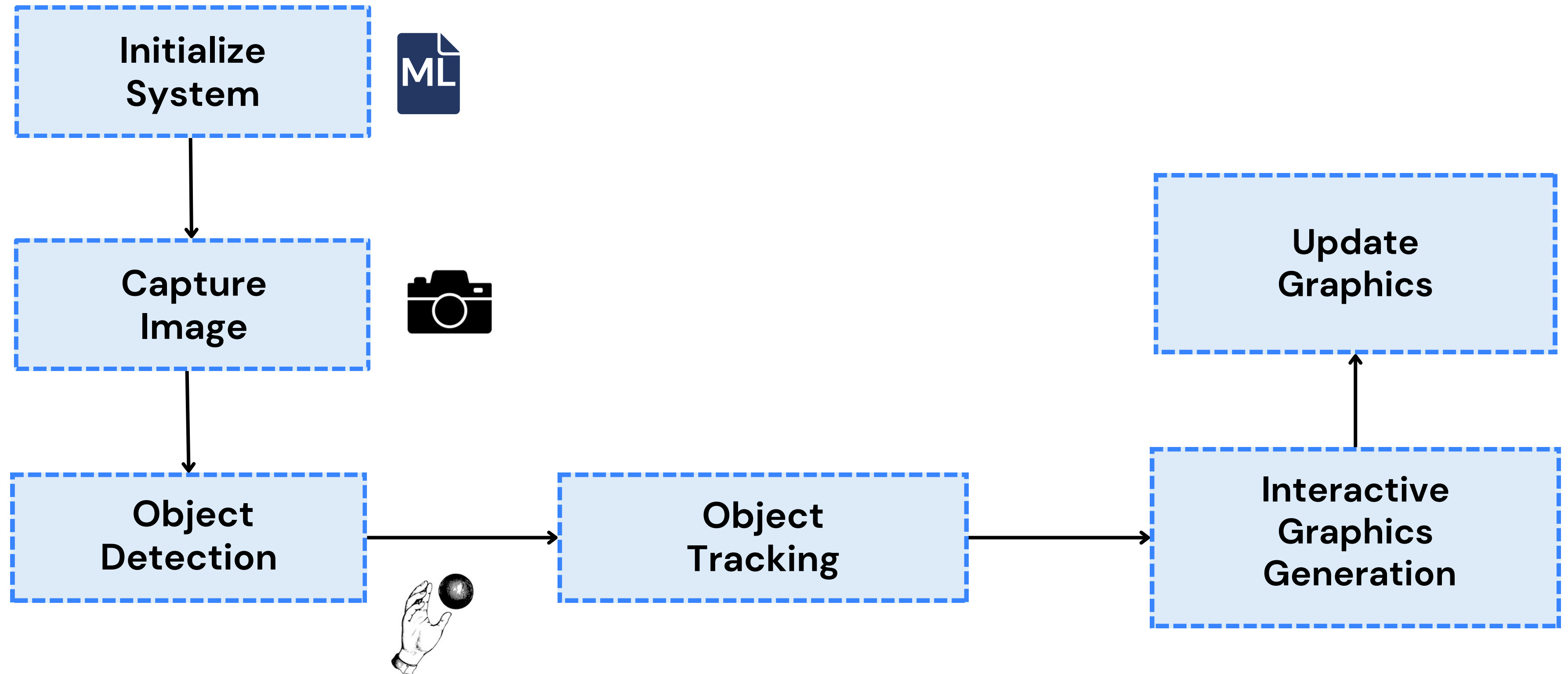
Conclusion & Future Scope



Experimental Setup



Revised final design



Implementation Status

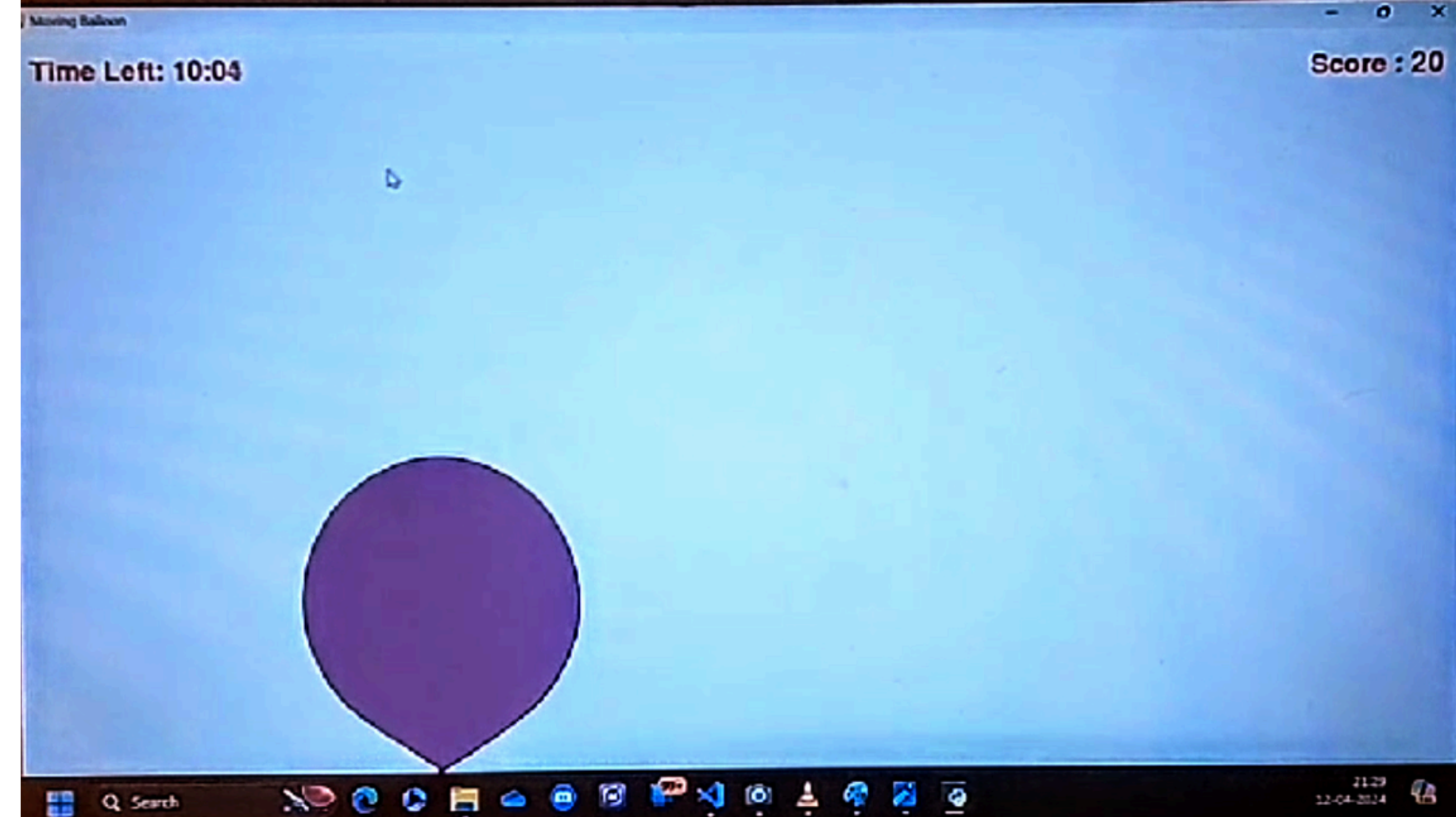
Moving Balloon

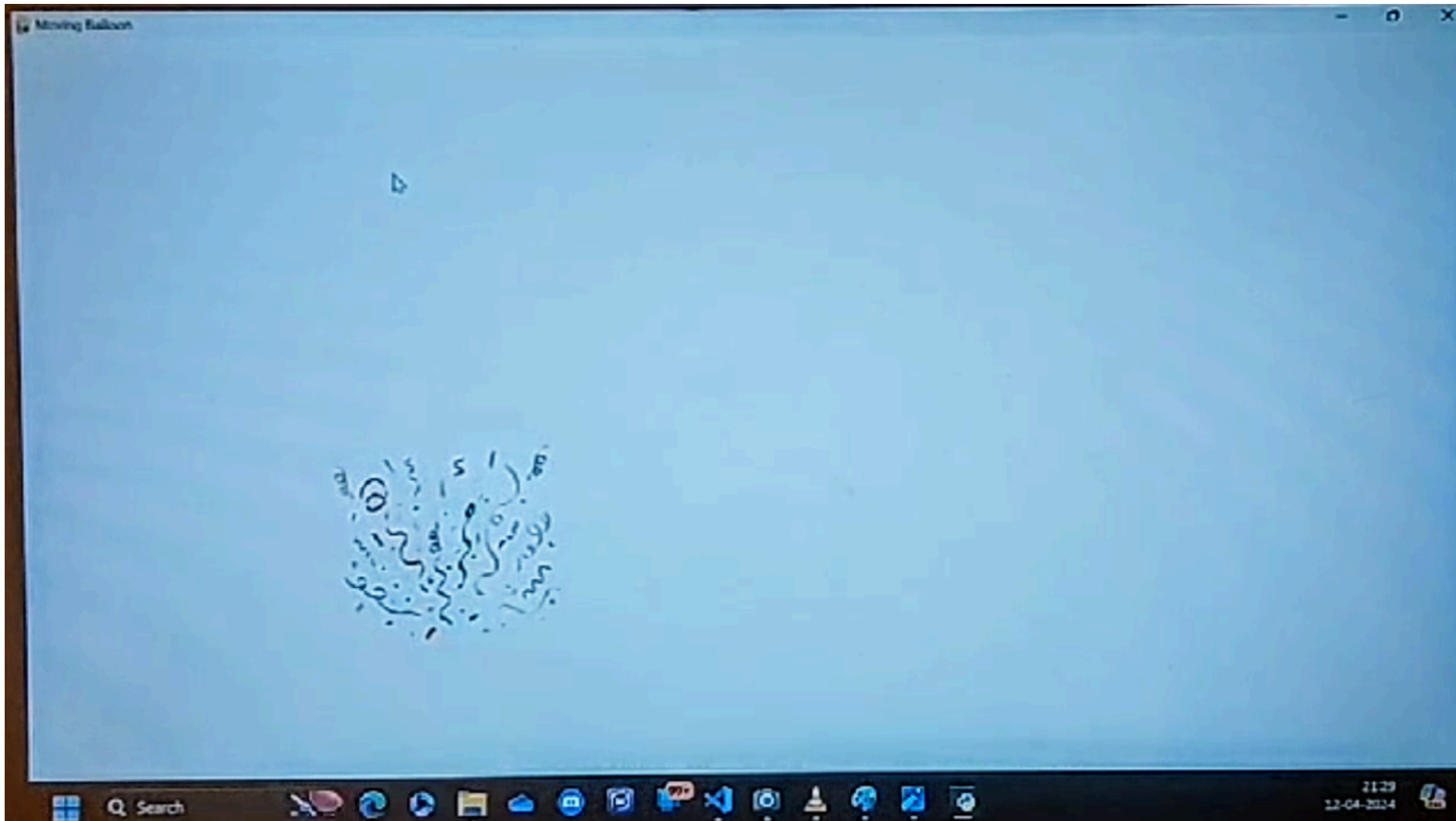
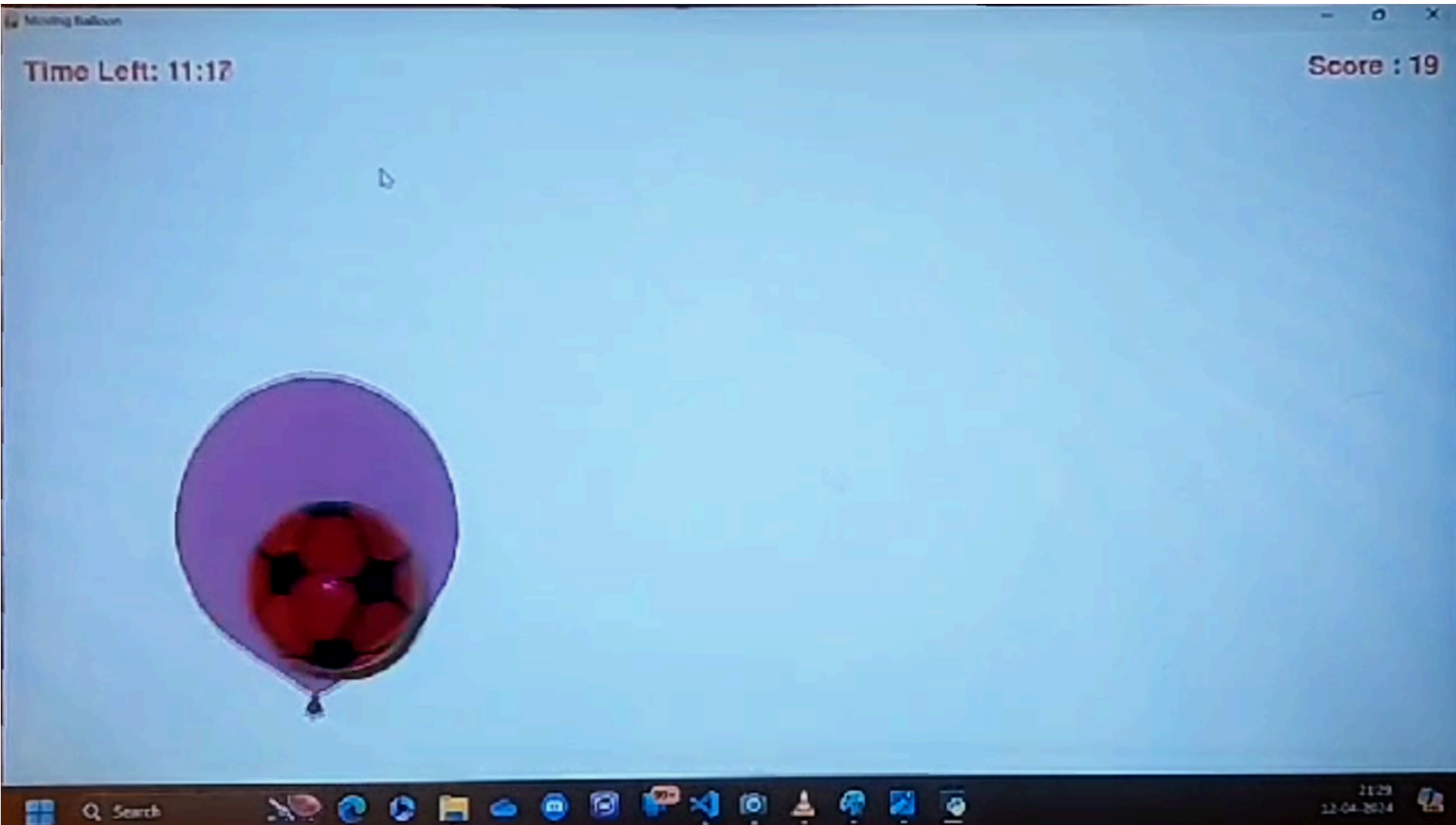
Pop Ballon

Play

Calibrate

Quit





Conclusion

In conclusion, the real-time object tracking project prioritizes continuous model refinement for high accuracy, efficient low-latency processing, and adaptability to varying conditions. Balancing algorithmic efficiency, scalability, and resource optimization ensures a well-optimized and high-performing system, aiming to deliver a robust real-time object tracking solution for interactive applications.

Future Scope

- Enhanced Object Tracking Algorithms
- Cloud-based Tracking Services



Reference

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- [2] VirtualTable: a projection augmented reality game, A. Dal Corso M. Olsen K. H. Steenstrup J. Wilm S. Jensen R. Paulsen E. Eiriksson, J. Nielsen J. R. Frisvad G. Einarsson H. M. Kjer. Department of Applied Mathematics and Computer Science, Technical University of Denmark.
- [3] Markus Löchtefeld, Johannes Schöning, Michael Rohs, Antonio Krüger, LittleProjectedPlanet: An Augmented Reality Game for Camera Projector Phones .
- [4] A Dice Game in Third-Person Augmented Reality, Richard Colvin, Ted Hung, David Jimison, Benjamin Johnson, Eben Myers, Tina Blaine Entertainment Technology Center Carnegie Mellon University 700 Technology Drive Pittsburgh, PA 1521 9 USA

THANK YOU