

How to load an image using opencv?

1) To load the image, the function used below

→ `cv2.imread()`

In opencv, images are represented as Numpy arrays.

* There are two different channel types of images

- 1) Single channel
- 2) Three channel

Single channel → We can represent it as 2D Matrix.

Eg. Black and white image

Three channel → This is what we typically work with

Eg. RGB images

2) To know the shape of the Numpy array; As we seen above that images are represented as Numpy array

$(h, w, c) = \text{image.shape} [:3]$

$h \rightarrow \text{height}$

$w \rightarrow \text{width}$

$c \rightarrow \text{No. of channels}$

Lets Say, if we have 600x400 image what does this mean?

It means that it is 600 pixels wide/width & 400 pixels tall/height

So, In matrix $\text{height} \rightarrow \text{Represents No. of Rows}$
 $\text{width} \rightarrow \text{Represents No. of Columns.}$

This is the reason we represent (h, w, c)

3) To Display the image width, height and number of channels

Print (" width : { } pixels ".format(w))

Print (" height : { } pixels ".format(h))

Print (" Channels : { } pixels ".format(c))

4) To Show the image, we can use the below function

`cv2.imshow("Title of the w", image)`

This is the variable that used to read the image. It can be any name. Here we have used "image".

5) Once we show the image, we need to exit.

`cv2.waitKey(0)`

This Basically wait for user's input. Once the user presses any key; it will come out of the window.

6) To Save the image to the disk.

`cv2.imwrite("Image name.jpg", image)`

This is nothing but what is the image name we want to save it as.