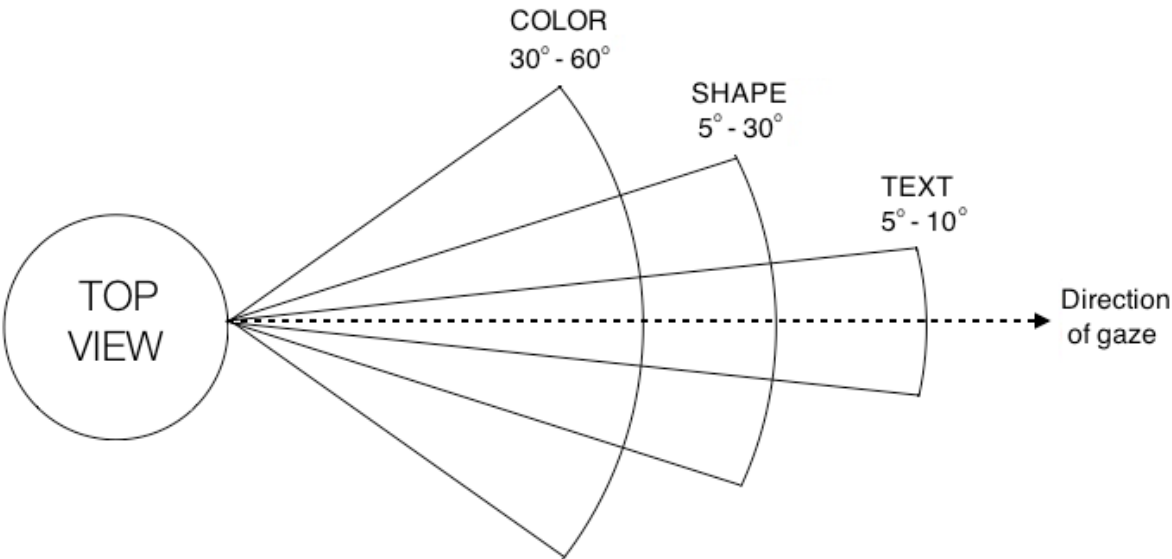
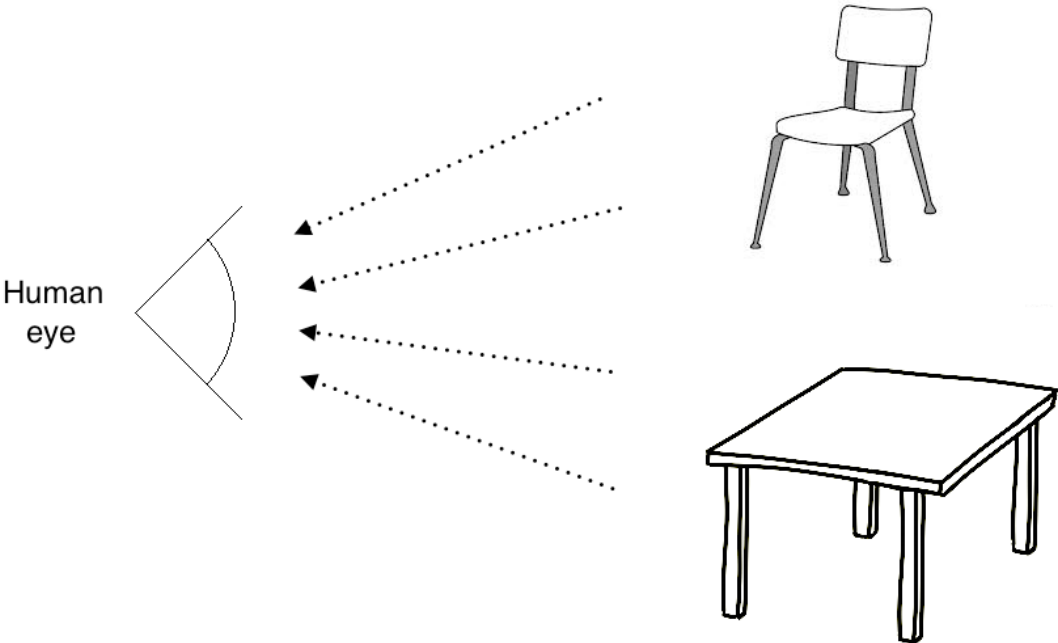
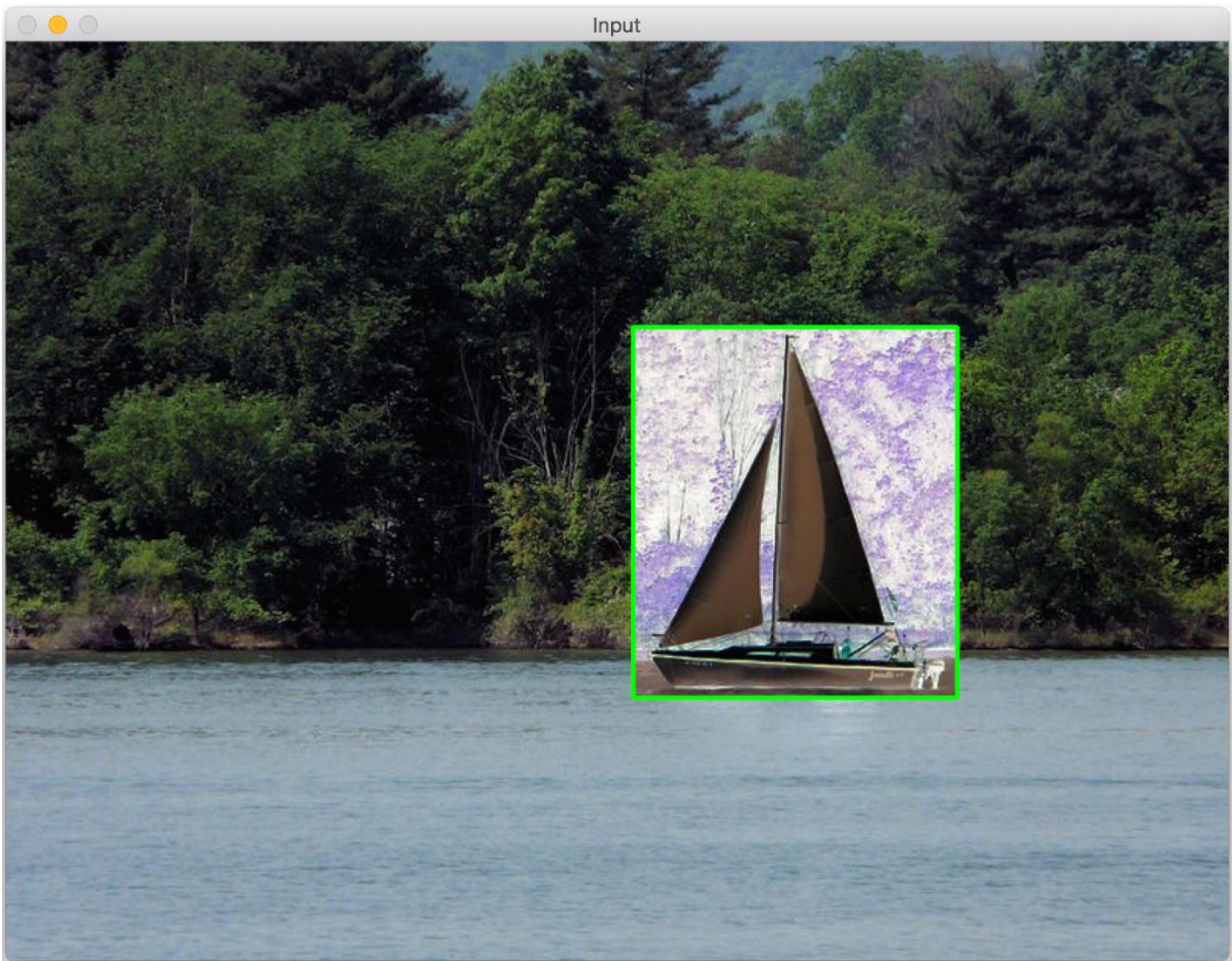
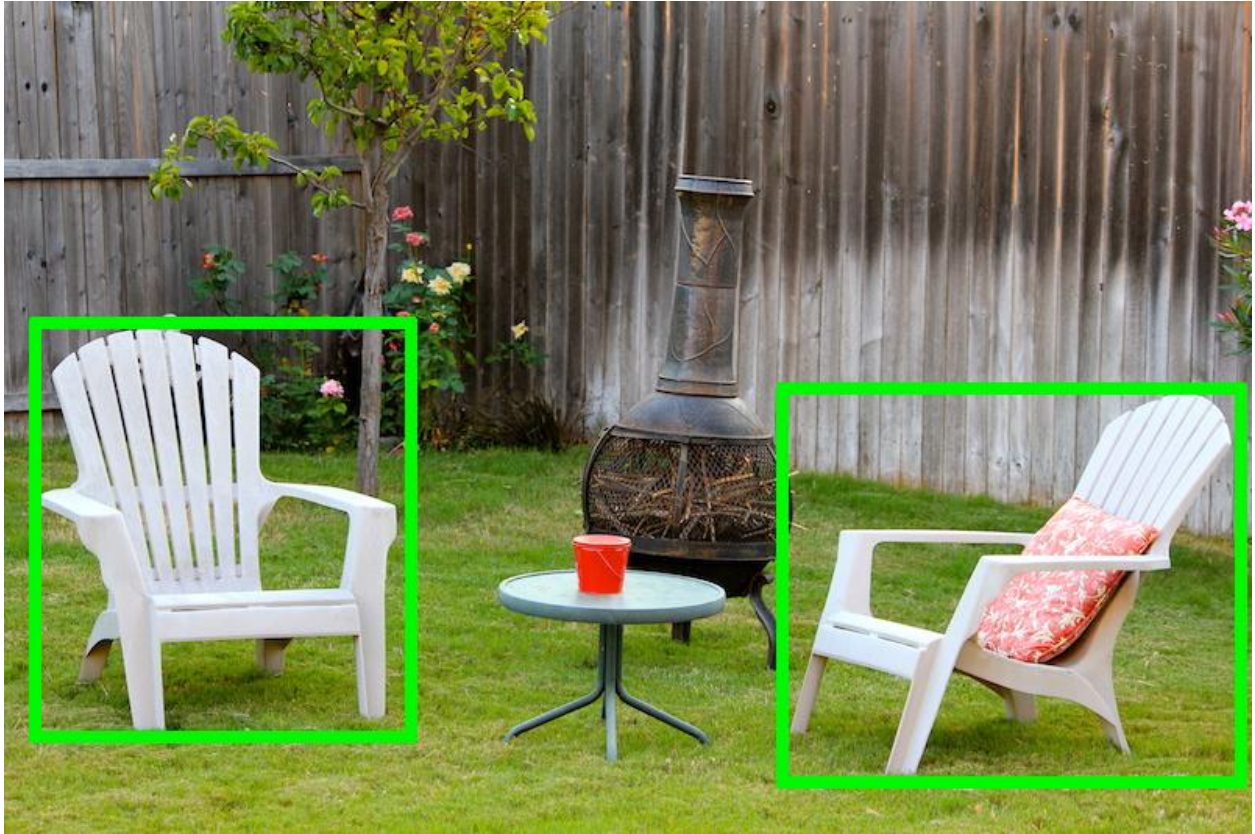


# Chapter 1: Getting Started with OpenCV

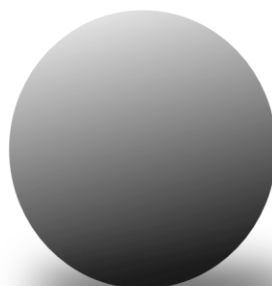
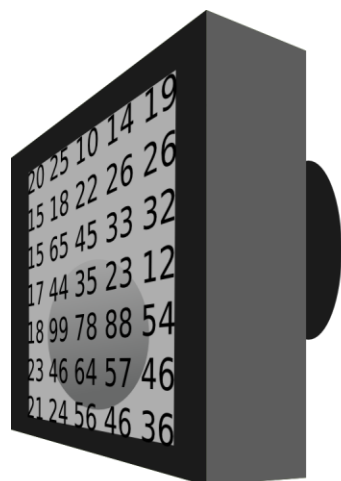






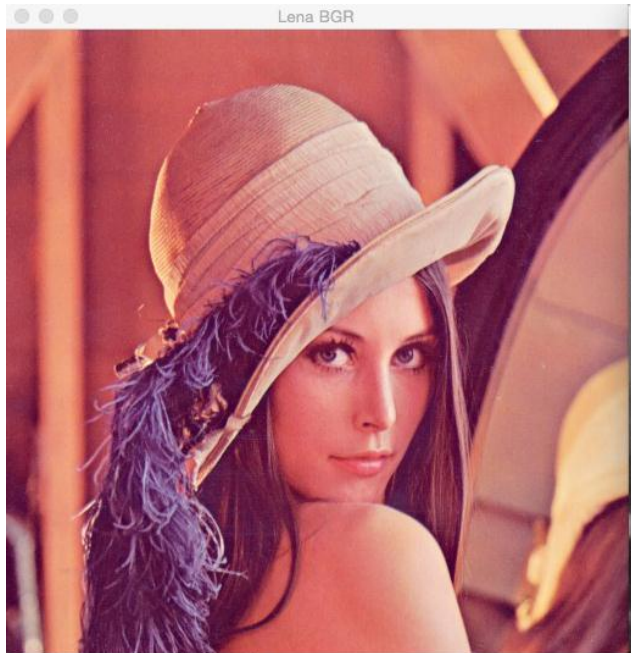


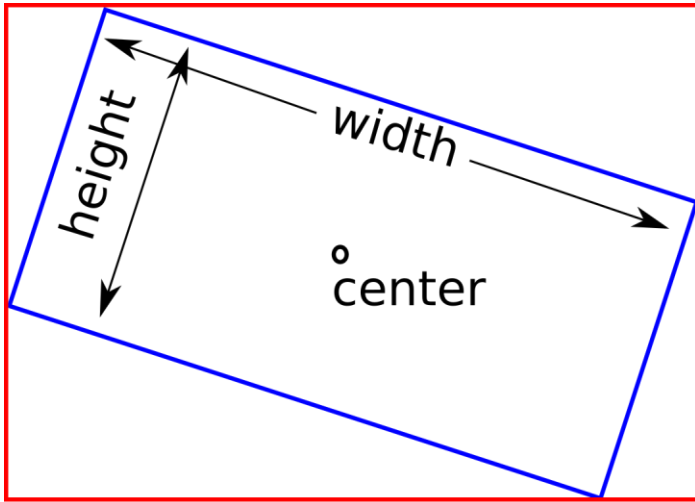
## Chapter 2: An Introduction to the Basics of OpenCV



159	165	185	187	185	190	189	198	193	197	184	152	123
174	167	186	194	185	196	204	191	200	178	149	129	125
168	184	185	188	195	192	191	195	169	141	116	115	129
178	188	190	195	196	199	195	164	128	120	118	126	135
188	194	189	195	201	196	166	114	113	120	128	131	129
187	200	197	198	190	144	107	106	113	120	125	125	125
198	195	202	183	134	98	97	112	114	115	116	116	118
194	206	178	111	87	99	97	101	107	105	101	97	95
206	168	107	82	80	100	102	91	98	102	104	99	72
160	97	80	86	80	92	80	79	71	74	81	81	64
98	66	76	86	76	83	72	71	55	53	61	61	56
60	76	74	70	67	64	63	60	55	49	54	52	54







Bounding Box

$$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix}$$



$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} + \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 2 & 1 & 1 \\ 1 & 2 & 1 \end{bmatrix}$$

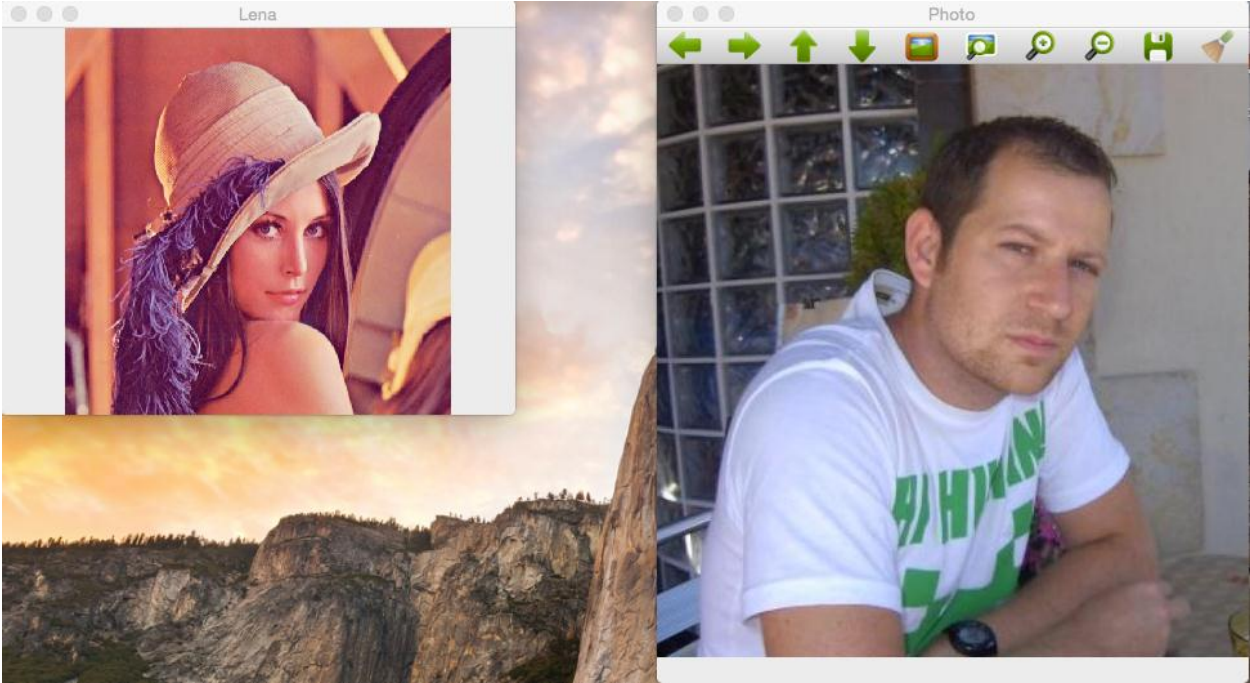
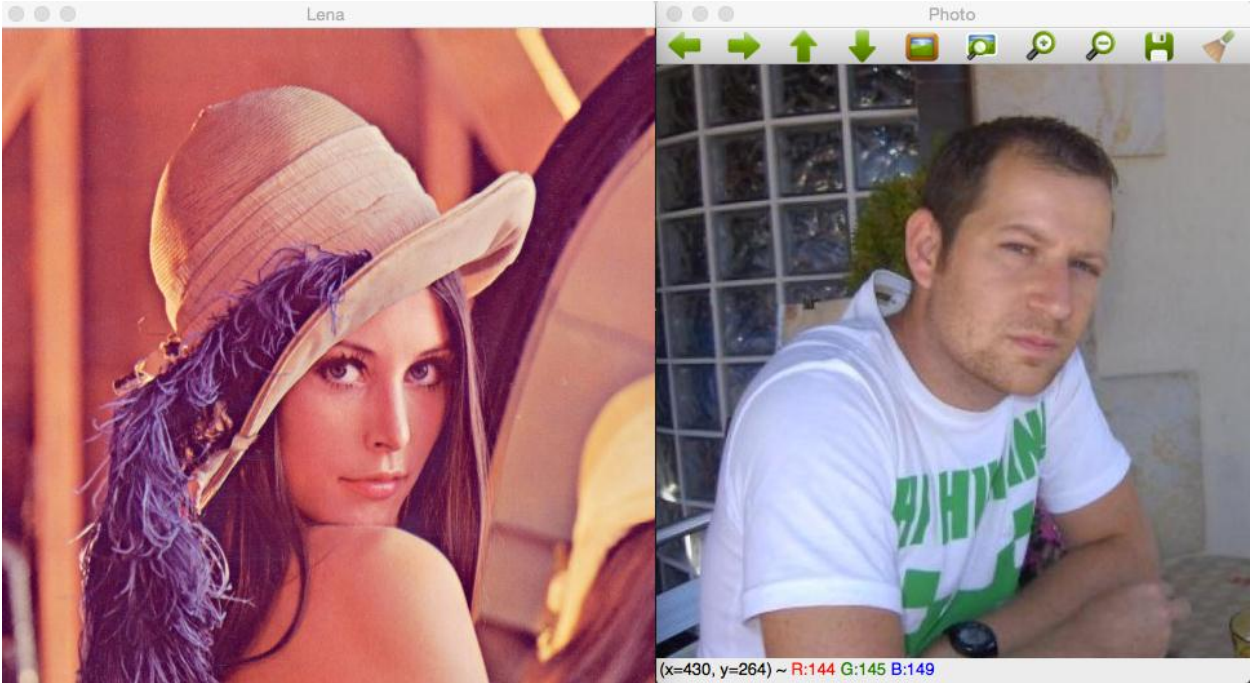
$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} - \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -1 & -1 \\ -1 & 0 & -1 \end{bmatrix}$$

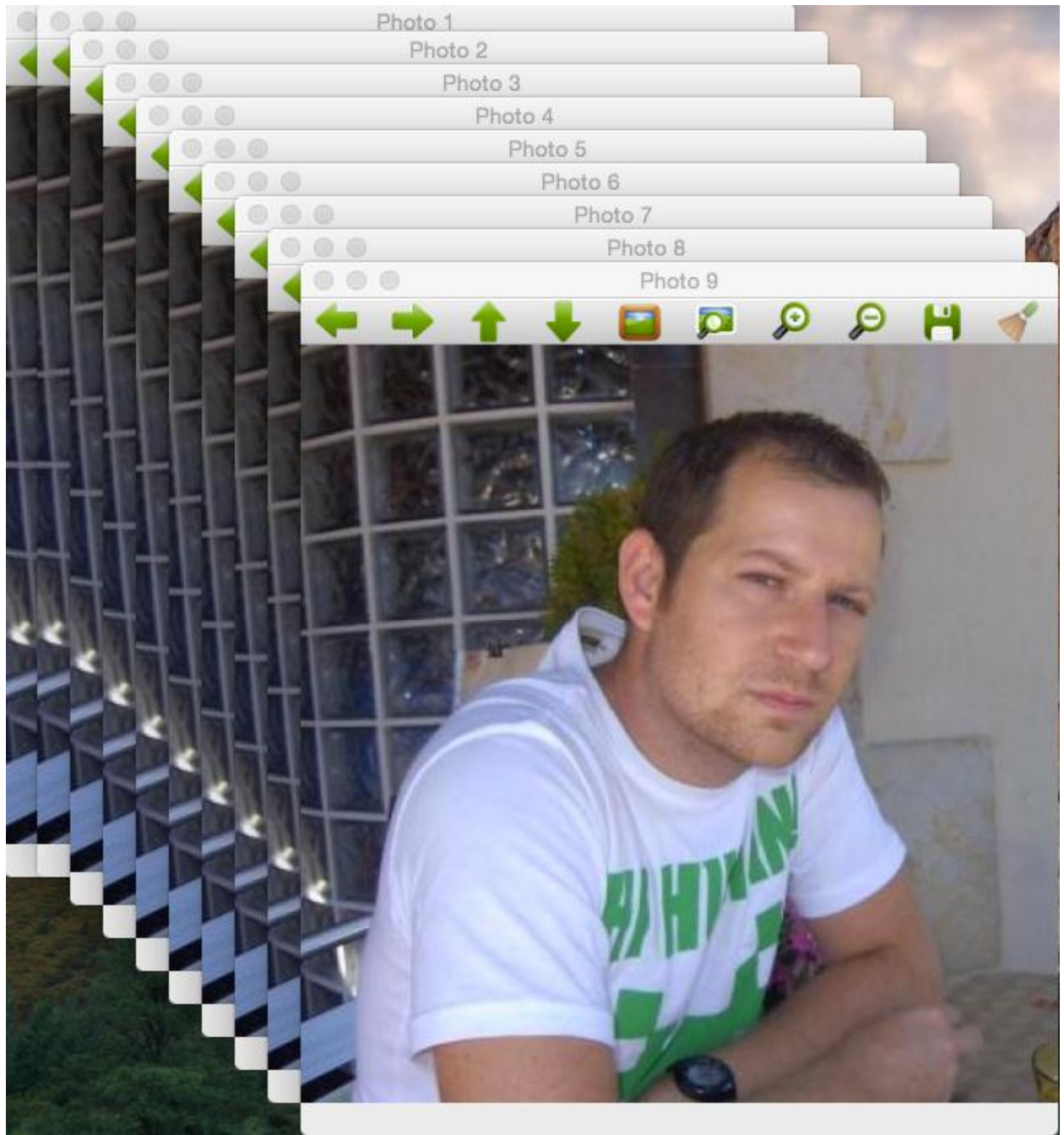
$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} * 2 = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 2 & 1 & 1 \\ 1 & 2 & 1 \end{bmatrix} * \begin{bmatrix} 4 & 3 & 3 \\ 3 & 4 & 3 \end{bmatrix} = \begin{bmatrix} 8 & 3 & 3 \\ 3 & 8 & 3 \end{bmatrix}$$

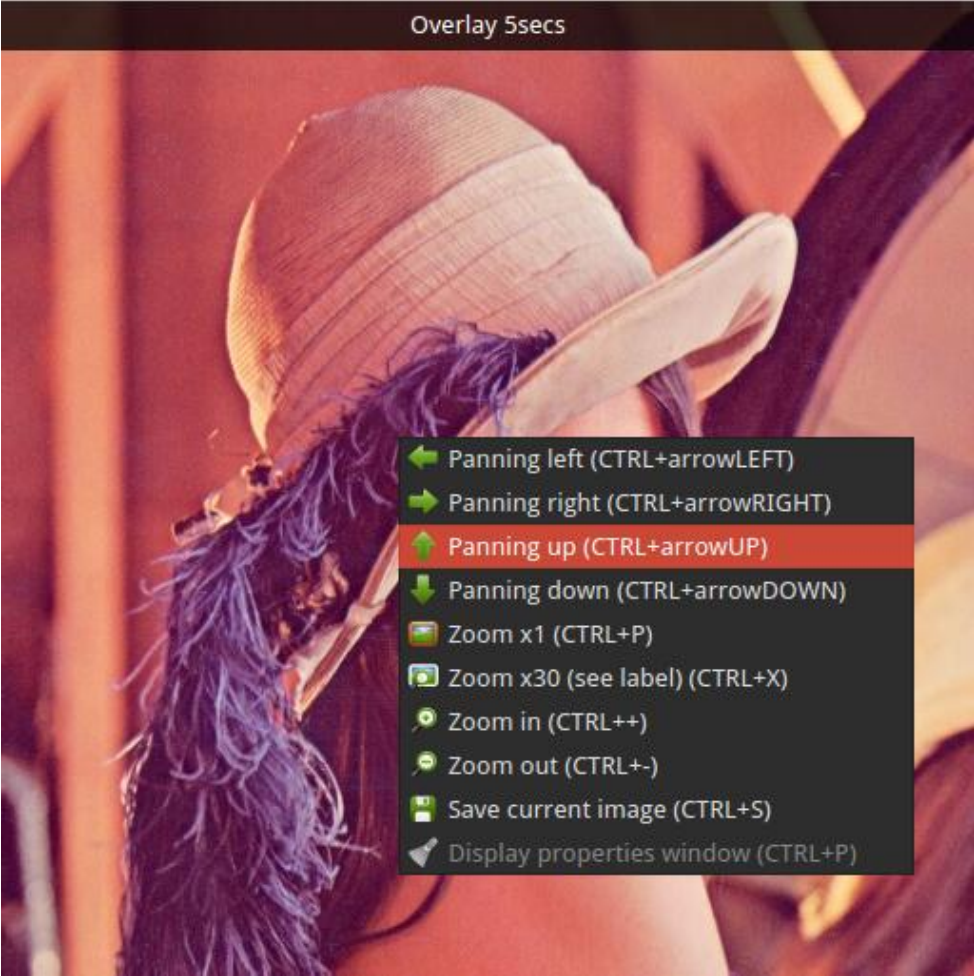
$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} * \begin{bmatrix} 1 & 1 \\ 1 & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$

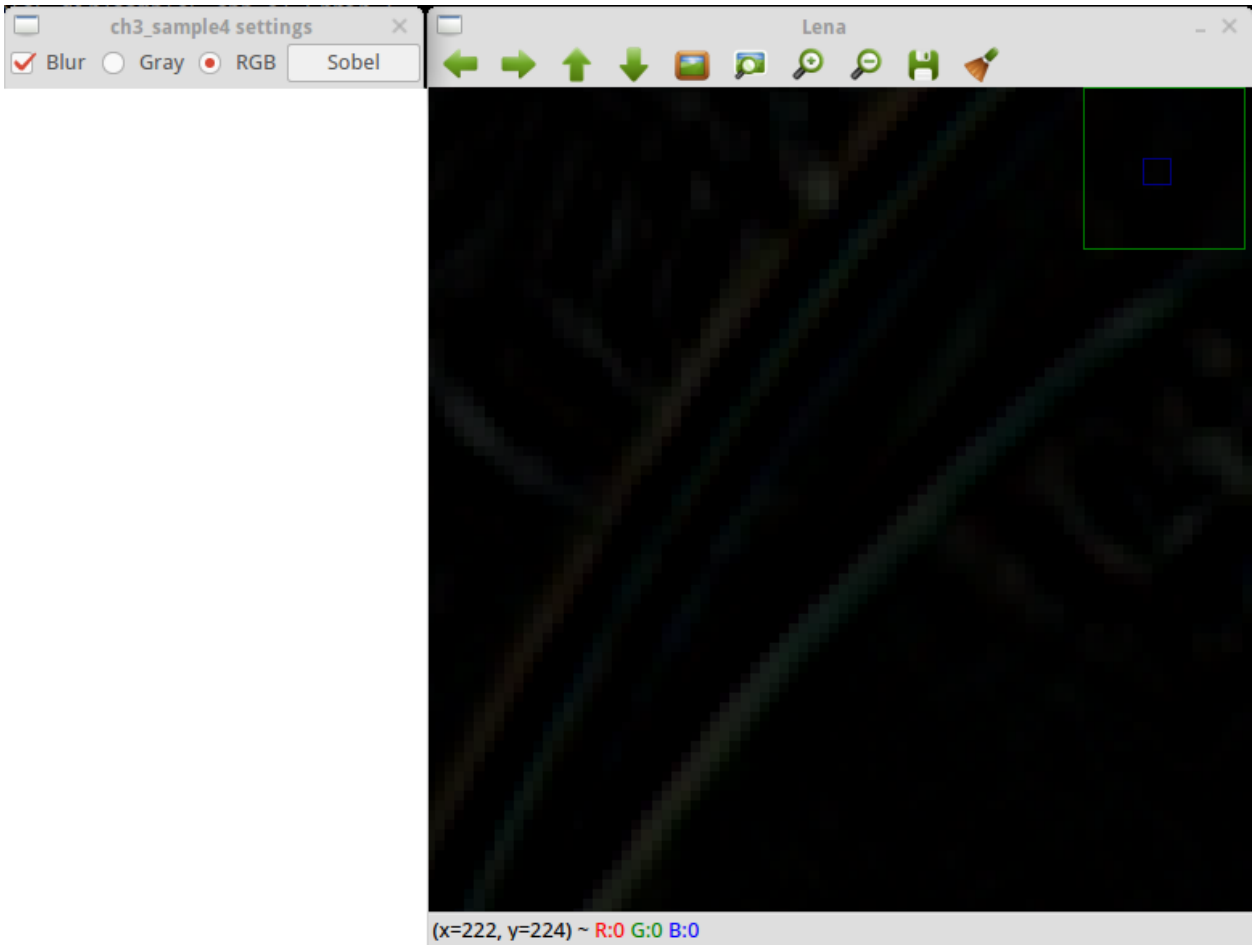
# Chapter 3: Learning the Graphical User Interface and Basic Filtering







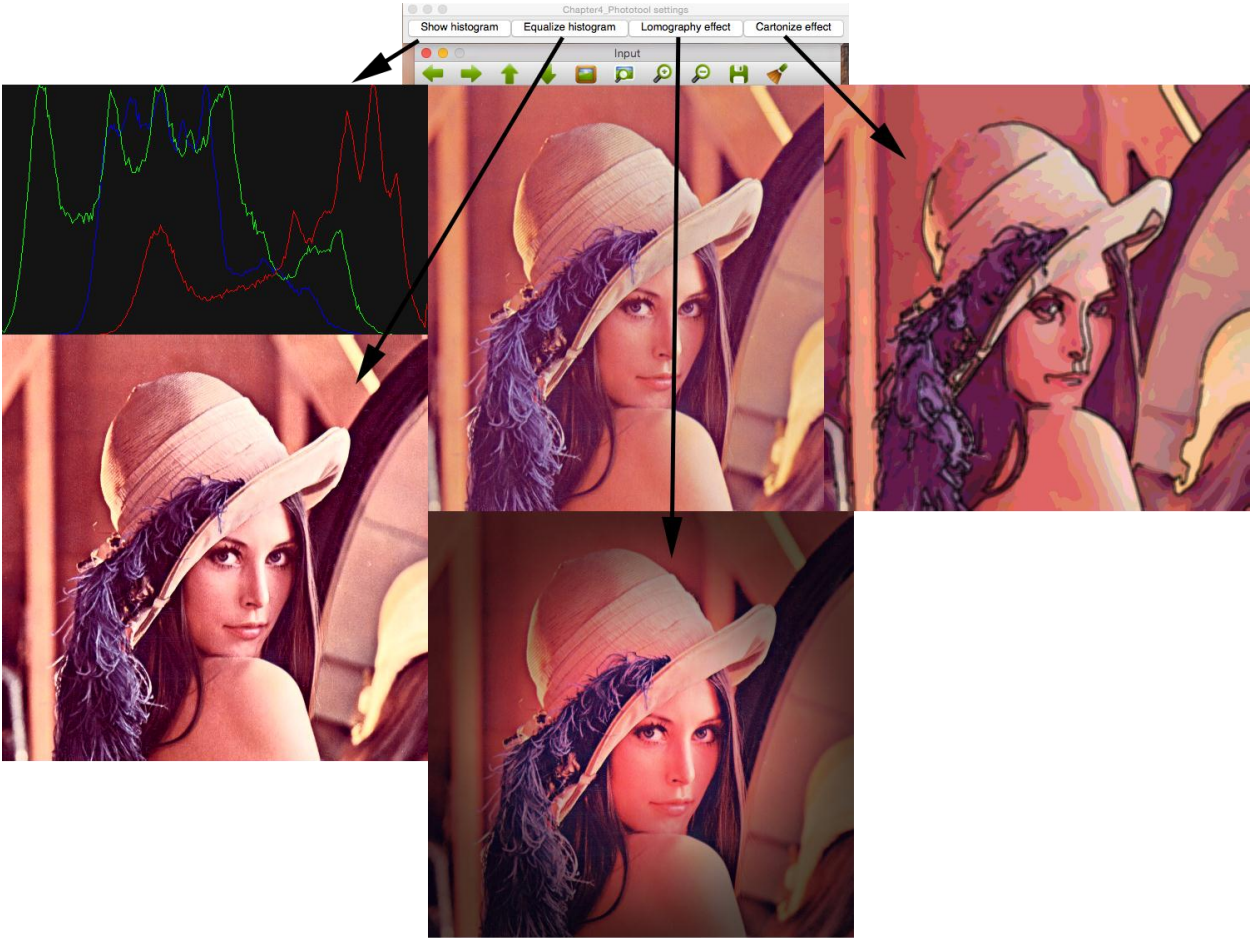


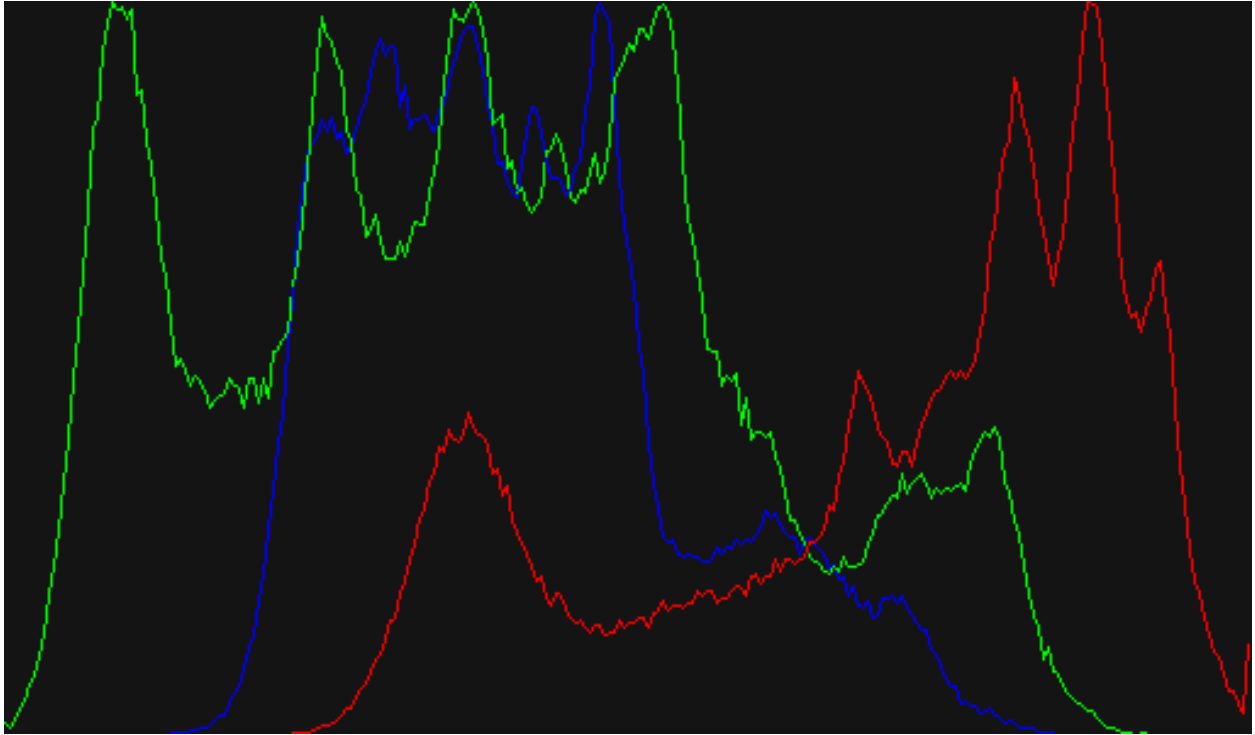


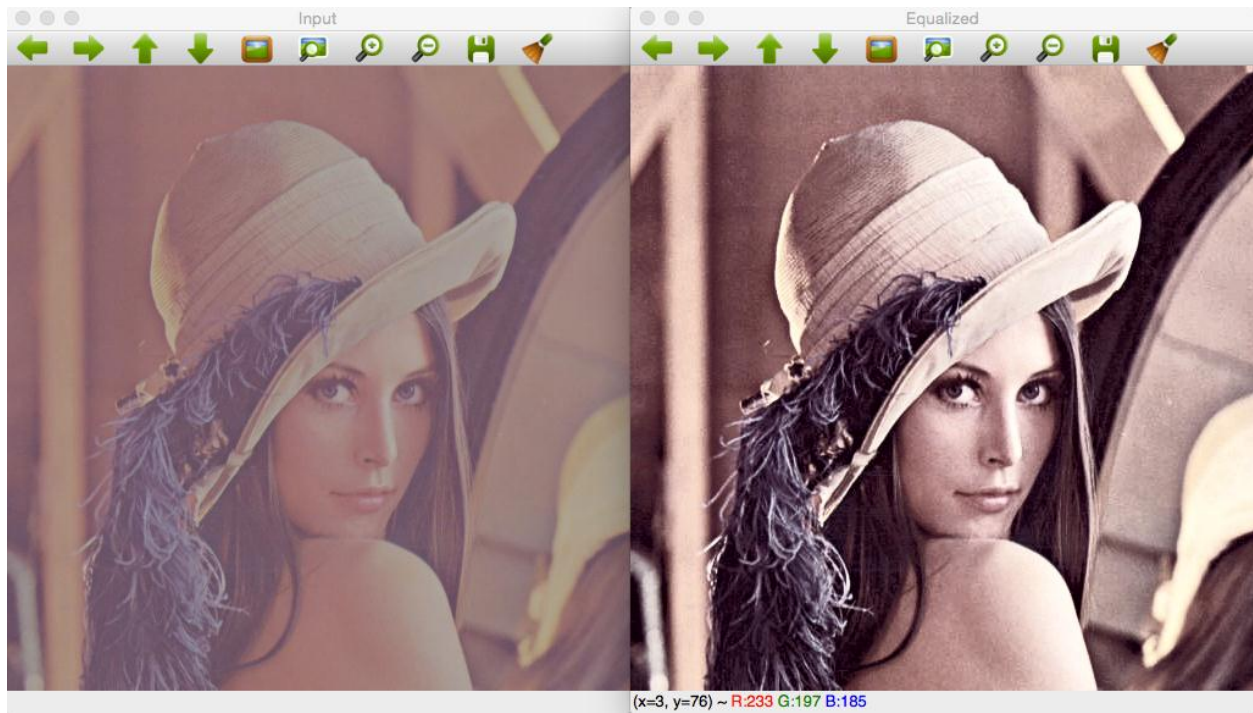




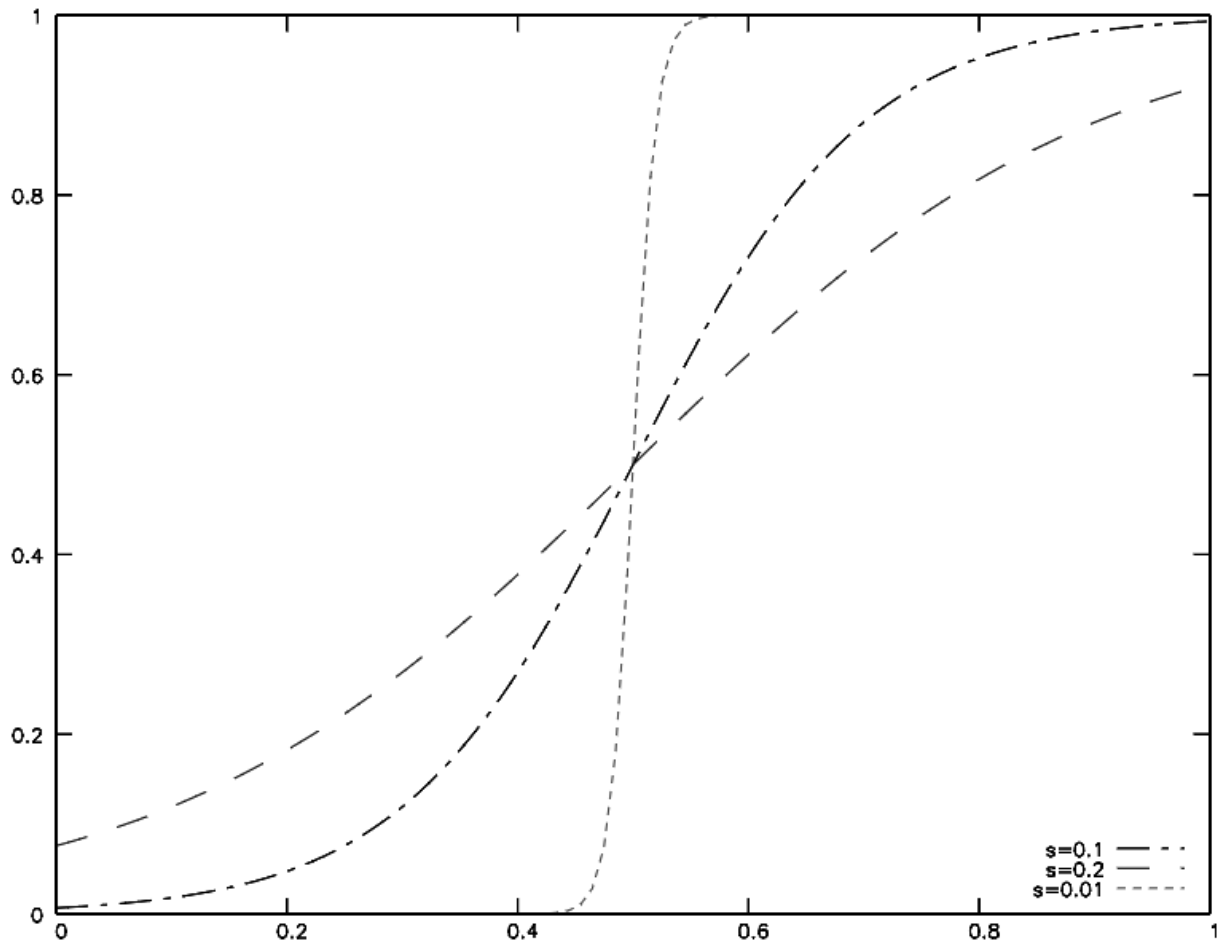
# Chapter 4: Delving into Histograms and Filters

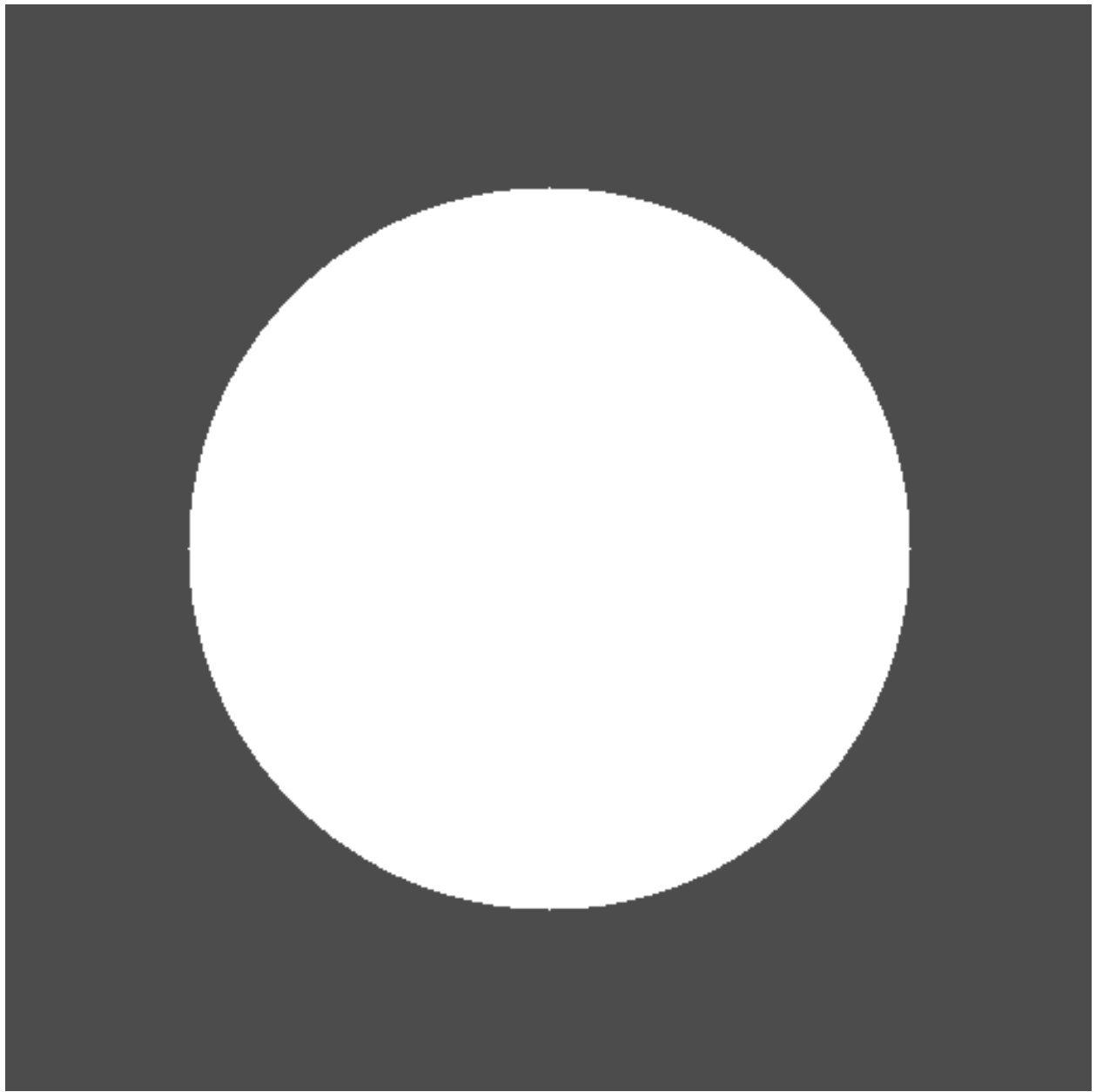


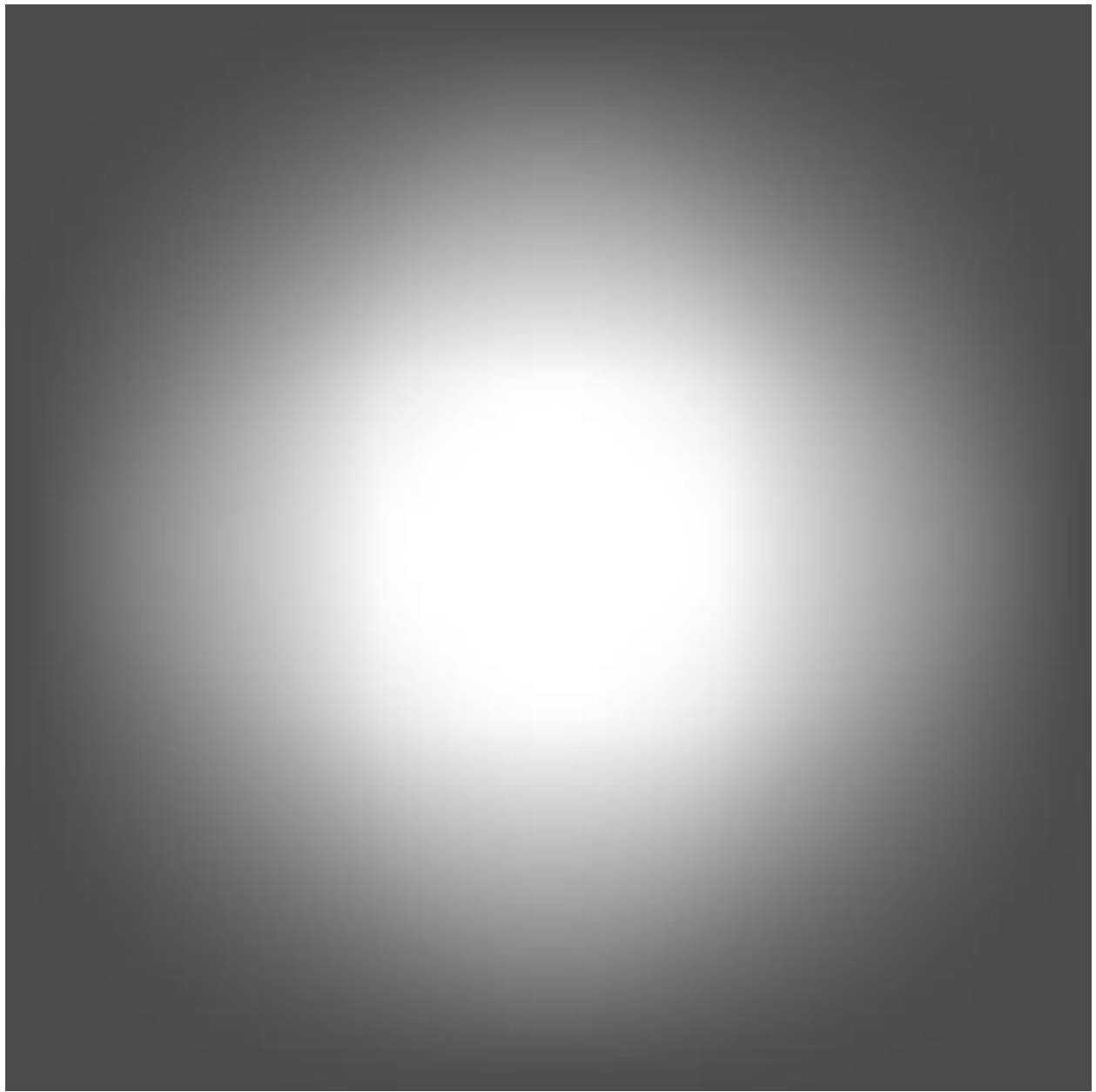


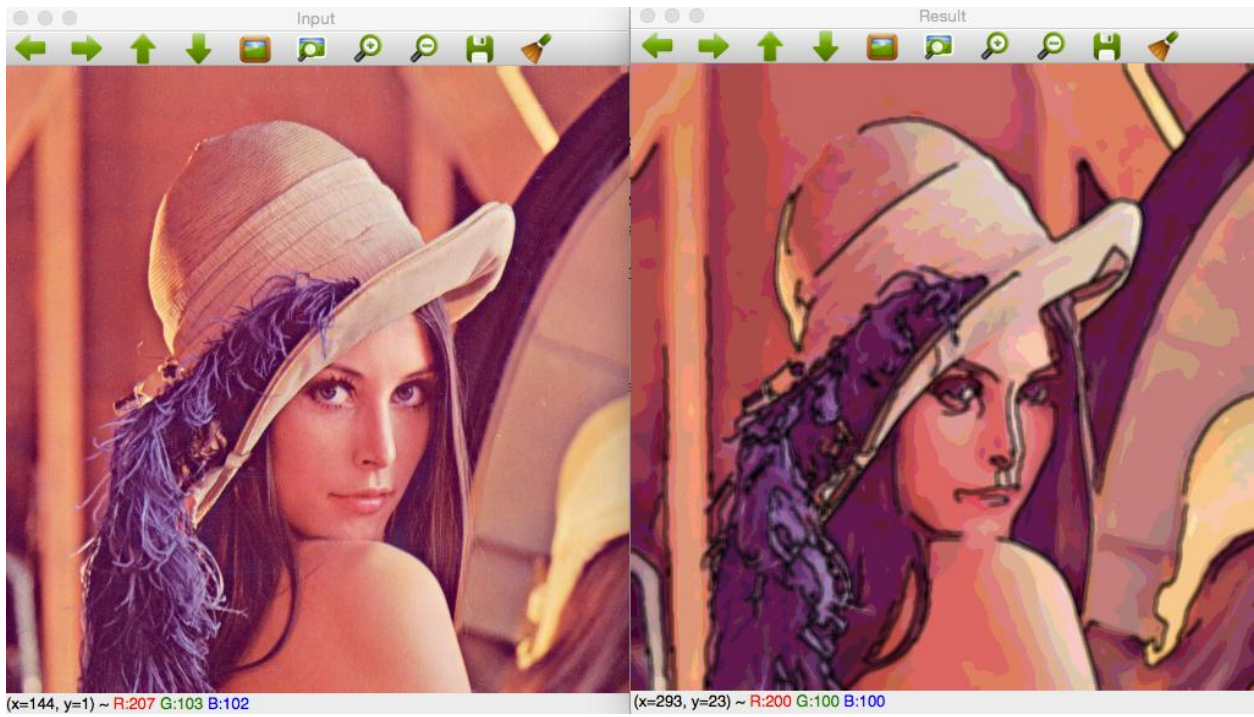
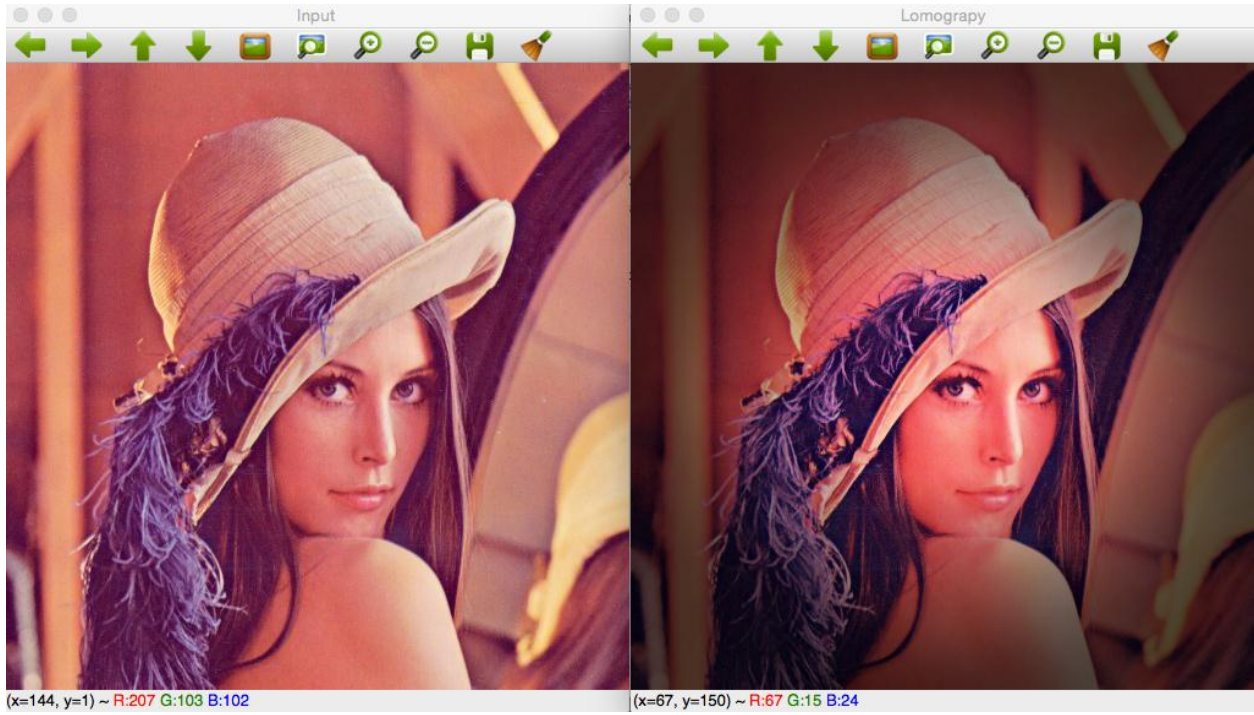


$$\frac{1}{1 + e^{-\frac{x-0.5}{s}}}$$

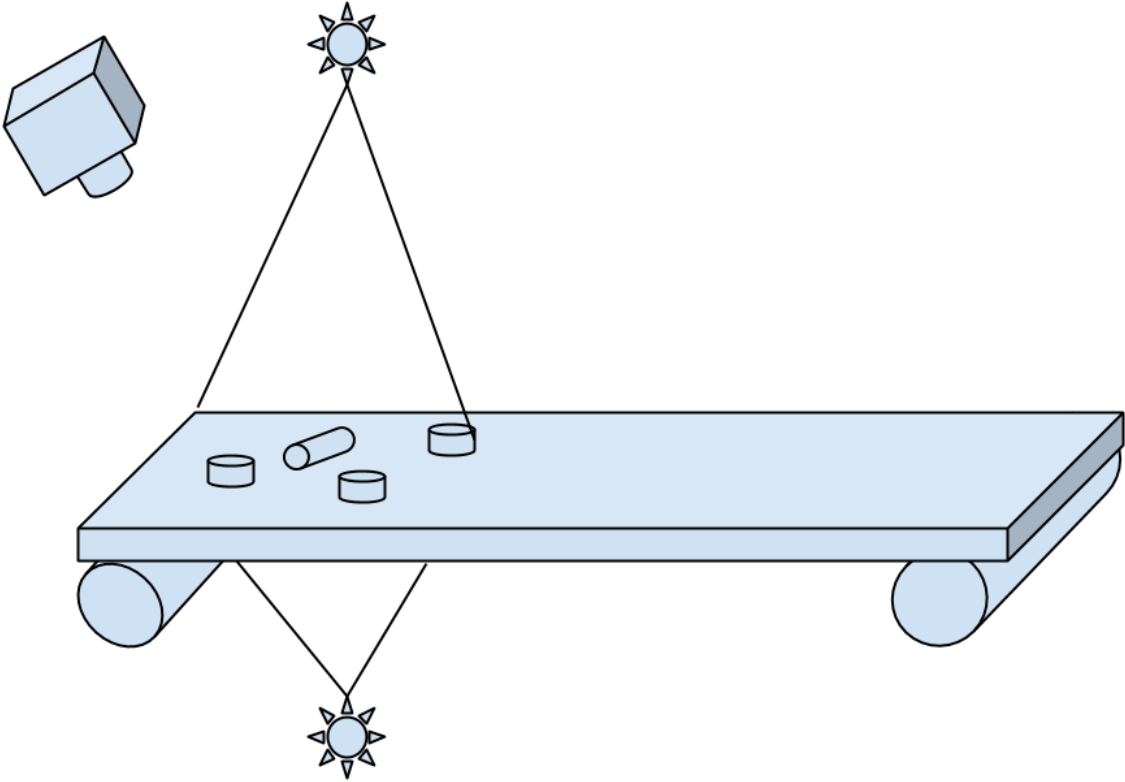






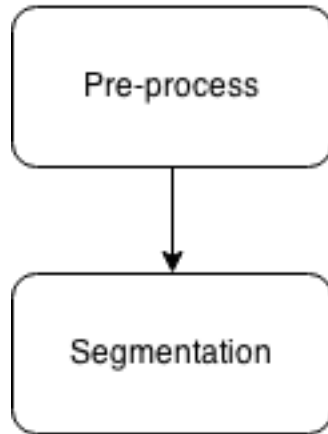


# Chapter 5: Automated Optical Inspection, Object Segmentation, and Detection

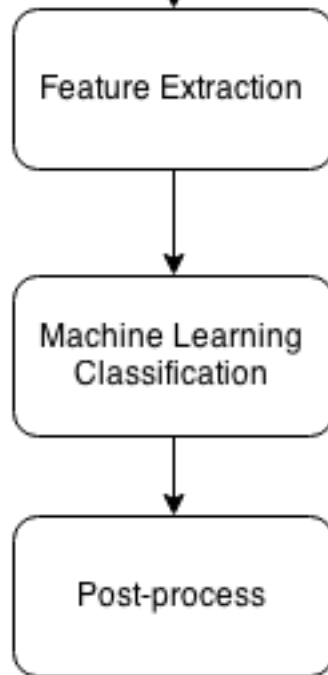


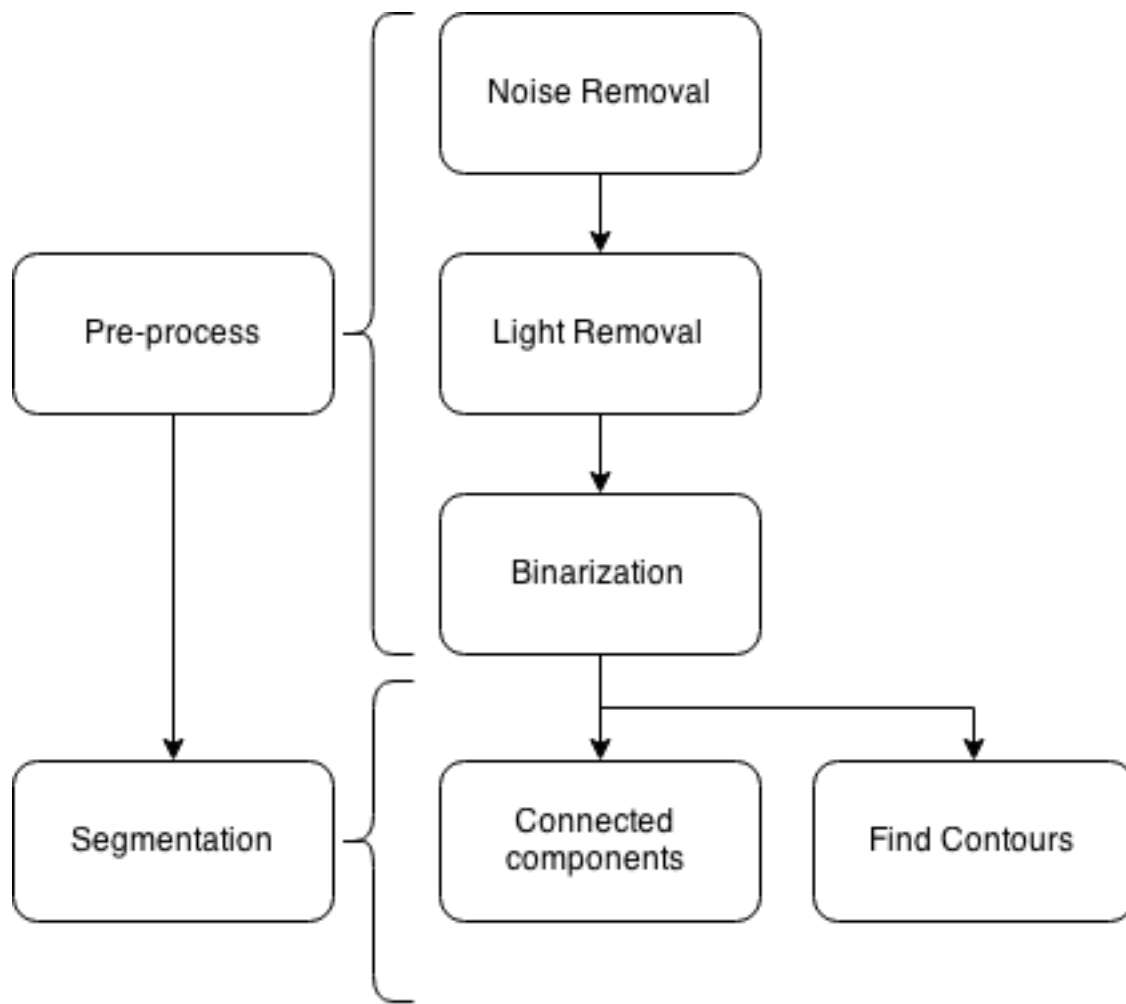


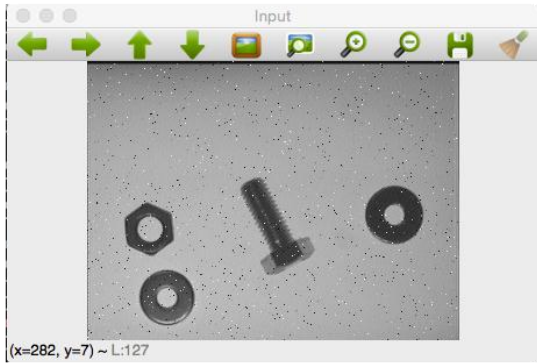
Chapter 5

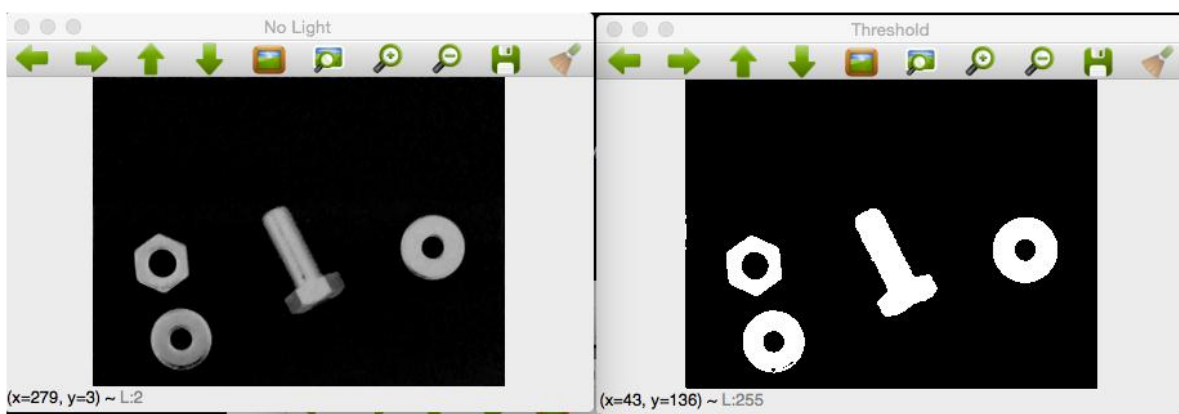
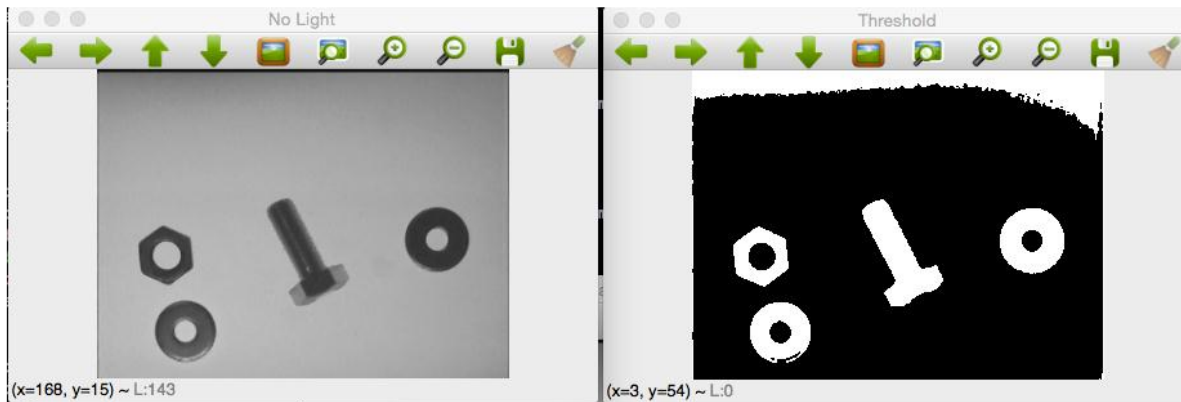


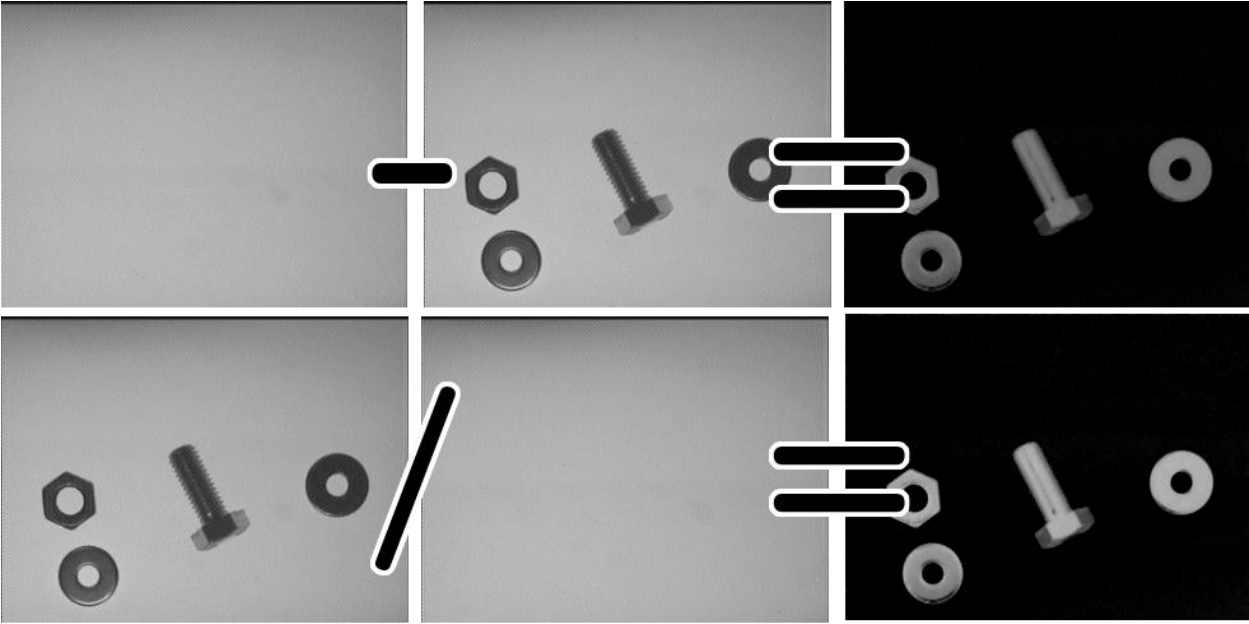
Chapter 6

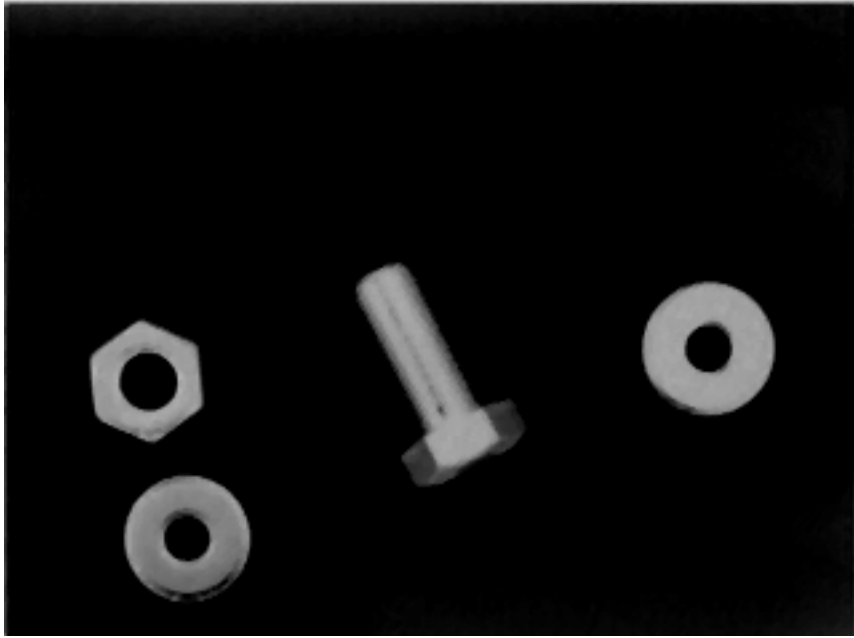






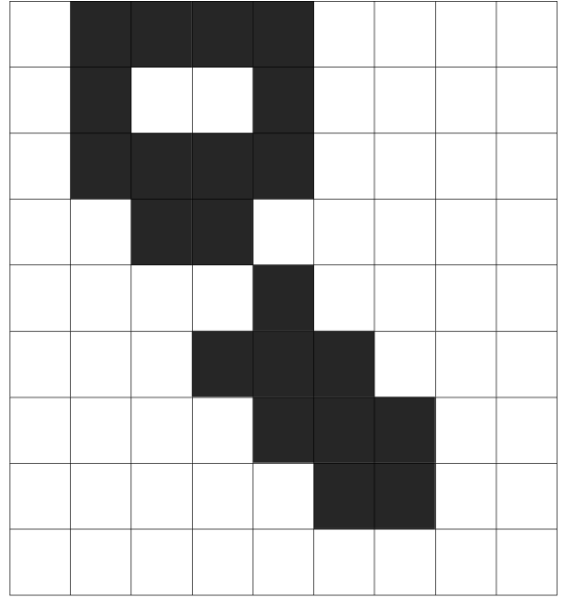
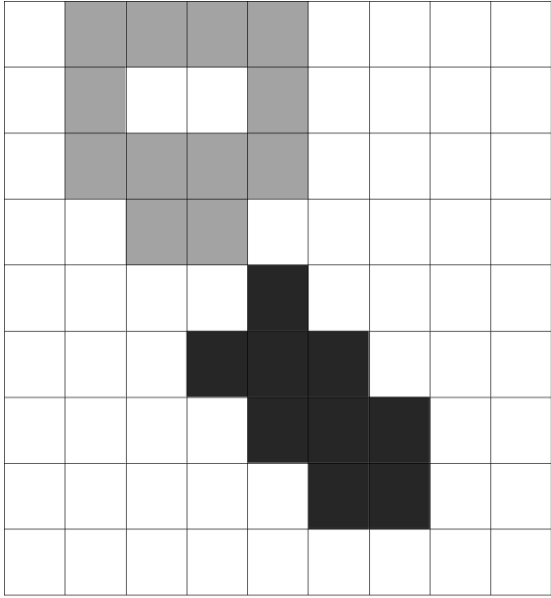




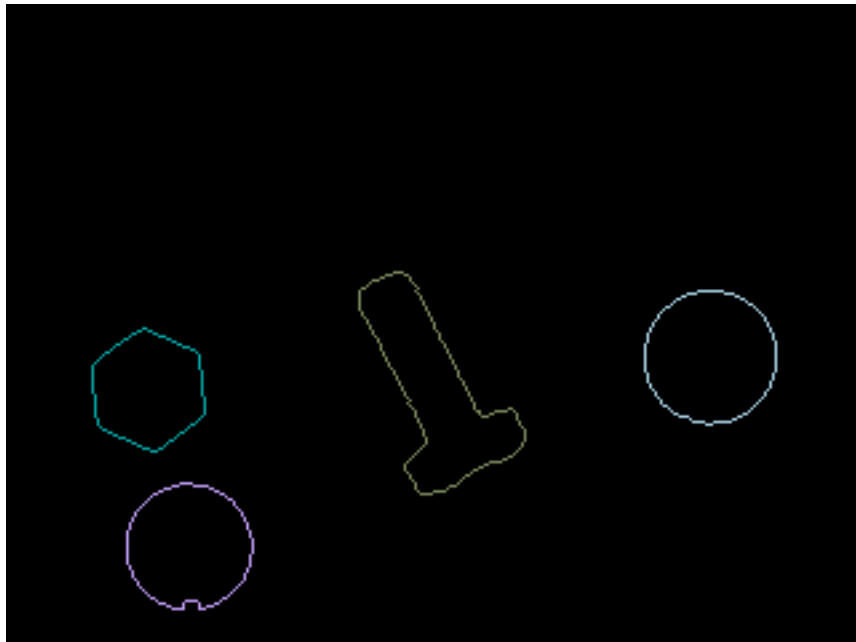
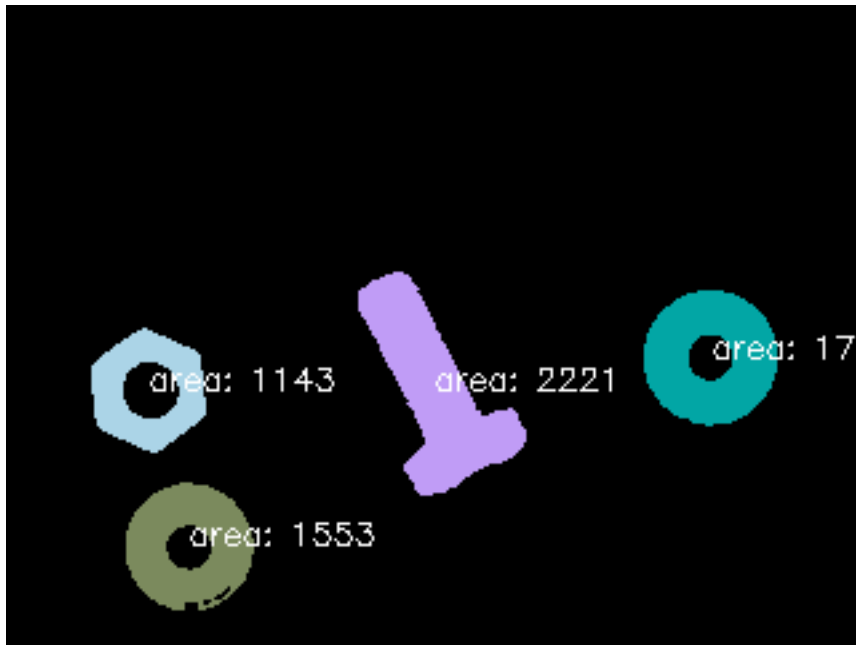


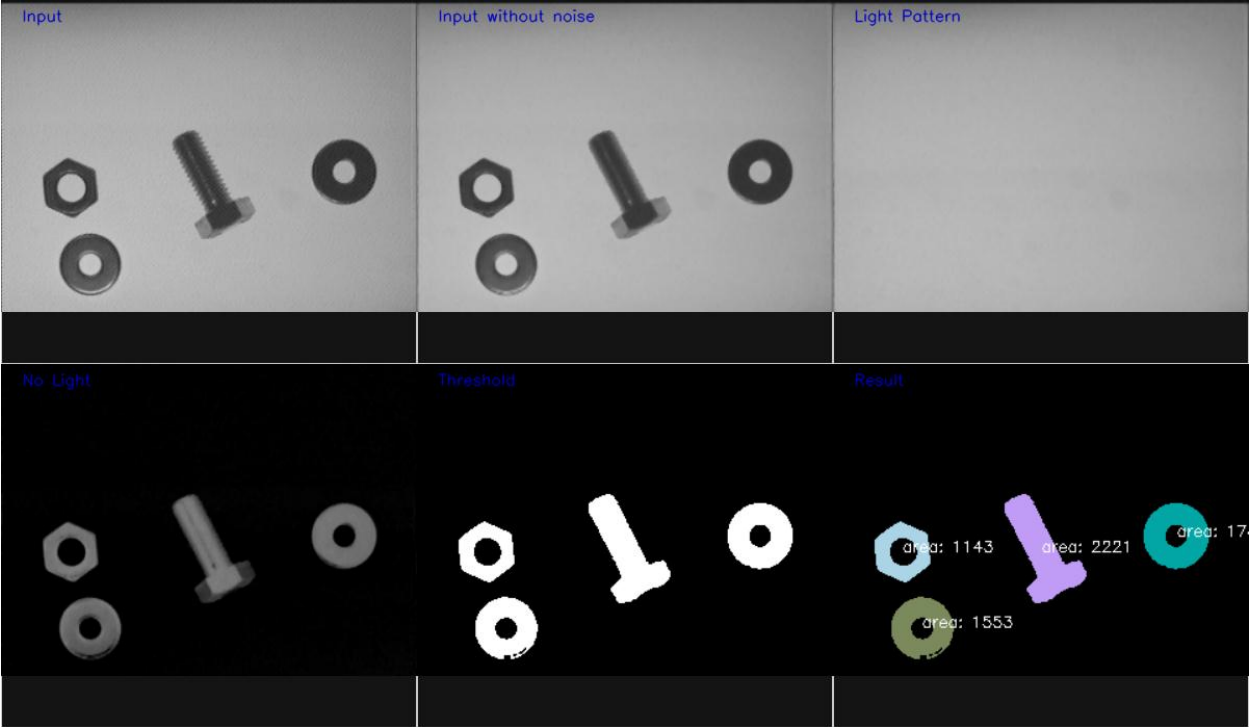
1	2	3
4		5
6	7	8



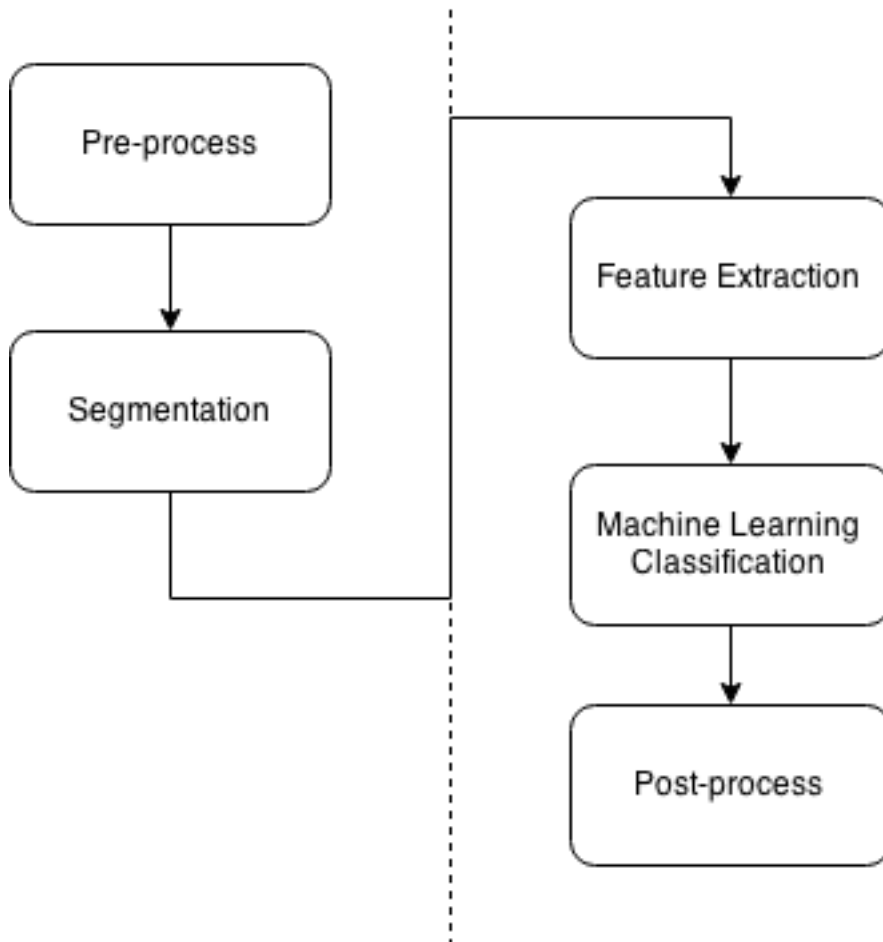
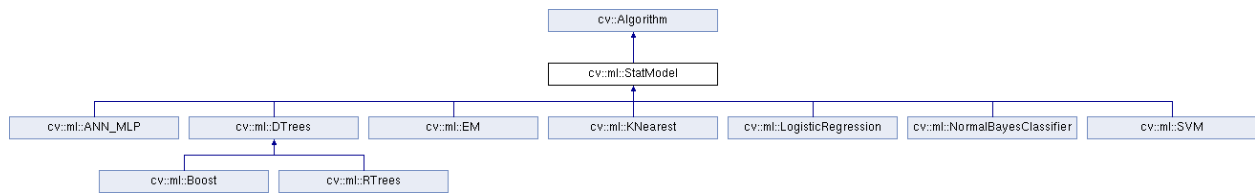


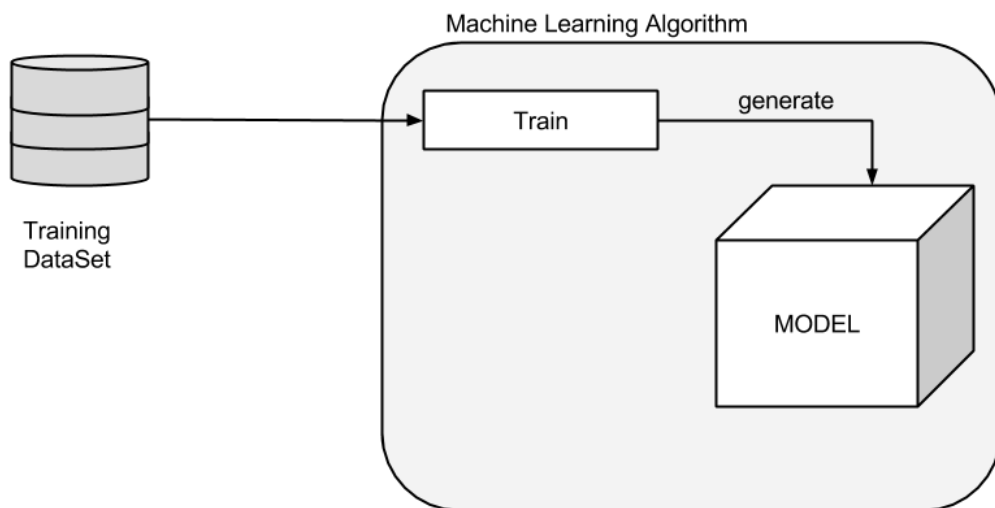


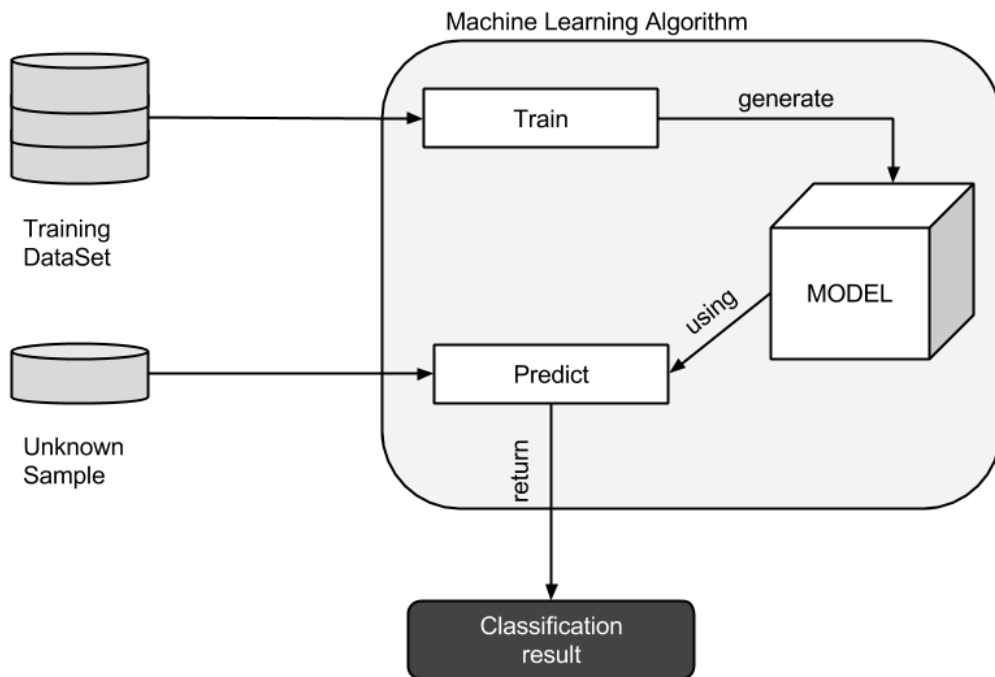


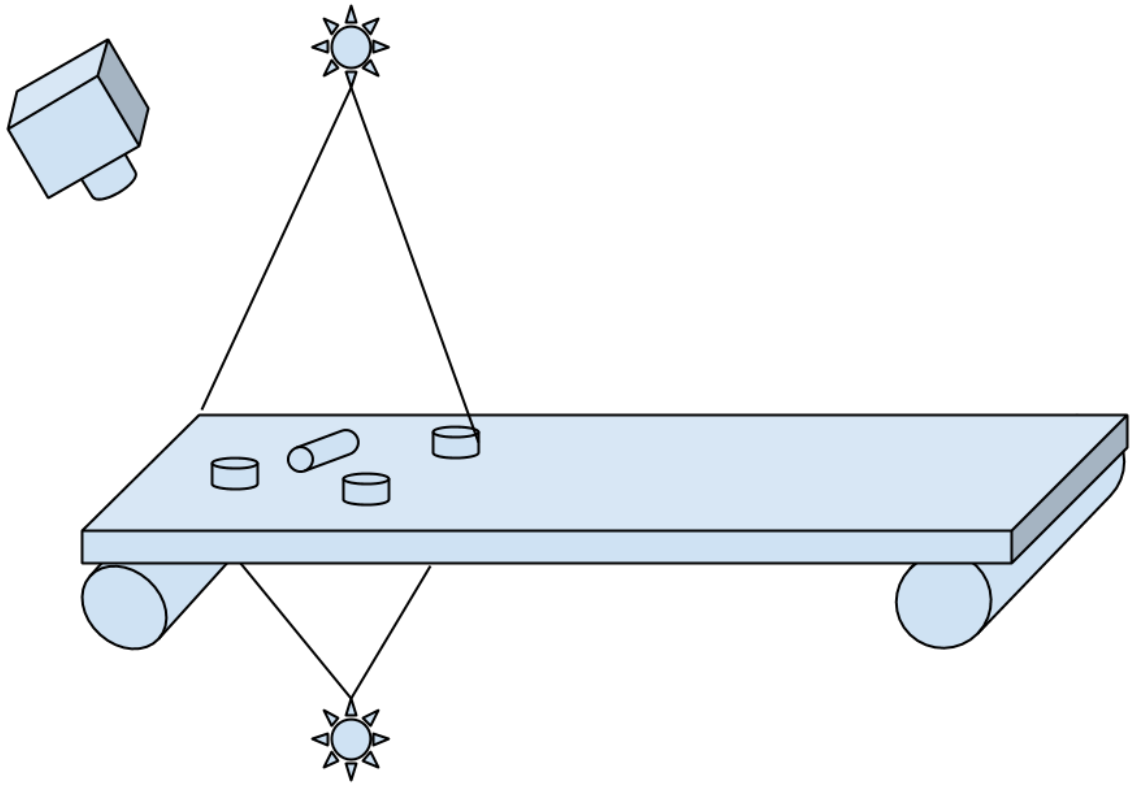


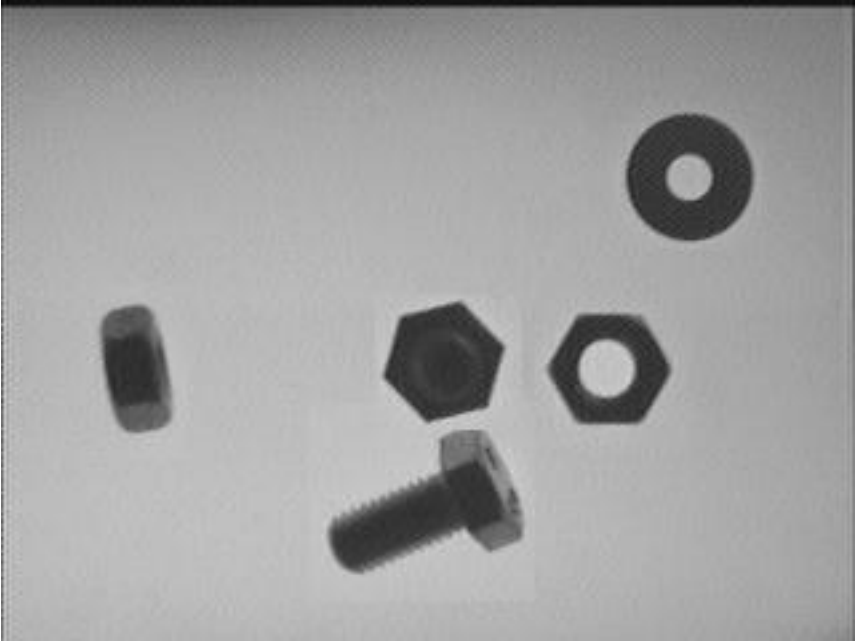
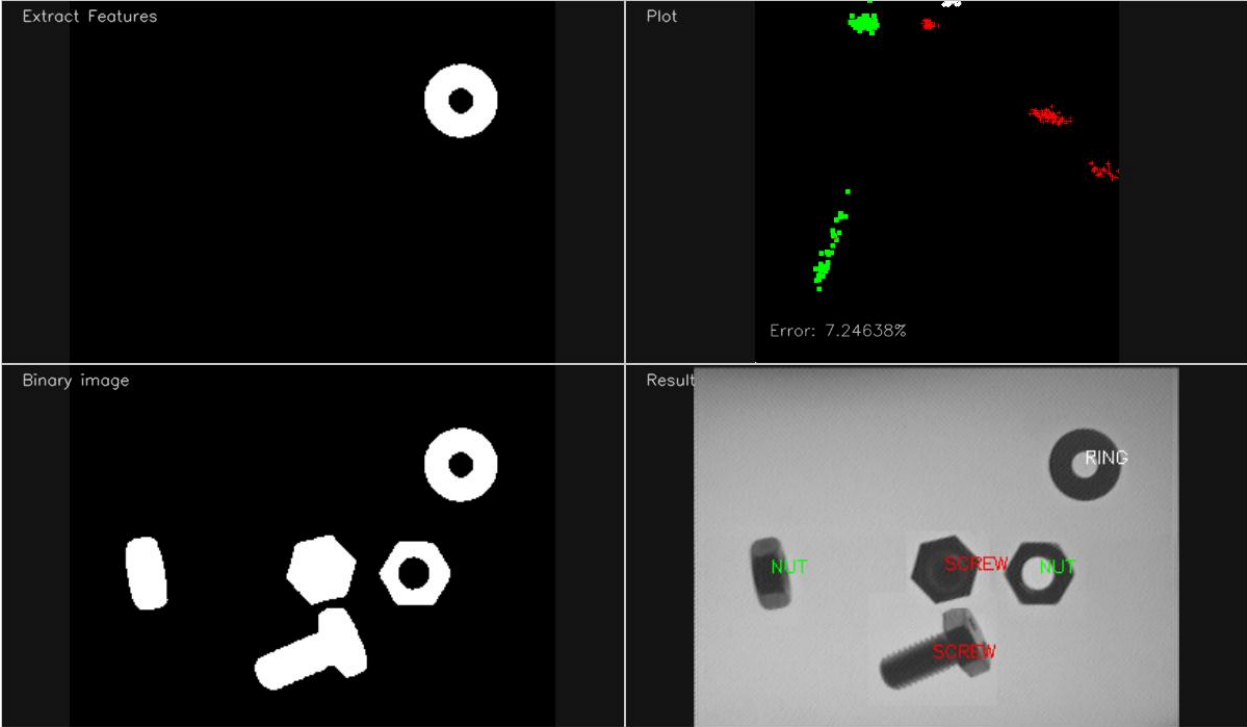
## Chapter 6: Learning Object Classification

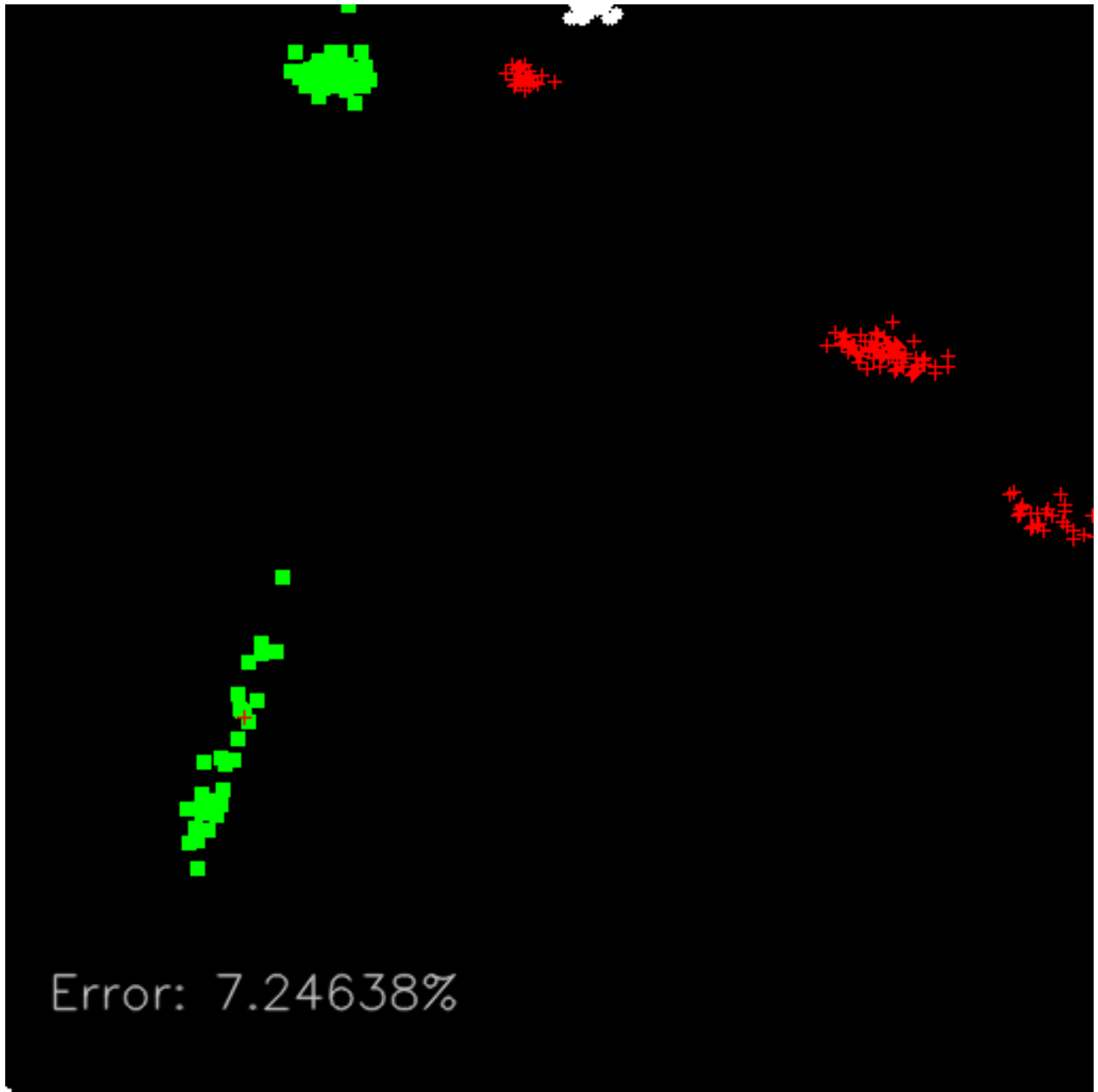




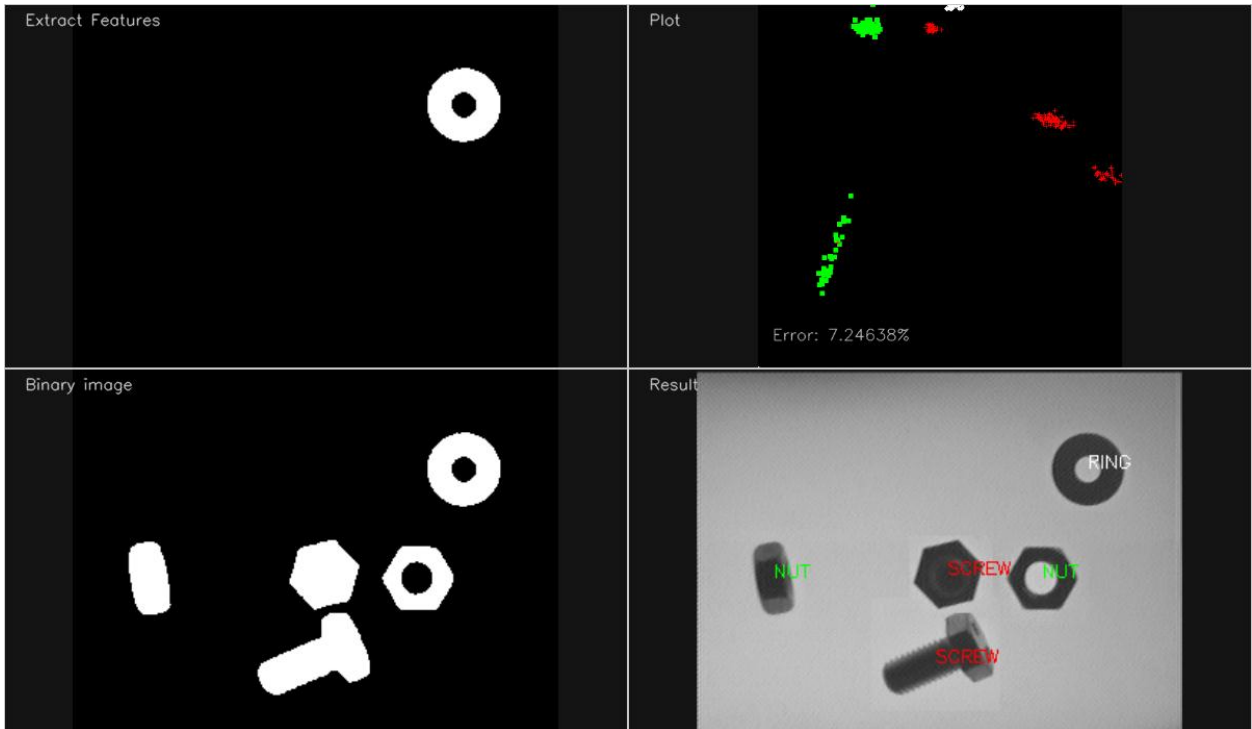
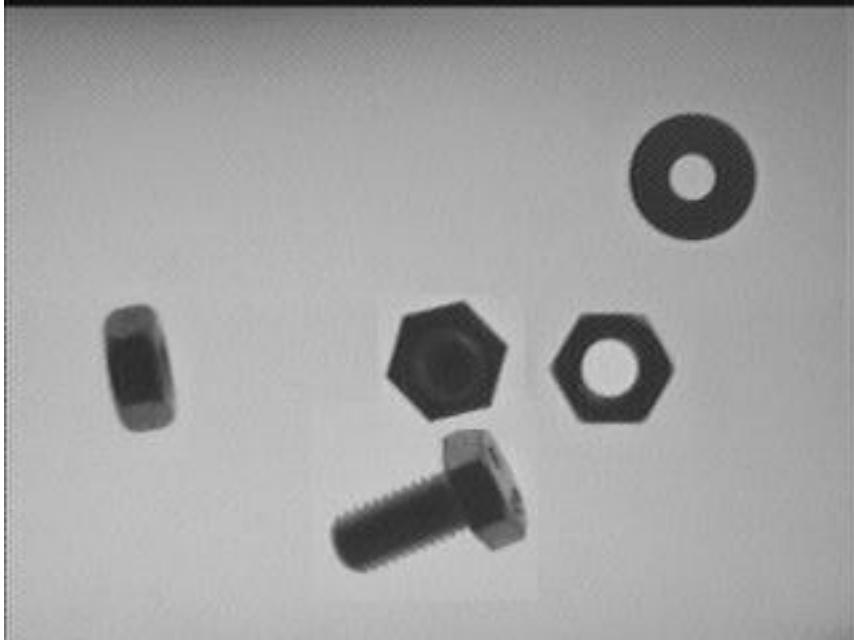




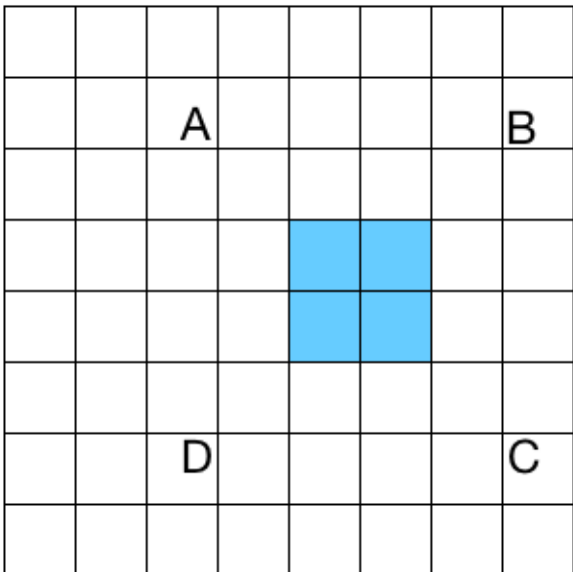
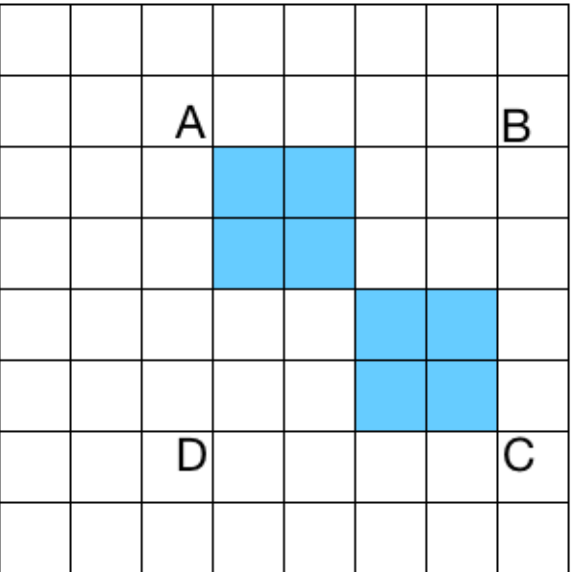
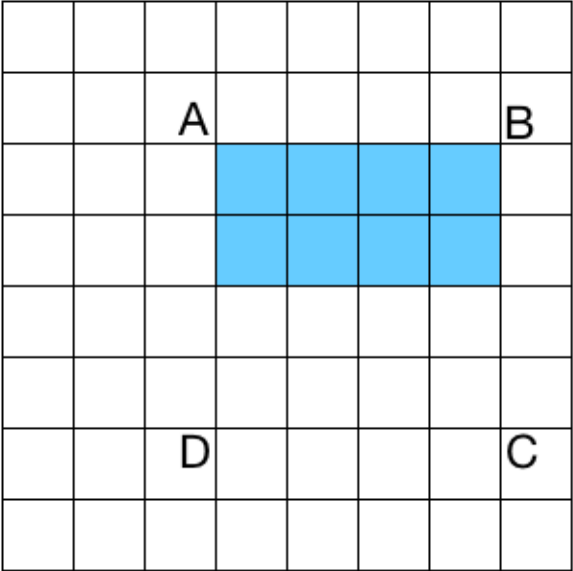
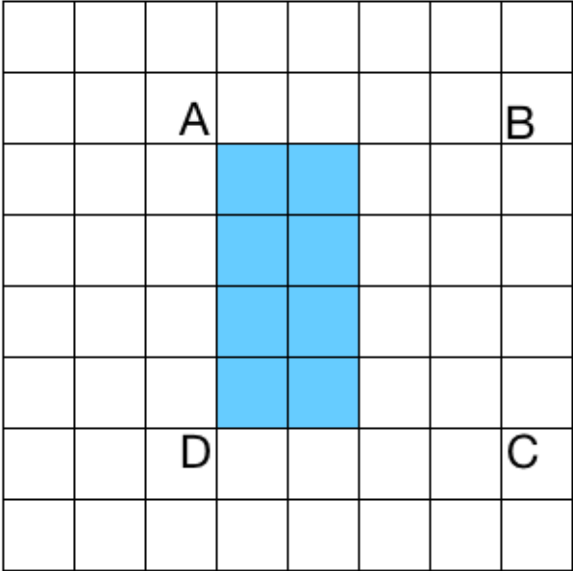


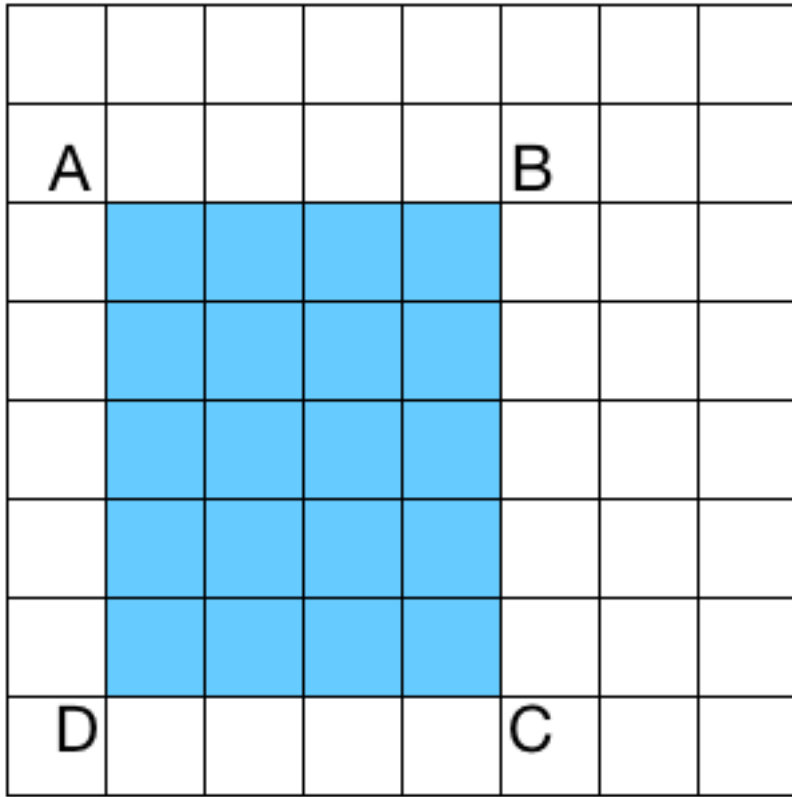


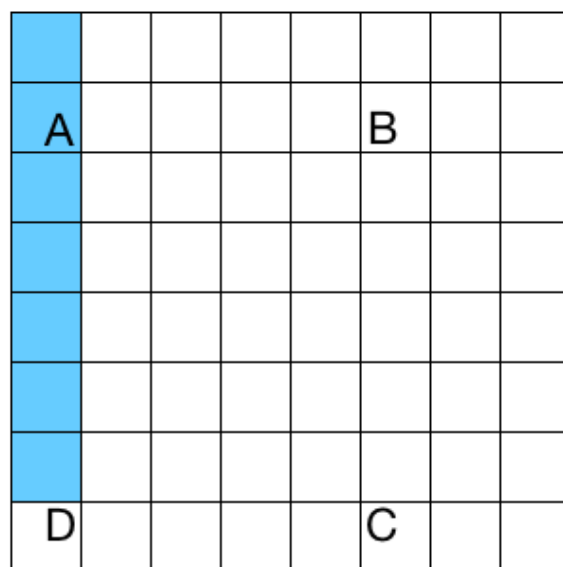
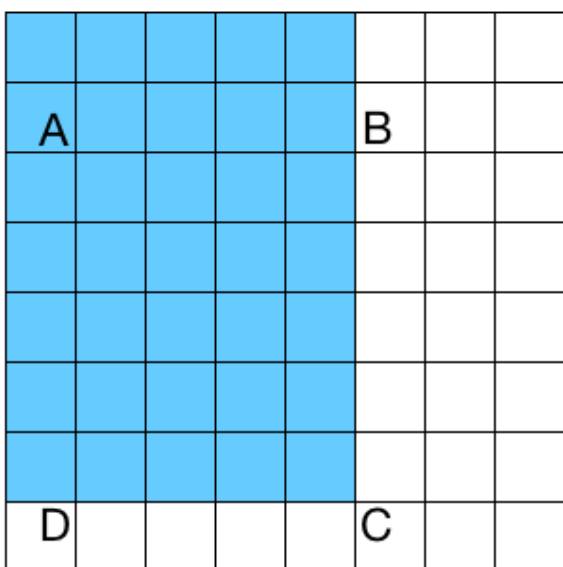
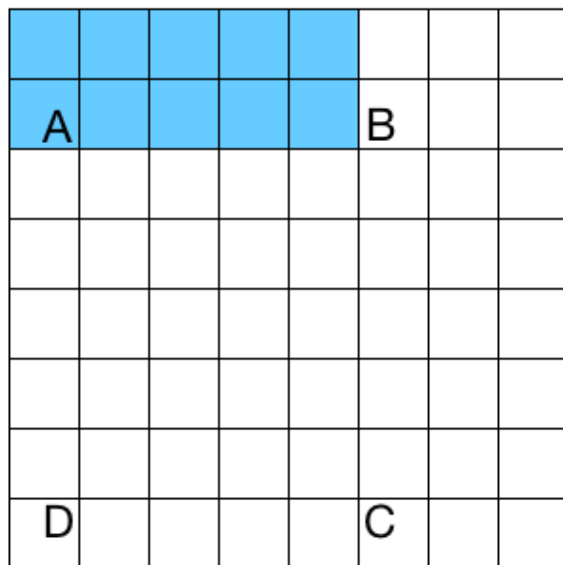
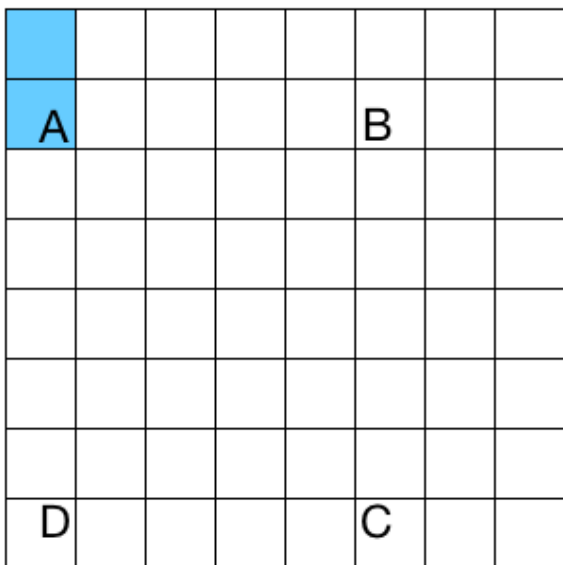




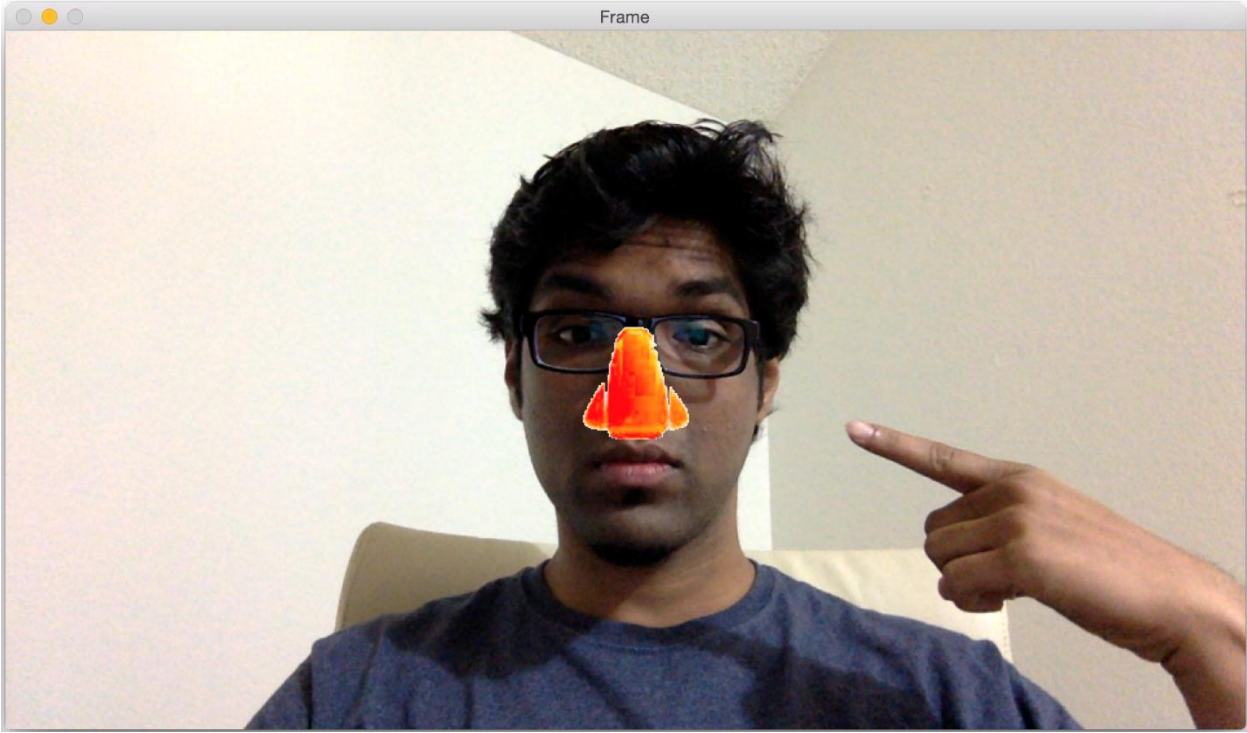
# Chapter 7: Detecting Face Parts and Overlaying Masks









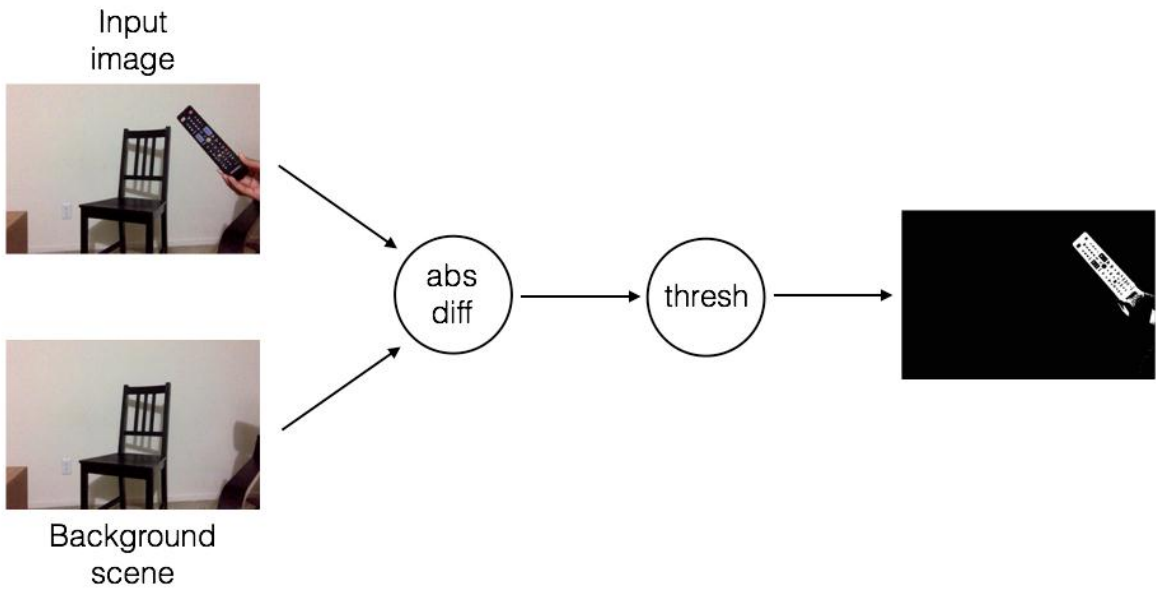
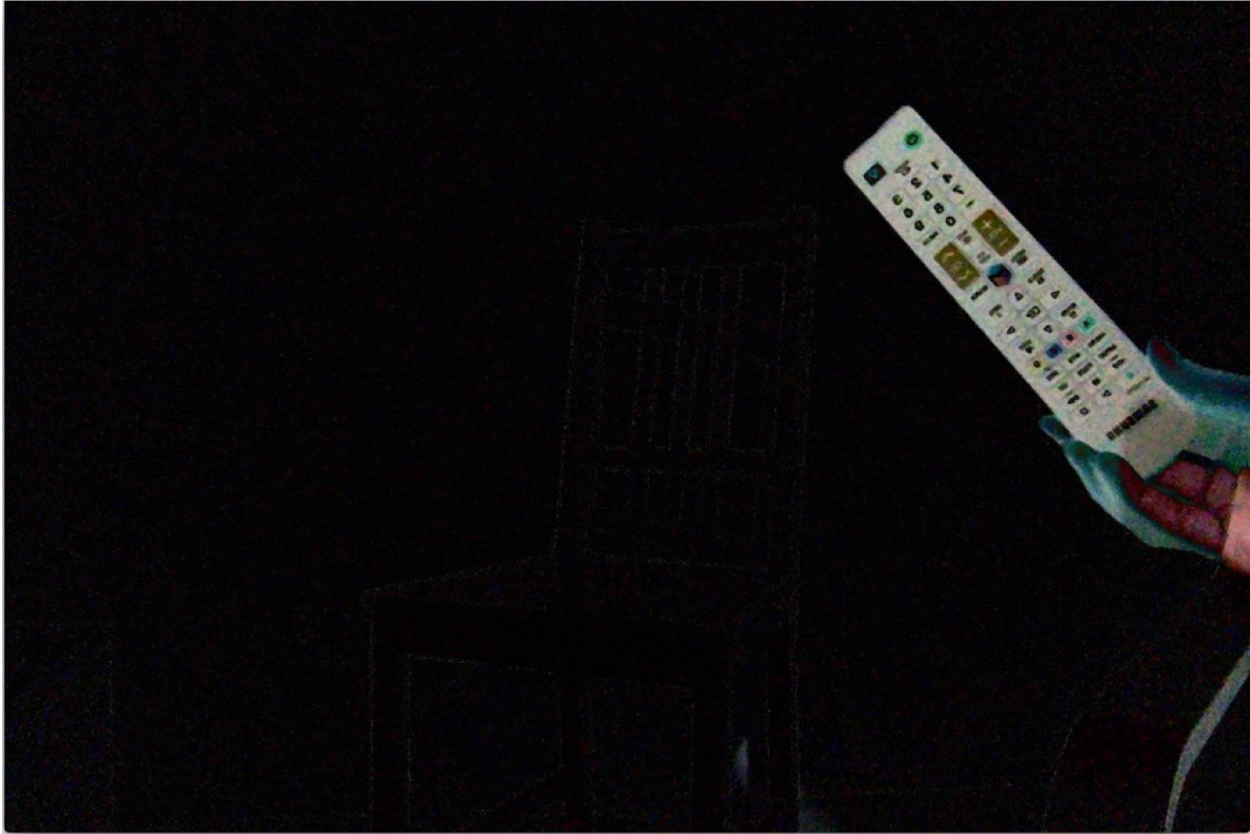


## Chapter 8: Video Surveillance, Background Modeling, and Morphological Operations



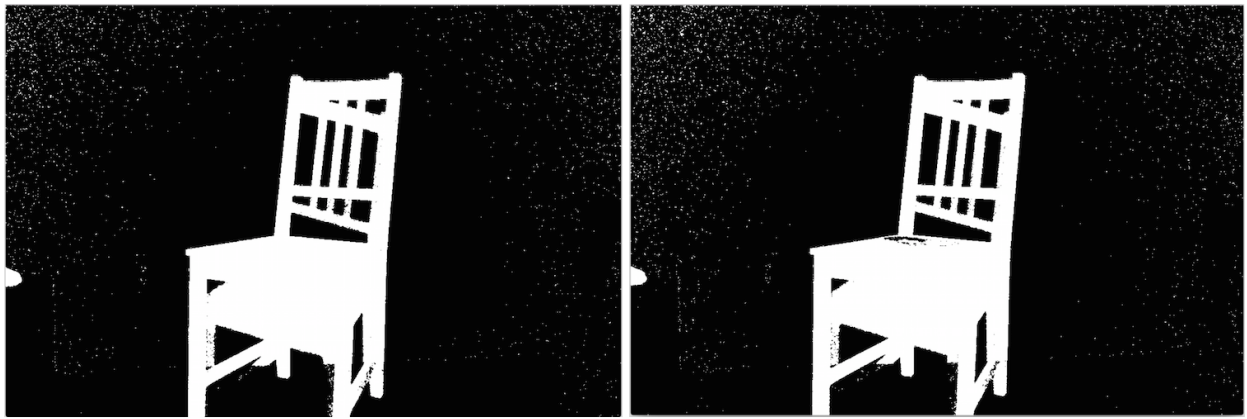




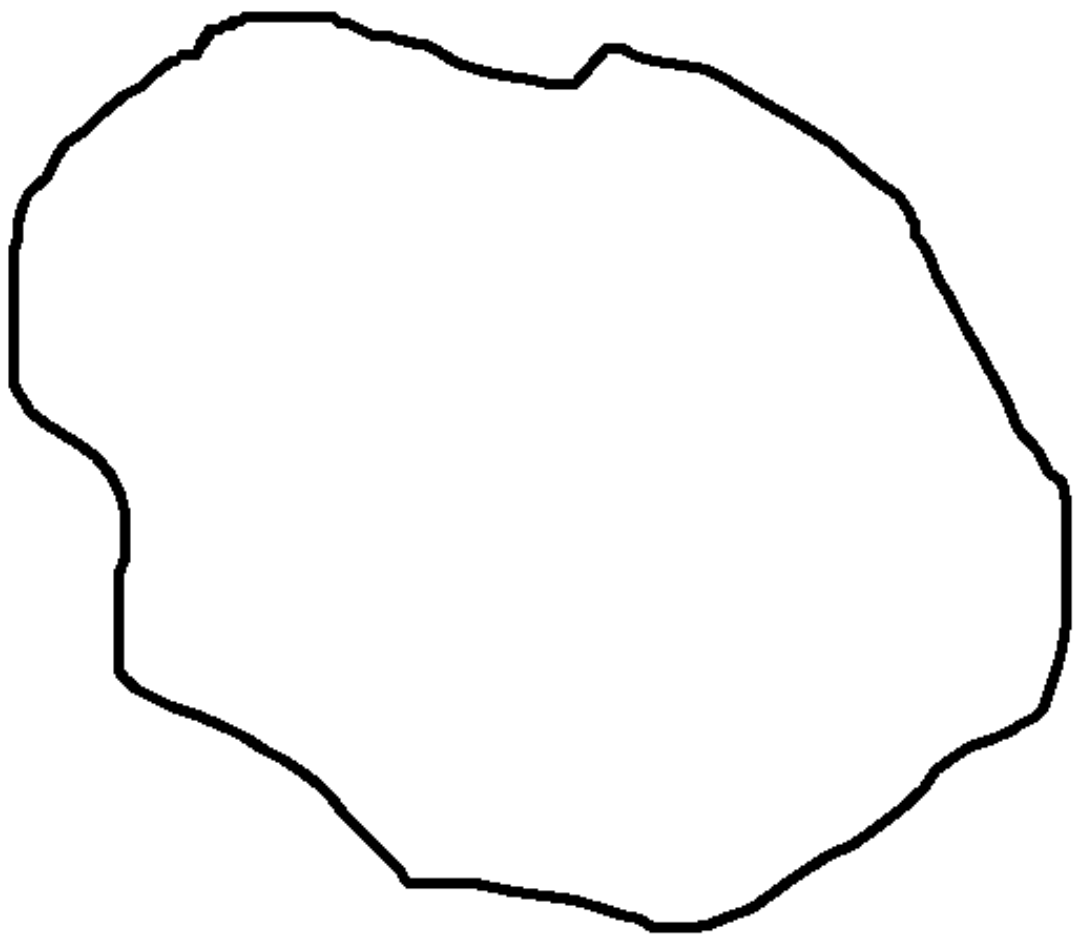


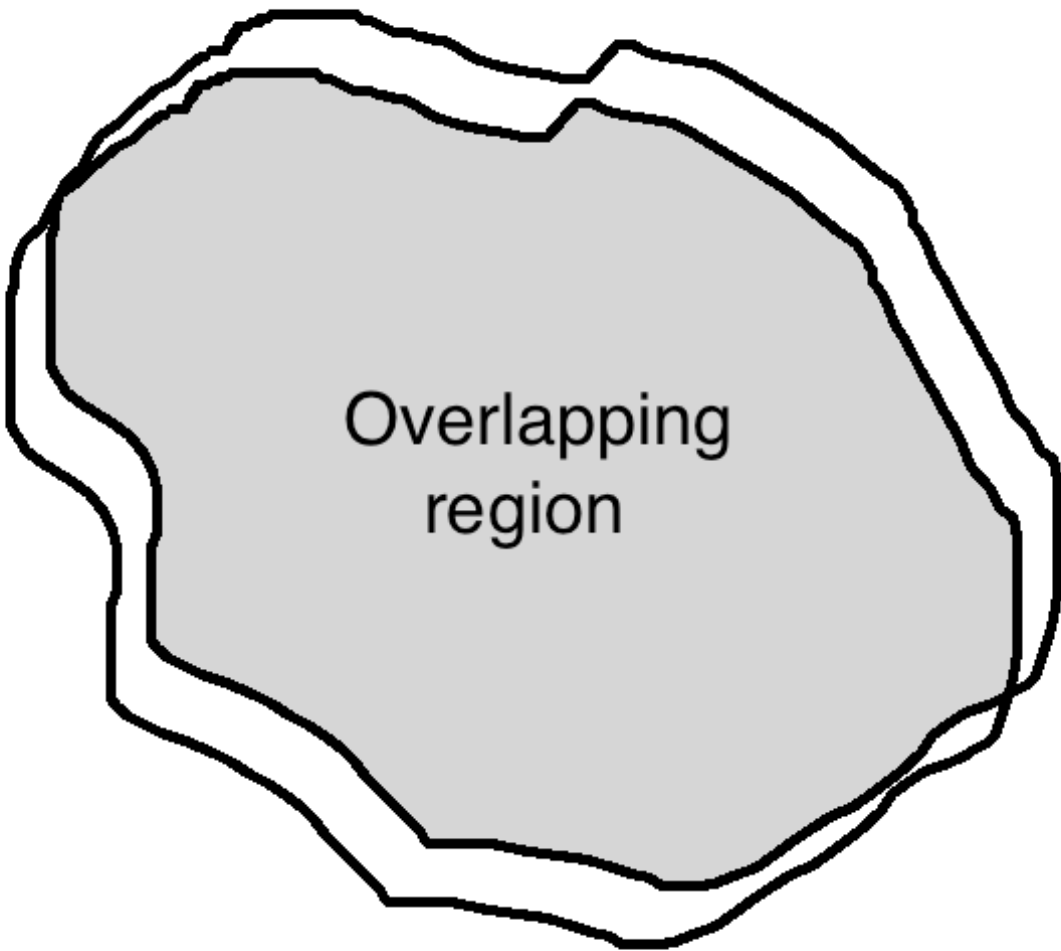




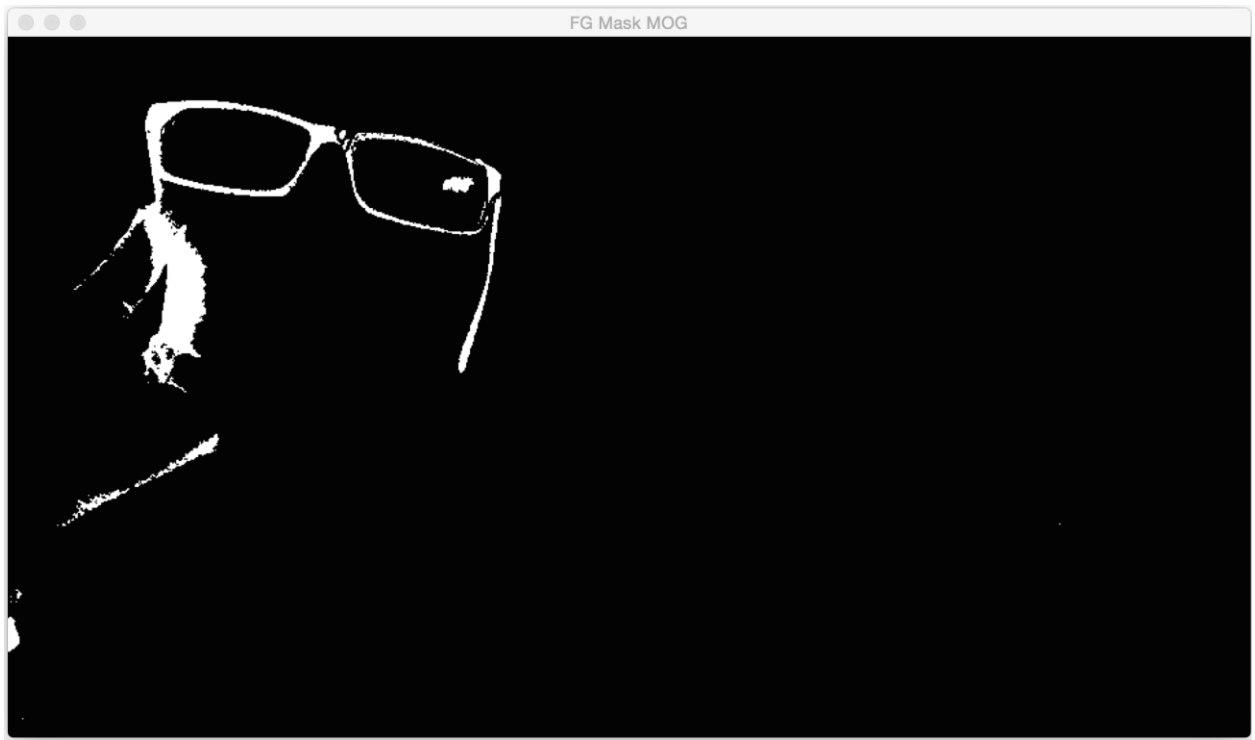




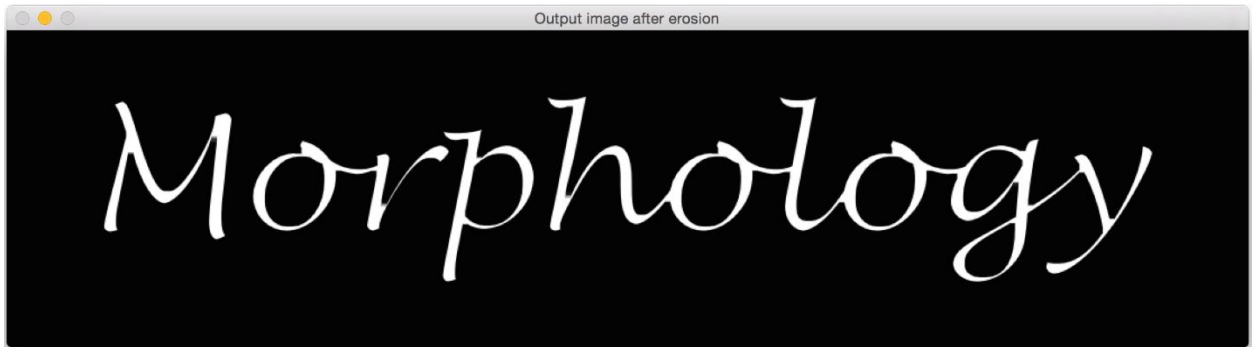
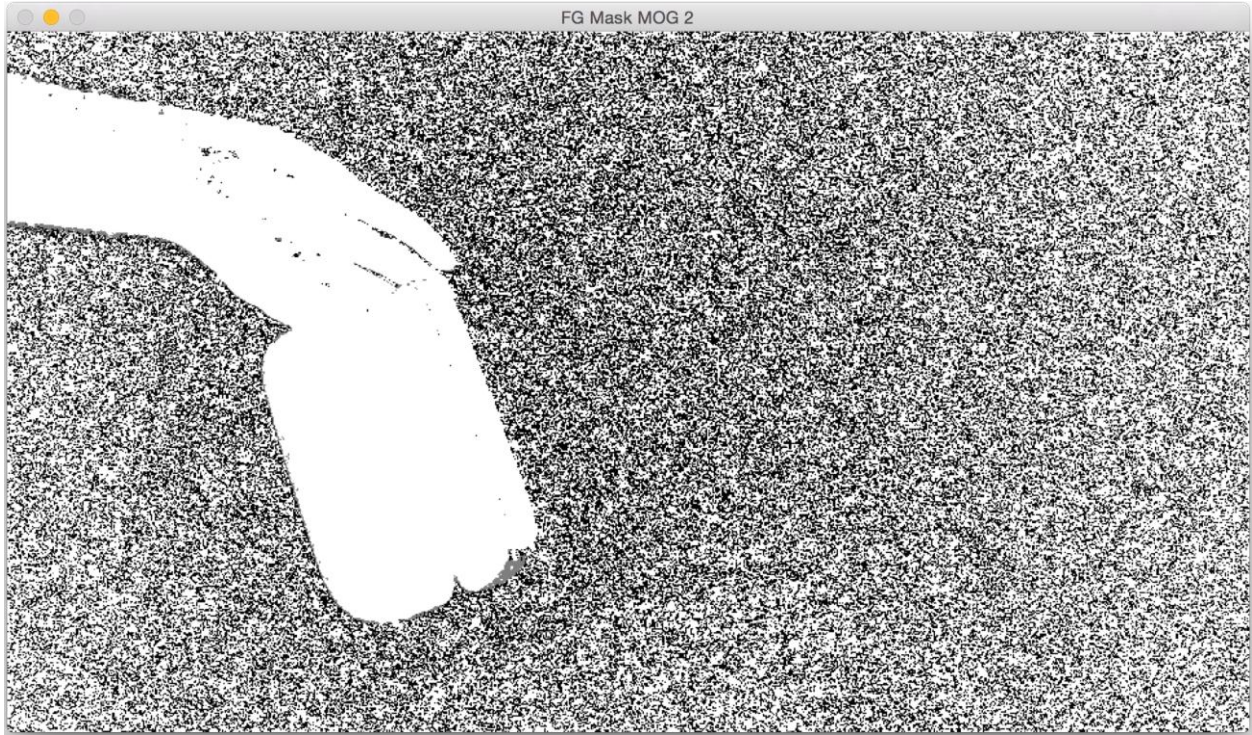


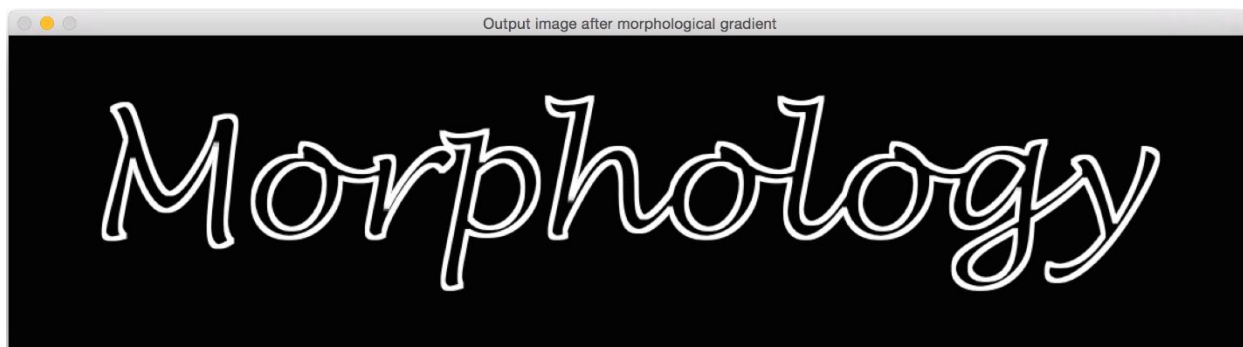
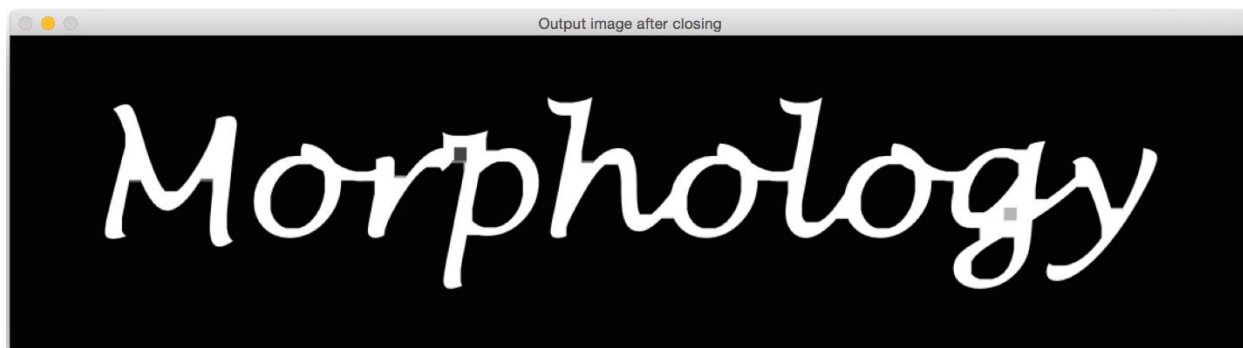
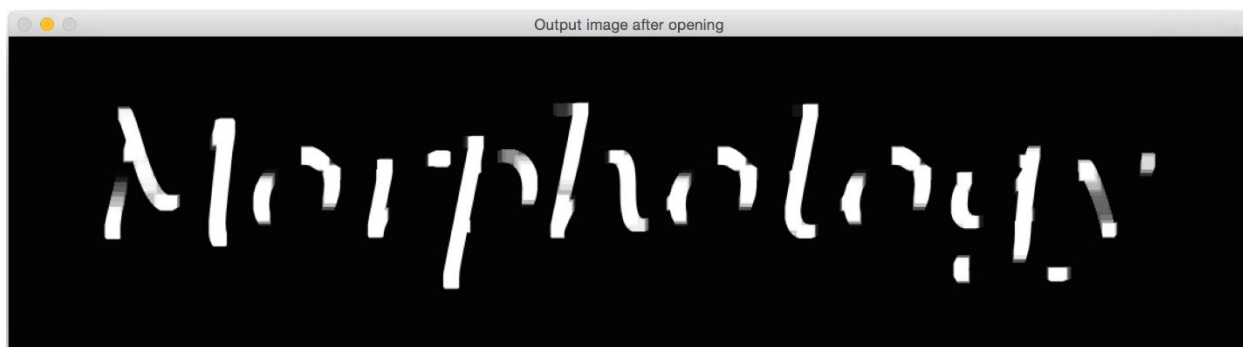
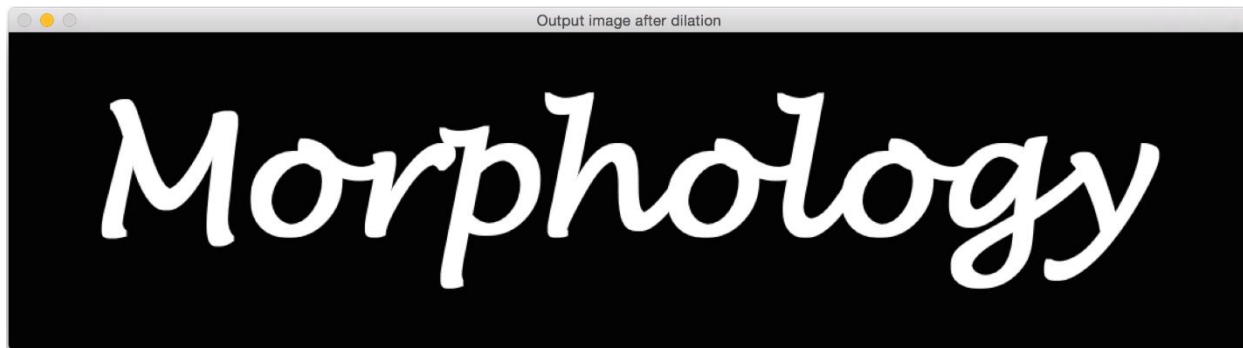


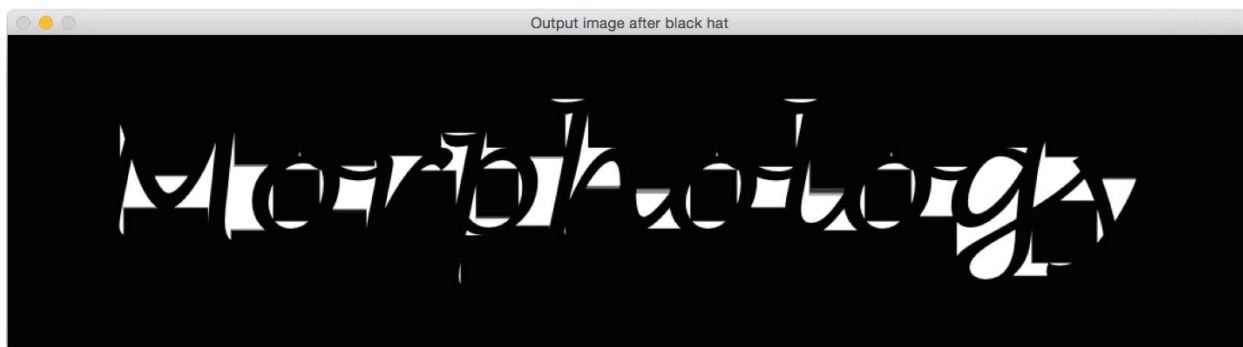
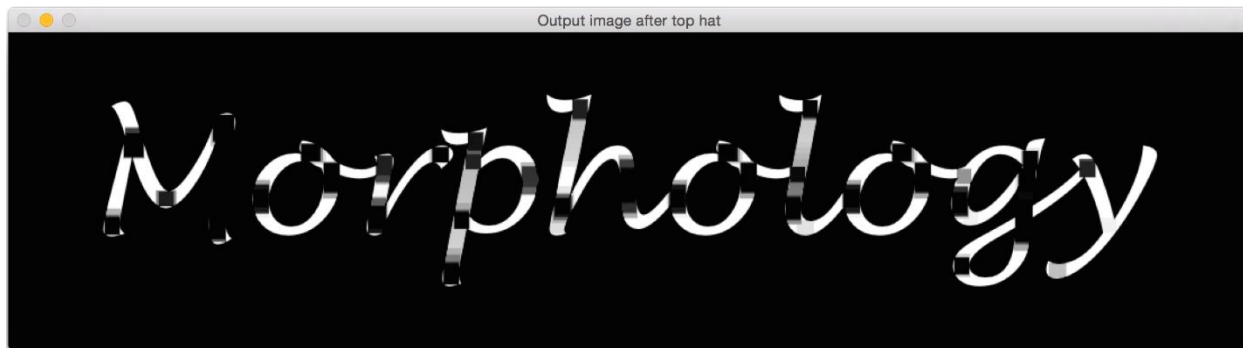
Overlapping  
region



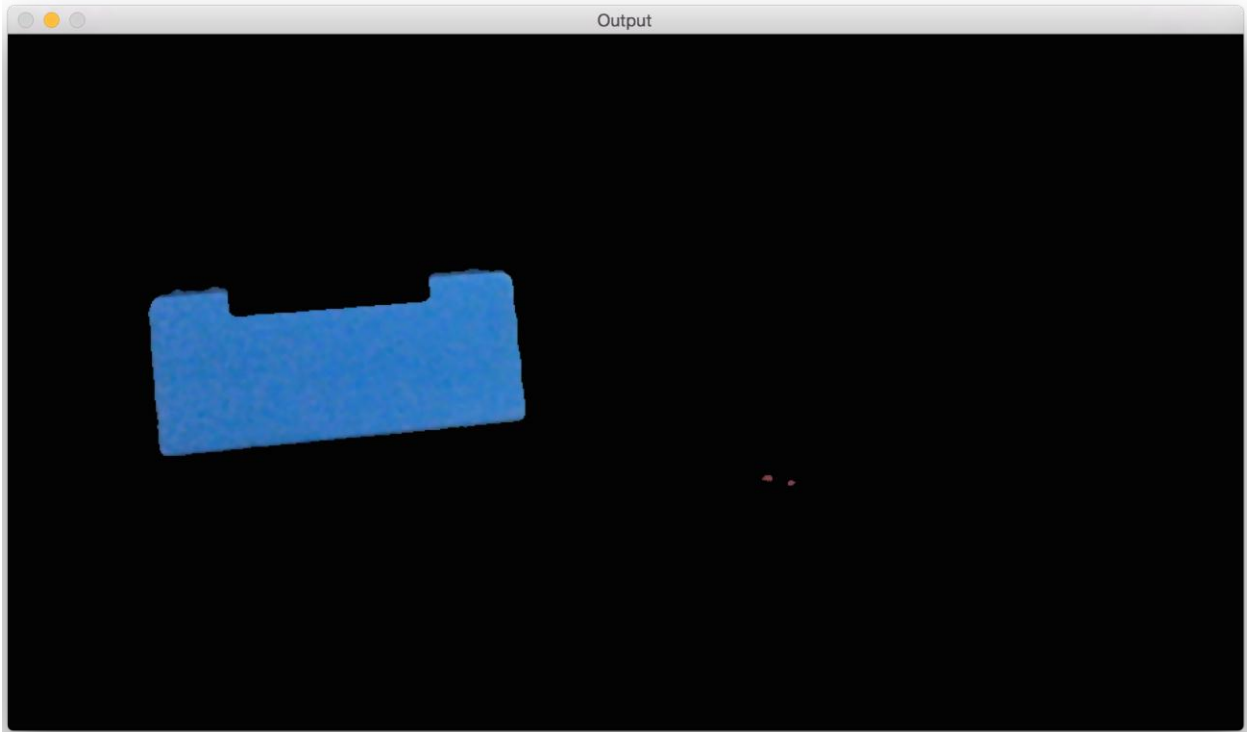






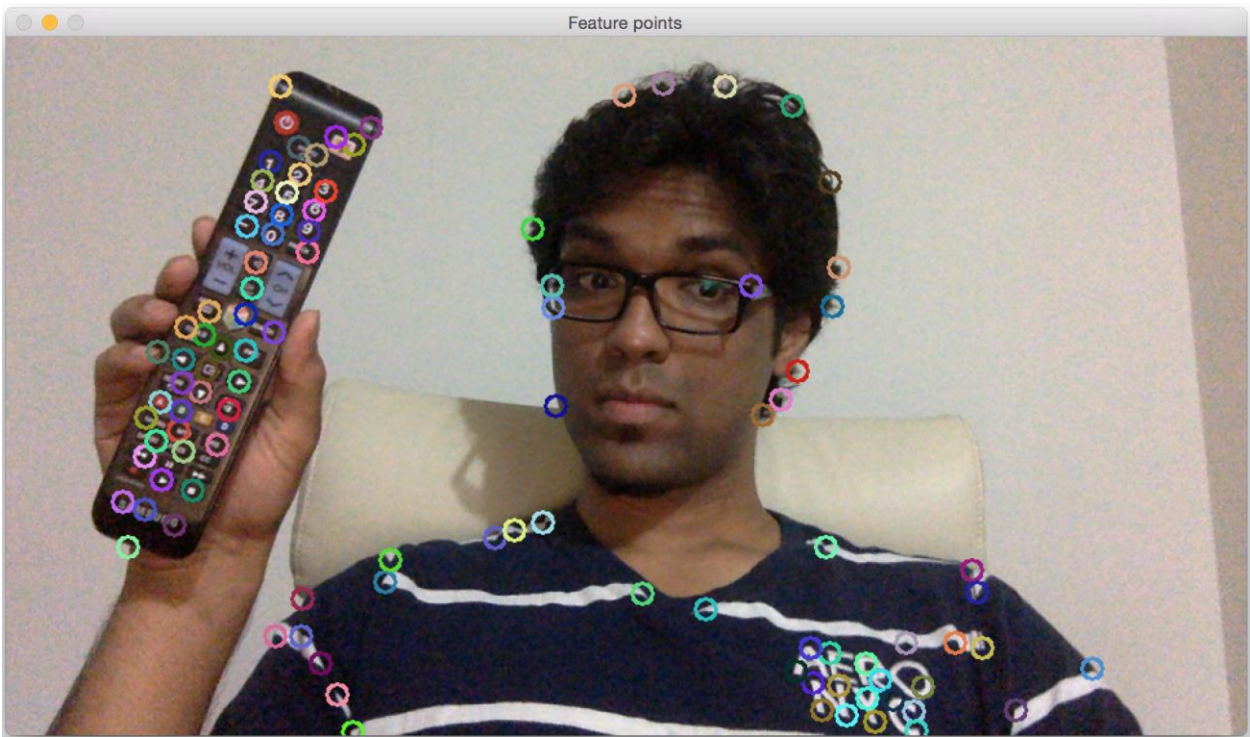


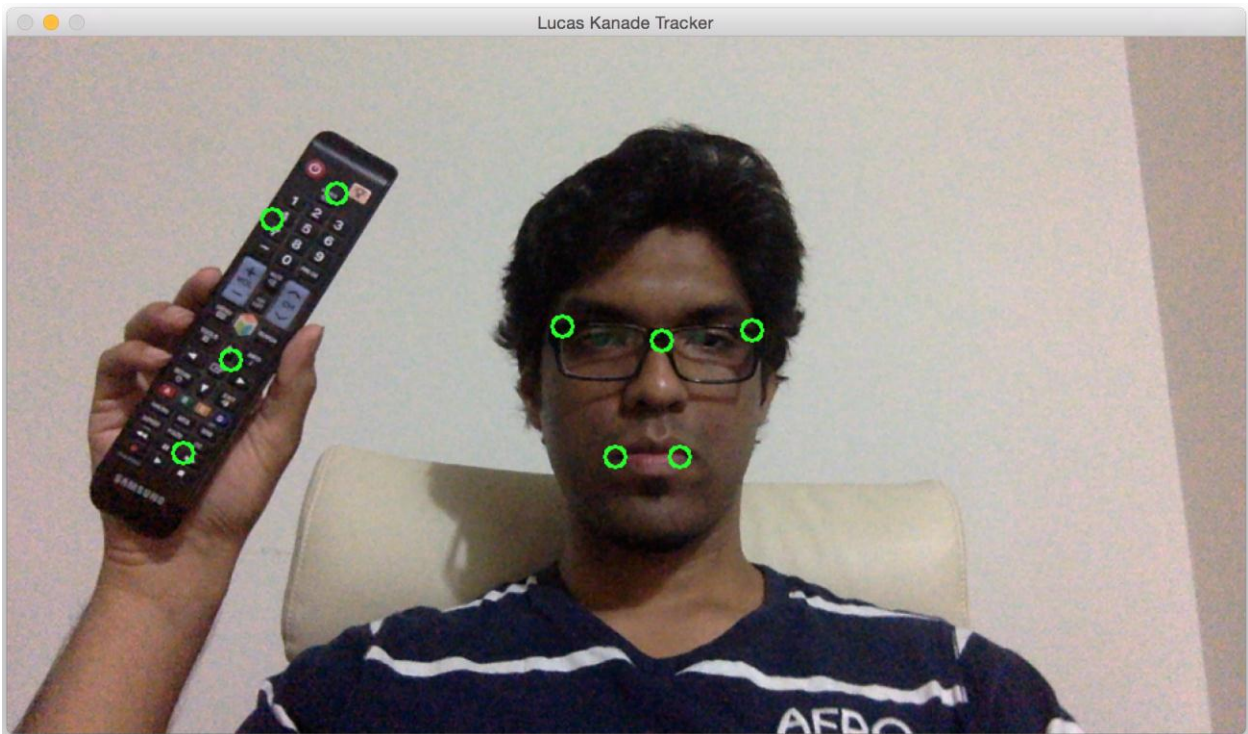
# Chapter 9: Learning Object Tracking



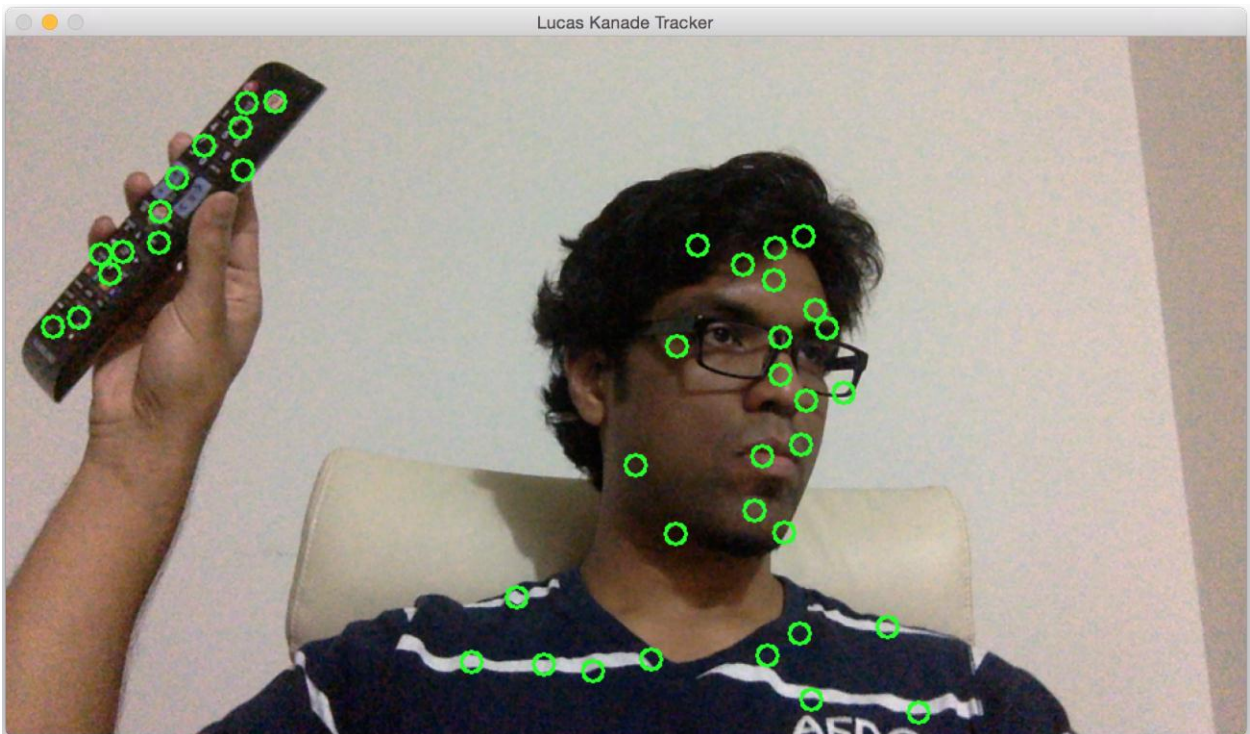


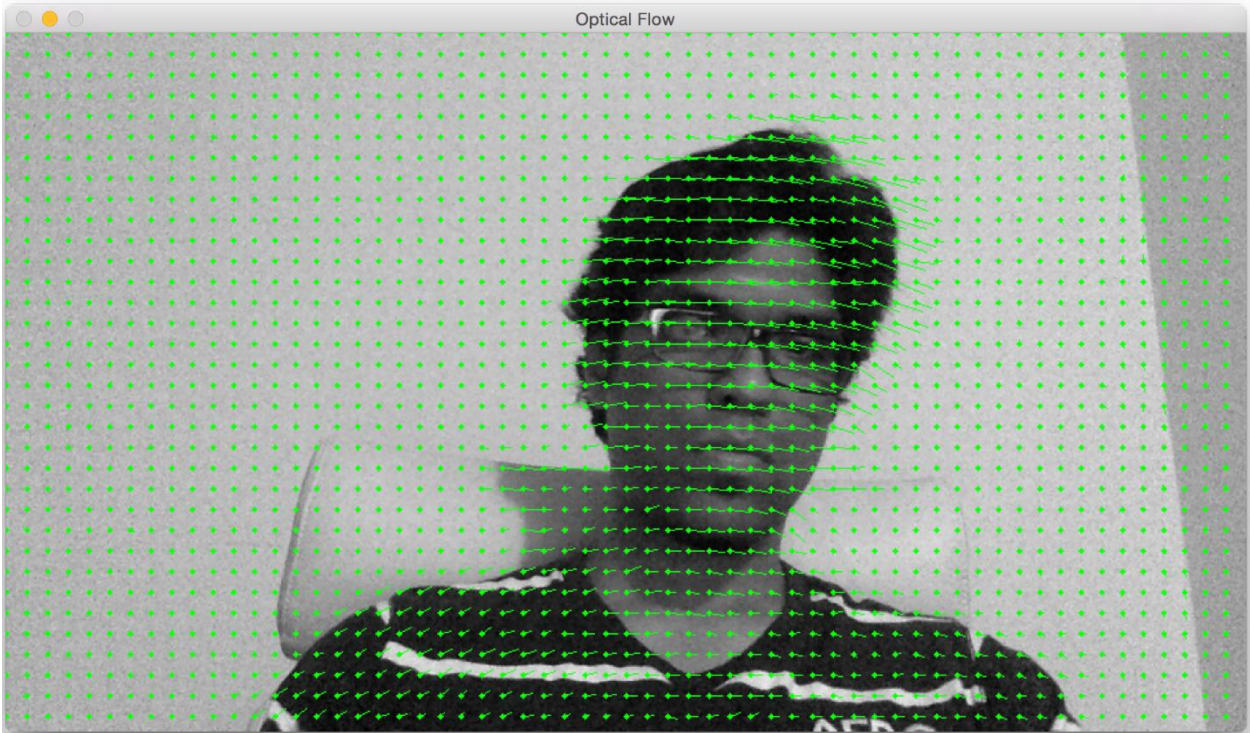
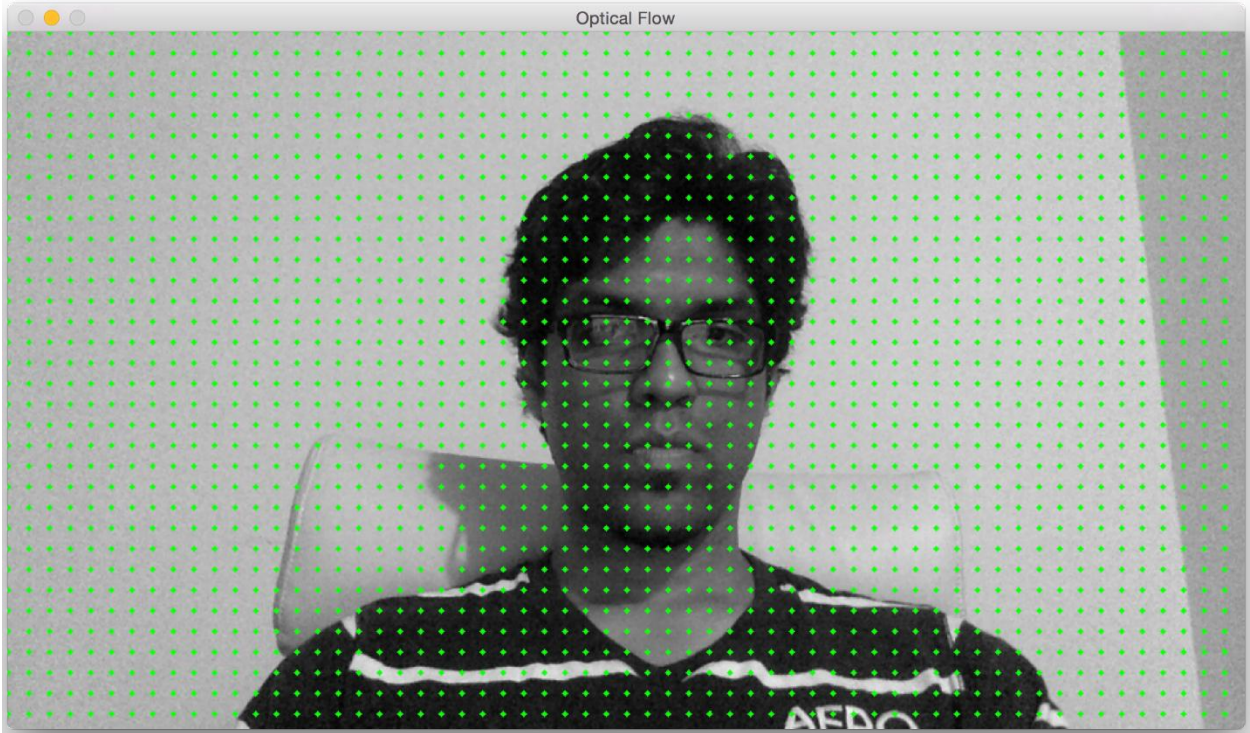


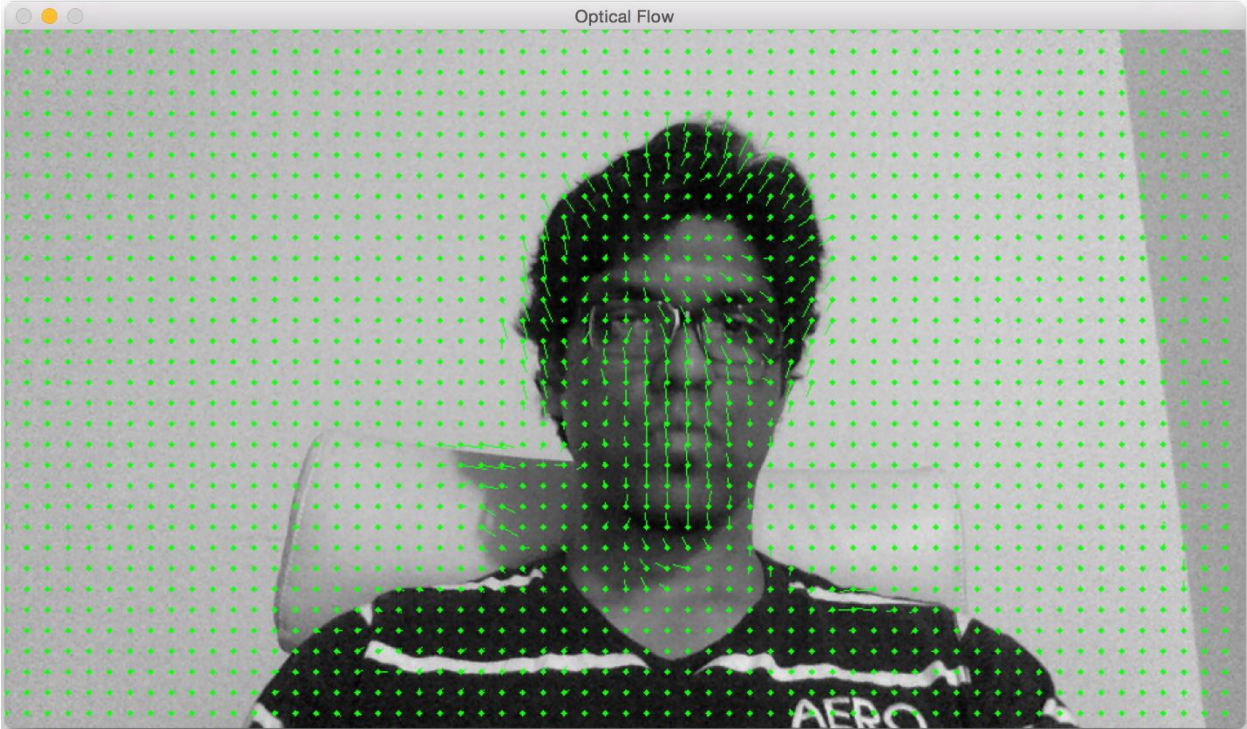






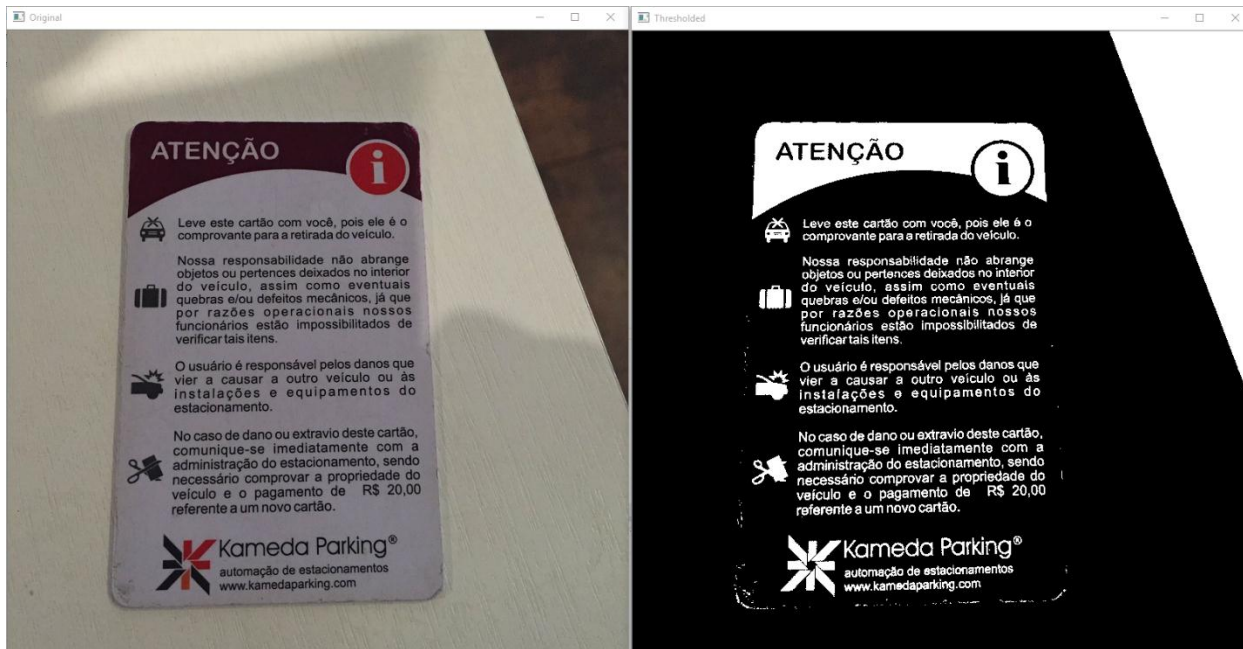




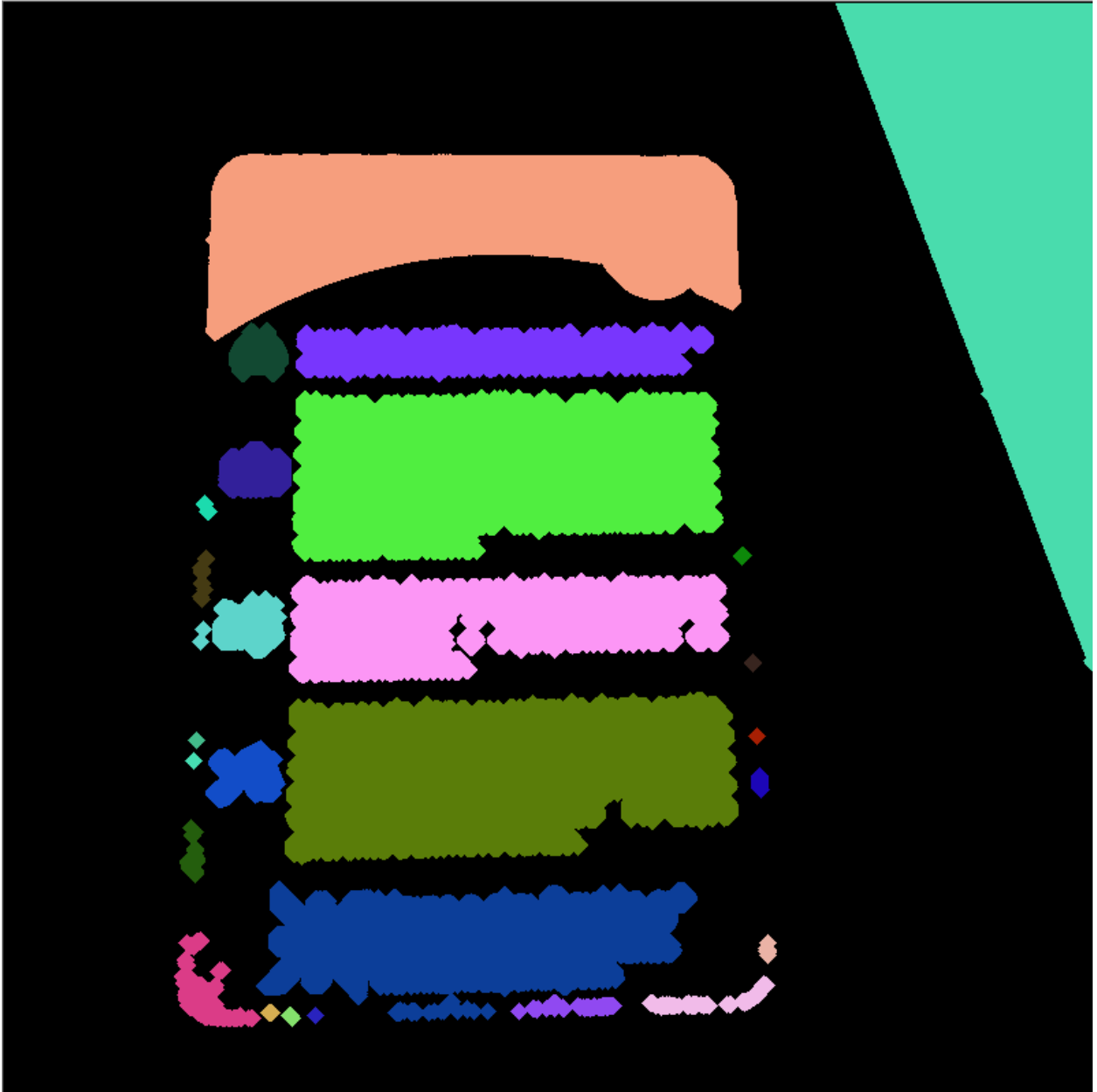


## Chapter 10: Developing Segmentation Algorithms for Text Recognition









## ATENÇÃO



Leve este cartão com você, pois ele é o comprovante para a retirada do veículo.



Nossa responsabilidade não abrange objetos ou pertences deixados no interior do veículo, assim como eventuais quebras e/ou defeitos mecânicos, já que por razões operacionais nossos funcionários estão impossibilitados de verificar tais itens.



O usuário é responsável pelos danos que vier a causar a outro veículo ou às instalações e equipamentos do estacionamento.



No caso de dano ou extravio deste cartão, comunique-se imediatamente com a administração do estacionamento, sendo necessário comprovar a propriedade do veículo e o pagamento de R\$ 20,00 referente a um novo cartão.



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O usuário é responsável pelos danos que vier a causar a outro veículo ou às instalações e equipamentos do estacionamento.

Nossa responsabilidade não abrange objetos ou pertences deixados no interior do veículo, assim como eventuais quebras e/ou defeitos mecânicos, já que por razões operacionais nossos funcionários estão impossibilitados de verificar tais itens.

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# tesseract-ocr

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<a href="#">tesseract-3.02.02-win32-lib-include-dirs.zip</a>	VC++ libraries of Tesseract OCR 3.02.02 (32bit) <i>Featured</i>	Nov 2012	Nov 2012	28.0 MB	131374
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<a href="#">tesseract-ocr-3.02.02.tar.gz</a>	Tesseract OCR 3.02.02 Source <i>Featured</i>	Nov 2012	Nov 2012	3.7 MB	234344

Tesseract-OCR 3.02.02

### Choose Components

Choose which features of Tesseract-OCR 3.02.02 for Windows you want to install.

Check the components you want to install and uncheck the components you don't want to install. Click Next to continue.

Select components to install:

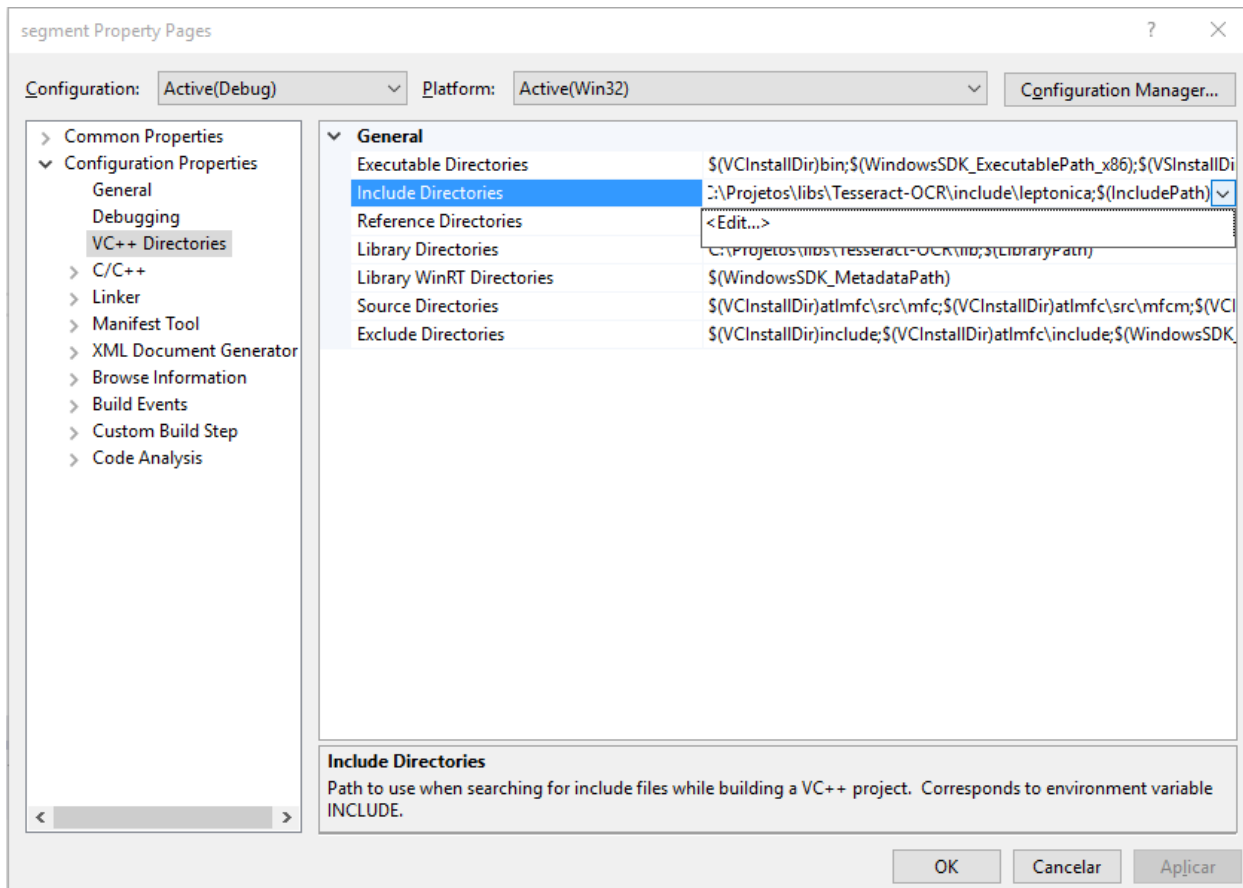
- Training Tools
- Shortcuts creation
- Registry settings
- Tesseract development files
- Language data

Space required: 56.5MB

Description  
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(c) 2010-2012 Tesseract-OCR

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Achados  
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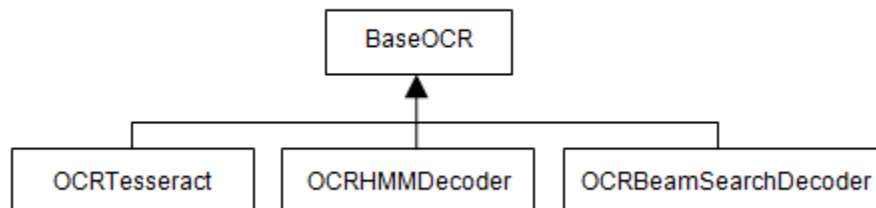
CASA & PRESENTES

ESTAMOS  
ATENDENDO



ESTAMOS  
TEN

# ESTAMOS ATENDENDO CASA & PRESENTES



```
C:\Projetos\Visual\OpenCVText\Debug\OpenCVText.exe
Processing 2 channels...
  Channel 1
  Channel 2
Detected text:
-----
ESTAMOS

ATENDENDO

CASA 8E PRESENTES
```

