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Descrizione fisica	1 online resource (130 p.)
Collana	Community experience distilled
Altri autori (Persone)	JhaAnkita
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Soggetti	Application software - Development Open source software
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<p>""Cover""; ""Copyright""; ""Credits""; ""About the Author""; ""About the Reviewers""; ""www.PacktPub.com""; ""Table of Contents""; ""Preface""; ""Chapter 1: Setting Up OpenCV""; ""System requirements""; ""Setting up a development environment""; ""Getting a ready-made development environment: Tegra Android Development Pack (TAPD)""; ""Assembling a development environment piece-by-piece""; ""Getting the prebuilt OpenCV4Android""; ""Building OpenCV4Android from source""; ""Building the OpenCV samples with Eclipse""; ""Finding documentation and help""; ""Summary""</p> <p>""Chapter 2: Working with Camera Frames""""Designing our app, Second Sight""; ""Creating the Eclipse project""; ""Enabling camera and disk access in the manifest""; ""Creating menu and string resources""; ""Previewing and saving photos in CameraActivity""; ""Deleting, editing, and sharing photos in LabActivity""; ""Summary""; ""Chapter 3: Applying Image Effects""; ""Adding files to the project""; ""Defining the Filter interface""; ""Mixing color channels""; ""Making subtle color shifts with curves""; ""Processing a neighborhood of pixels with convolution filters""</p> <p>""Adding the filters to CameraActivity""""Summary""; ""Chapter 4: Recognizing and Tracking Images""; ""Adding files to the project""; ""Understanding image tracking""; ""Writing an image tracking filter"";</p>

""Adding the tracker filters to CameraActivity""; ""Summary""; ""Chapter 5: Combining Image Tracking with 3D Rendering""; ""Adding files to the project""; ""Defining the ARFilter interface""; ""Building projection matrices in CameraProjectionAdapter""; ""Modifying ImageDetectionFilter for 3D tracking""; ""Rendering the cube in ARCubeRenderer""  
""Adding 3D tracking and rendering to CameraActivity""""Learning more about 3D graphics on Android""; ""Summary""; ""Index""

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Sommario/riassunto

A step-by-step tutorial to help you master computer vision and mobile app development. This book is for Java developers who are new to computer vision and who would like to learn about how it is used in relation to application development. It is assumed that you have previous experience in Java, but not necessarily Android. A basic understanding of image data (for example pixels and color channels) would be helpful too. You are expected to have a mobile device running Android 2.2 (Froyo) or greater and it must have a camera

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