

How to Translate images with opencv?

Translate \rightarrow Geometrical transformation.

There are two ways we can go ahead

1) Using builtin imutils Package

2) Using warpAffine function.

What is Translating?

It is nothing but Shifting the image in X and Y direction.

To Translate an image is given by a numpy matrix in the form

$$\begin{bmatrix} 1, 0, \text{Shift X}, \\ 0, 1, \text{Shift Y} \end{bmatrix}$$

Arrows point from the word "Pixels" to the "Shift X" and "Shift Y" values in the matrix.

Shift X and Shift Y are the most important things.

Negative values of Shift X - It will shift the image to Left

Positive values of Shift X - It will shift the image to the right.

Negative value of Shift Y - It will shift the image Up

Positive value of Shift Y - It will shift the image down.

1) let's see an example for warpAffine

$M = \text{np.float32} \left(\begin{bmatrix} 1, 0, 25 \\ 0, 1, 50 \end{bmatrix} \right)$

The above example what it will do is that,

It will shift the image Right
and it will the image to down

So Now we have constructed the Translation matrix ;
all we have to do is apply warpAffine()

```
Shifted = cv2.warpAffine(image, M,  
                           (image.shape[1], image.shape[0]))
```

```
cv2.imshow("Shifted down and Right", Shifted)
```

2) Now let's see the example for imutils

import the package.

```
import imutils
```

```
Shifted = imutils.translate(image, 0, 100)
```

```
cv2.imshow("Shifted down", Shifted)
```

```
cv2.waitKey(0)
```

when we use imutils \rightarrow it is going to be in
one line, but not with the case of
warpAffine