

# Journal 0

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## 1 Introduction

Editing and covering up logos in reality TV shows or videos is often time-consuming and expensive because some shows/videos/streams have sponsorships by companies that want their products on the show and other products to not be shown. Currently, computer vision architectures such as the YOLO architecture are great frameworks for performing object detection in video in real-time. I aim to use computer vision to identify bounding boxes of undesirable logos on clothes and other objects and apply a blur to those boxes in real-time.

## 2 Obstacles

Obstacles I envision being an issue in this project are the accuracy of image classification within the object detection framework, the accuracy of subsequent bounding boxes, and the speed of object detection and blurring. For image classification, all visible logos need to be identified and determined whether to be blurred or not accurately, and after they are identified, the areas determining the boxes need to be as accurate (close to the logo) as possible. Finally, if this method cannot be performed in real-time it is useless which is the final issue.

## 3 Marker of Success

The first sign of success I envision in this project would be accurate object detection of the logos. Being able to correctly identify logos and construct accurate bounding boxes is crucial and confirm the possibility of this project.

## 4 Materials

Materials required for this project to be completed successfully would be a computer, a camera for testing, and access to GPUs to improve training times.