

# FINAL PROJECT

SCSV 3213 FUNDAMENTAL OF IMAGE PROCESSING

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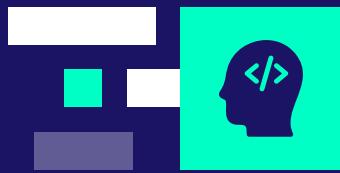
Conclusion

</>

01

Project  
Introduction

# DESCRIPTION >>

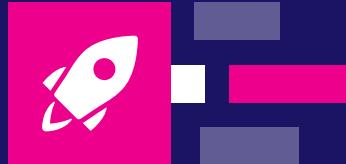


## Develop

Simple GUI application

## Process

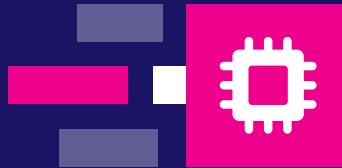
Input image, text or  
signature with coloured  
background



## Transform

To white background with  
black or coloured texts

# « SITUATION



## Useful

- Students who needs their supervisor's signature.
- Stamped remotely
- Via digital documents - white documents.

# «« METHODS »»

01

Masking

02

ROI Operation

03

Image Filtering

04

Heuristics Approach

05

Global Image Thresholding

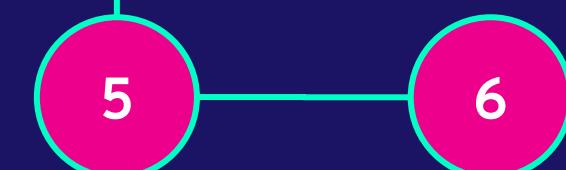
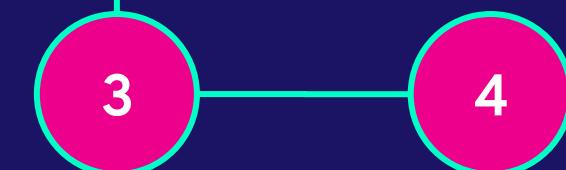
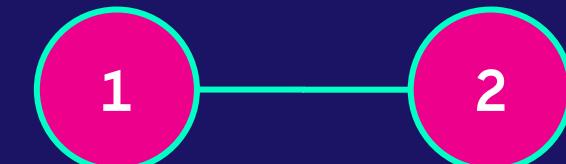
</>

02

Coding  
Description

# CODING EXPLANATION

Grayscale Masking



Colour Masking

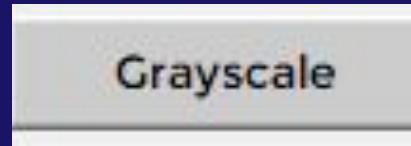
Intensity Slider

Clear

Save

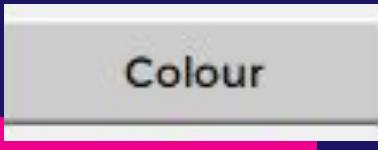
# GRAYSCALE MASKING

```
% ----- Executes on button press in grayscale -----
function grayscale_Callback(hObject, eventdata, handles)
% hObject    handle to grayscale (see GCBO)
% eventdata  reserved - to be defined in a future version of
MATLAB
% handles    structure with handles and user data (see
GUIDATA)
global T;
global img;
global nimg;
try
    %obtain grayscale img
    imggray = rgb2gray(img);
    %segmented img
    I_tresh = im2bw(img,(T/255));
    %convert segmented img into uint8
    I_tresh=im2uint8(I_tresh);
    %combine segmented and grayscale img
    not_roi = bitor(imgray,I_tresh);
    nimg = not_roi;
    imshow(not_roi,'Parent',handles.axes2);
catch me
end
```



- Original image is first converted into grayscale
- Uses **Global Thresholding** for value  $T$ .
- Image thresholding uses **im2bw** to transform the image to black and white image.
- Uses **bitor** operation to mask combination of grayscale and segmentation images as the mask.

# COLOUR MASKING



- Uses **Global Thresholding** for value  $T$ .
- Image thresholding uses **im2bw** to transform the image to grayscale.
- From detection of selected region, uses **immultiply** 1.5 to enhance selected colours.

```
% ----- Executes on button press in colour -----
function colour_Callback(hObject, eventdata, handles)
% hObject    handle to colour (see GCBO)
% eventdata   reserved - to be defined in a future version of
% MATLAB
% handles    structure with handles and user data (see
% GUIDATA)
try
    global img;
    global T;
    global nimg;
    I = img;
    I_tresh=im2bw(I,(T/255));
    I_tresh=im2uint8(I_tresh);
    not_roi = bitor(I,I_tresh);
    not_roi = immultiply(not_roi,1.5);
    imshow(not_roi,'Parent',handles.axes2);
    nimg = not_roi;
    % Update handles structure
    guidata(hObject, handles);
catch me
end
```

# THRESHOLD SLIDERS

```
% ----- Executes on slider movement for grayscale -----
function grayscale_slider_Callback(hObject, eventdata, handles)
% hObject    handle to grayscale_slider (see GCBO)
% eventdata  reserved - to be defined in a future version of MATLAB
% handles    structure with handles and user data (see GUIDATA)

% Hints: get(hObject,'Value') returns position of slider
%        get(hObject,'Min') and get(hObject,'Max') to determine range
%        of slider
global img;
global T;
global nimg;
    greyimg = rgb2gray(img); %obtain grayscale img
    assignin('base','T',T);
    T = get(hObject,'Value'); %threshold value becomes slider value
    %set current position of slider
    set(handles.grayscale_slider, 'Value', T);
    i_tresh = im2bw(img,(T/255)); %obtain segmented img
    i_tresh = im2uint8(i_tresh); %convert into uint8
    %combine segmented and grayscale img
    not_roi = bitor(greyimg,i_tresh);
    imshow(not_roi , 'Parent',handles.axes2);
    nimg = not_roi;
    % Update handles structure
    guidata(hObject, handles);

    % Update handles structure
    guidata(hObject, handles);
```



- Threshold value **T** is set with slider value
- The conditions must be set to the specific slider handles.
- Uses **bitor** operation to mask image and adjust colour.

# THRESHOLD SLIDERS



- Threshold value  $T$  is set with slider value
- Assign the threshold value into the slider value for adjustments.
- Set at the correct slider similar to grayscale.

```
% ----- Executes on slider movement for colour -----
function colour_slider_Callback(hObject, eventdata, handles)
% hObject    handle to colour_slider (see GCBO)
% eventdata  reserved - to be defined in a future version of MATLAB
% handles    structure with handles and user data (see GUIDATA)

% Hints: get(hObject,'Value') returns position of slider
%        get(hObject,'Min') and get(hObject,'Max') to determine range
of slider
try
    global img;
    global nimg;
    global T;
    I = img;
    T = get(hObject,'Value');
    assignin('base','T',T);
    set(handles.colour_slider, 'Value', T);
    i_tresh = im2bw(I,(T/255));
    i_tresh = im2uint8(i_tresh);
    not_roi = bitor(I, i_tresh);
    not_roi = immultiply(not_roi,1.5);
    nimg = not_roi;
    imshow(not_roi,'Parent',handles.axes2);

    % Update handles structure
    guidata(hObject, handles);
catch me
end
```

# INTENSITY SLIDERS

```
% ----- Executes on slider movement for intensity -----
function intense_slider_Callback(hObject, eventdata, handles)
% hObject    handle to intense_slider (see GCBO)
% eventdata  reserved - to be defined in a future version of MATLAB
% handles    structure with handles and user data (see GUIDATA)

% Hints: get(hObject,'Value') returns position of slider
%         get(hObject,'Min') and get(hObject,'Max') to determine range
%         of slider
global nimg;
nimg = im2uint8(nimg);
offset = get(hObject, 'Value');
nimg2 = imadjust(nimg, [offset - 1], []);
assignin('base', 'offset', offset);
set(handles.intense_slider, 'Value', offset);
%nimg = imadd(nimg,offset);
imshow(nimg2, 'Parent', handles.axes2);
% Update handles structure
guidata(hObject, handles);
```



- **Im2uint8** converts an image into uint8 class which is 8bit.
- The conditions must be set to the specific slider handles.
- **Low-in** value of the imadjust() is manipulated.

# UPLOAD



- **imread** is to read the selected image file.
- Set as the current data for the application using handles.
- Display at both axes, one for original and other for edit.

```
% ----- Executes on button press in upload -----
function upload_Callback(hObject, eventdata, handles)
% hObject    handle to upload (see GCBO)
% eventdata  reserved - to be defined in a future version of
% MATLAB
% handles    structure with handles and user data (see GUIDATA)
global T;
try
    [a b] = uigetfile('*.*', 'All Files');
    img = imread([b a]);
    handles.currentData = img;
    imshow(handles.currentData, 'Parent', handles.axes1);
    imshow(handles.currentData, 'Parent', handles.axes2);
    setImg(img);

    T = 100;
    % Update handles structure
    guidata(hObject, handles);

    catch e
        f = warndlg("Something happened while uploading!", "Error");
    end
```

# CLEAR

</>

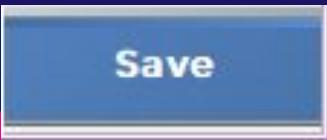
```
% ----- Executes on button press in clear -----
function clear_Callback(hObject, eventdata, handles)
% hObject    handle to clear (see GCBO)
% eventdata  reserved - to be defined in a future version of
% MATLAB
% handles    structure with handles and user data (see
% GUIDATA)
try
    cla(handles.axes1);
    cla(handles.axes2);
    set(handles.axes1, 'visible', 'off')
    set(handles.axes2, 'visible', 'off')
catch me
end
```

</>



- Selection of handles onto which should be disabled or not.
- Axes 1 and axes 2 box's visibility is turned off.
- The selected image will disappear.

# SAVE



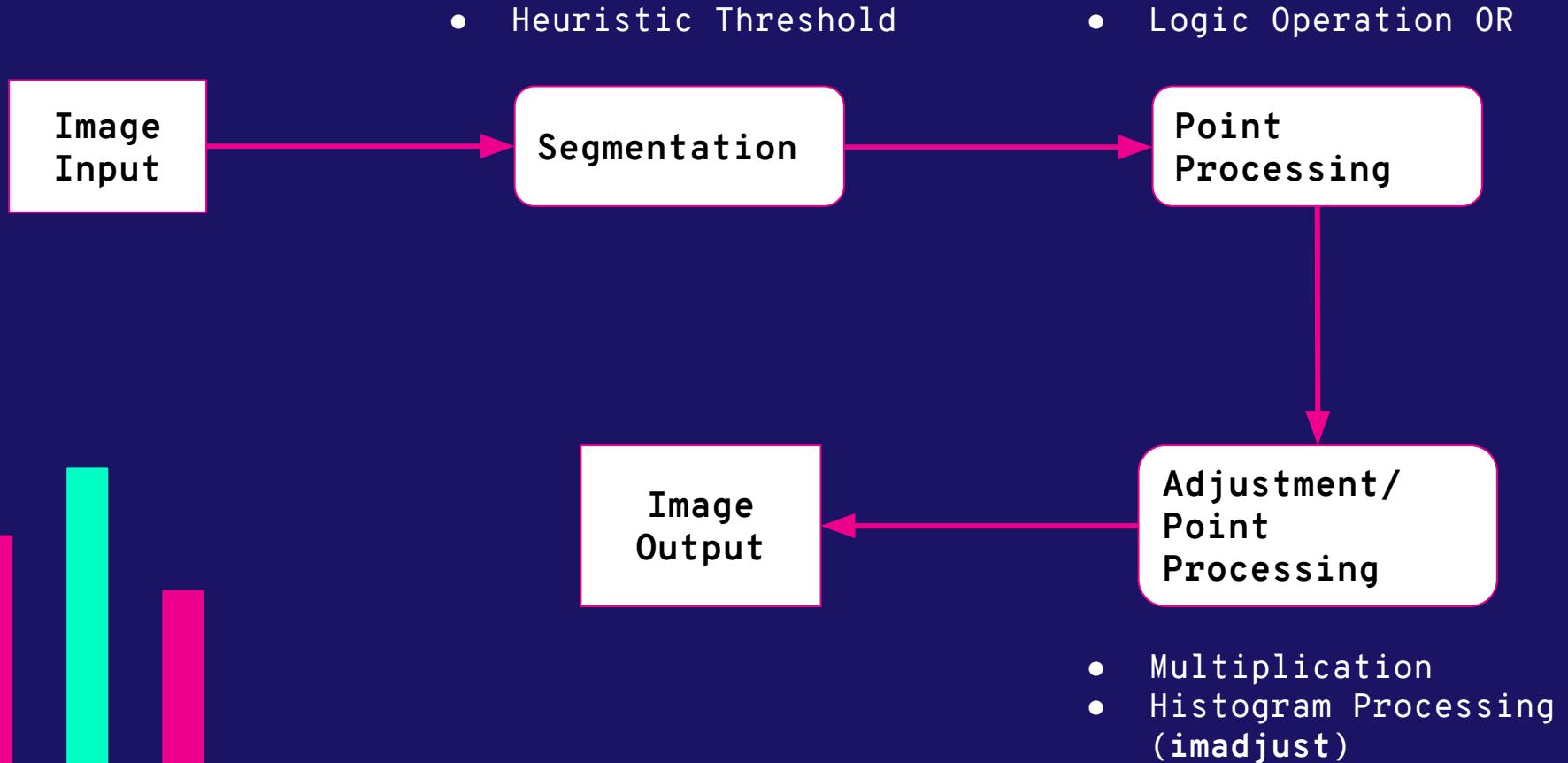
- **imwrite** is to create new file in your folder.
- It is set as for Transparency image with background masking.
- **[1 1 1]** will set white colour as transparent.

```
% ----- Executes on button press in save -----
function save_Callback(hObject, eventdata, handles)
% hObject    handle to save (see GCBO)
% eventdata  reserved - to be defined in a future version of
% MATLAB
% handles    structure with handles and user data (see GUIDATA)
try
    frame = getframe(handles.axes2);
    img = frame2im(frame);
    [filename, foldername] = uiputfile('.png', 'Where do you
want the file saved?');
    fname = fullfile(foldername, filename);
    imwrite(img, fname, 'Transparency', [1 1 1]);
    % Update handles structure
    guidata(hObject, handles);
catch e
    f = warndlg("Something happened while
saving!", "Error");
end
```

</>

03

Pipeline  
Process



</>

04

Input and  
Output

# IRIS GUI APPS

IRIS PROJECT

## FINAL PROJECT SCSV3213

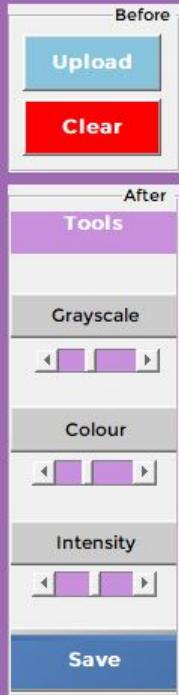
Original



New Image



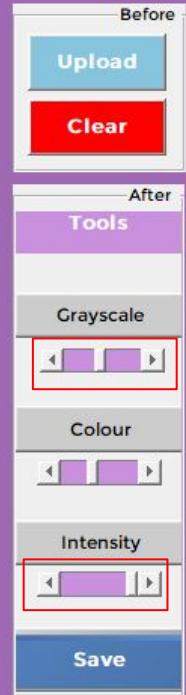
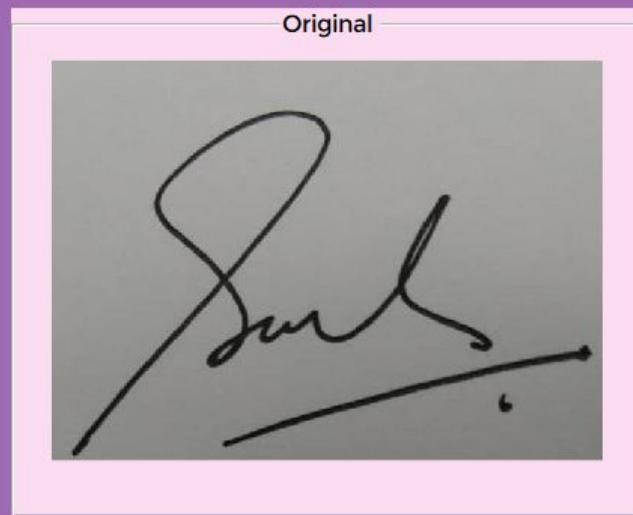
1. Upload - Select image
2. Tools button - Transform BMW, Colour or Intensity
3. Slider - Adjust amount of BMW, Colour or Intensity
4. Save - Save transformed image
5. Clear - Discard changes



# GRAYSCALE IMAGE

IRIS PROJECT

FINAL PROJECT SCSV3213



1. Upload - Select image
2. Tools button - Transform BMW, Colour or Intensity
3. Slider - Adjust amount of BMW, Colour or Intensity
4. Save - Save transformed image
5. Clear - Discard changes

# COLOURED IMAGE

—IRIS PROJECT—

## FINAL PROJECT SCSV3213

Original

DR. MD SAH BIN HJ SALAM  
Pensyarah Kanan  
Sekolah Komputeran  
Fakulti Kejuruteraan  
Universiti Teknologi Malaysia

New Image

DR. MD SAH BIN HJ SALAM  
Pensyarah Kanan  
Sekolah Komputeran  
Fakulti Kejuruteraan  
Universiti Teknologi Malaysia

1. Upload - Select image
2. Tools button - Transform BMW, Colour or Intensity
3. Slider - Adjust amount of BMW, Colour or Intensity
4. Save - Save transformed image
5. Clear - Discard changes

Before
<input type="button" value="Upload"/>
<input type="button" value="Clear"/>
After
<input type="button" value="Tools"/>
<input type="button" value="Grayscale"/>
<input type="button" value="Colour"/>
<input type="button" value="Intensity"/>
<input type="button" value="Save"/>

# COLOURED INTENSITY IMAGE

### —IRIS PROJECT

FINAL PROJECT SCSV3213

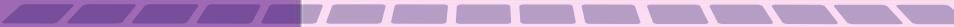
## Original



## New Image



1. Upload - Select image
2. Tools button - Transform BMW, Colour or Intensity
3. Slider - Adjust amount of BMW, Colour or Intensity
4. Save - Save transformed image
5. Clear - Discard changes



## Before

**Upload**

Clear

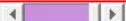
— After

## Tools

## Grayscale



## Colour

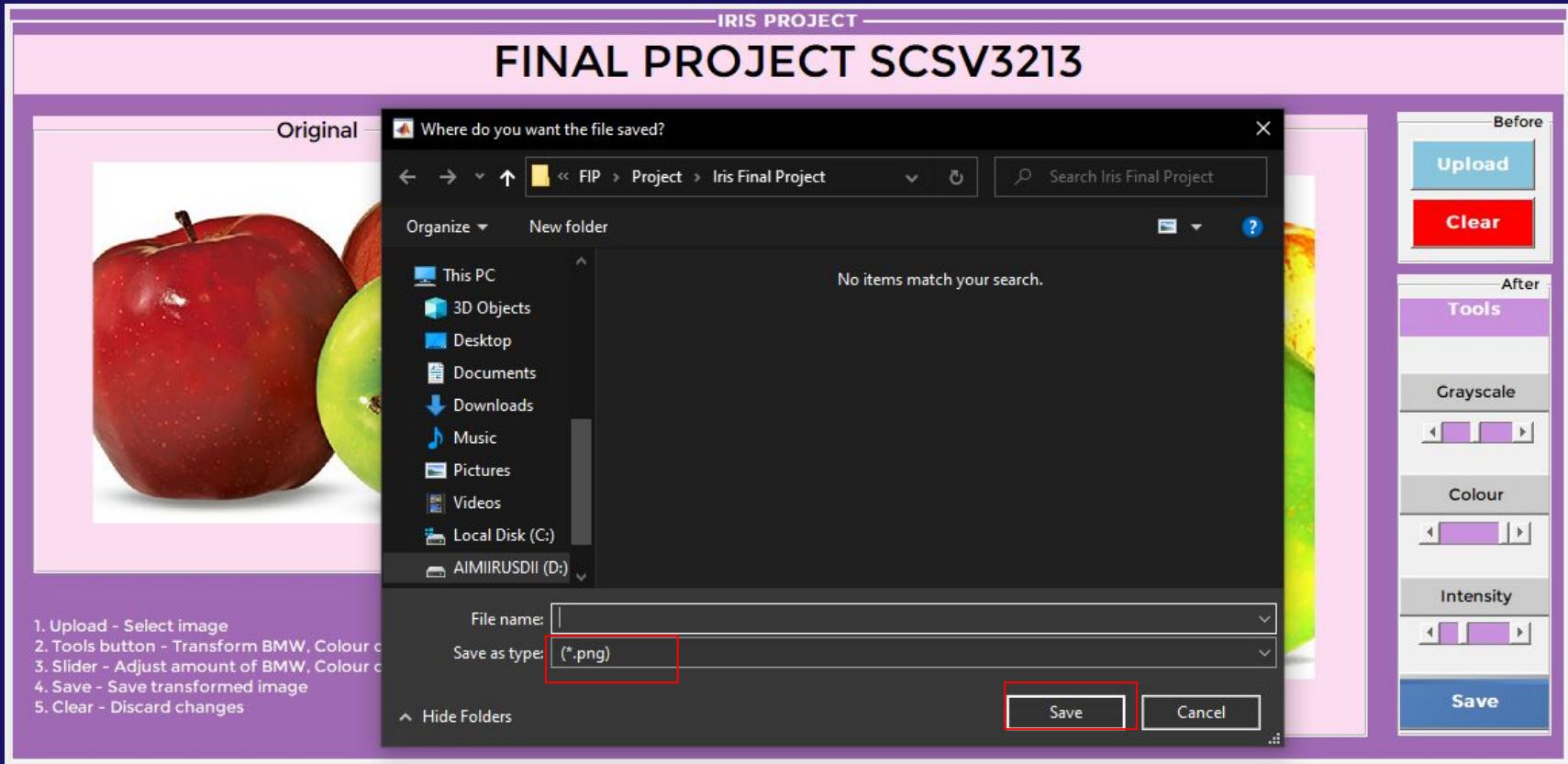


### Intensity



Save

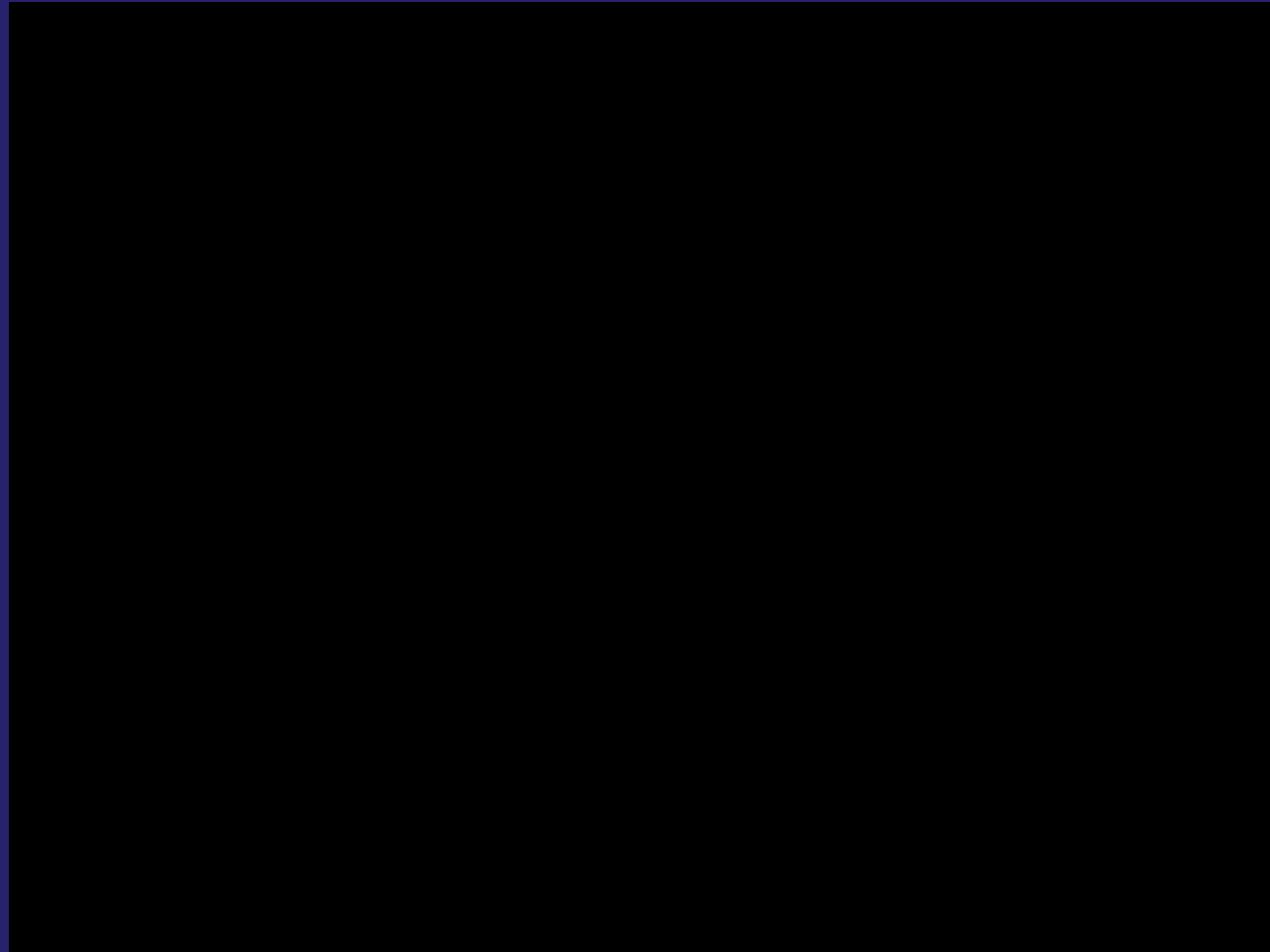
# SAVE IMAGE



</>

05

User GUI DEMO



</>

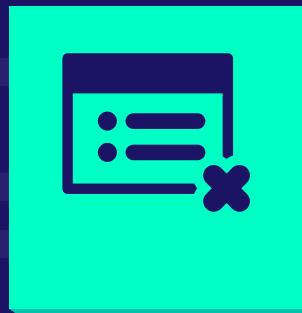
06

Conclusion

# FEATURES OF THE PROJECT

## Application

Remove the background image to transparent or white



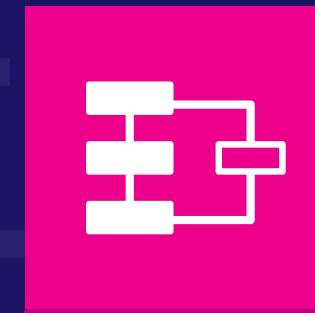
## Apply

Image masking is applied to modify image according to colours.



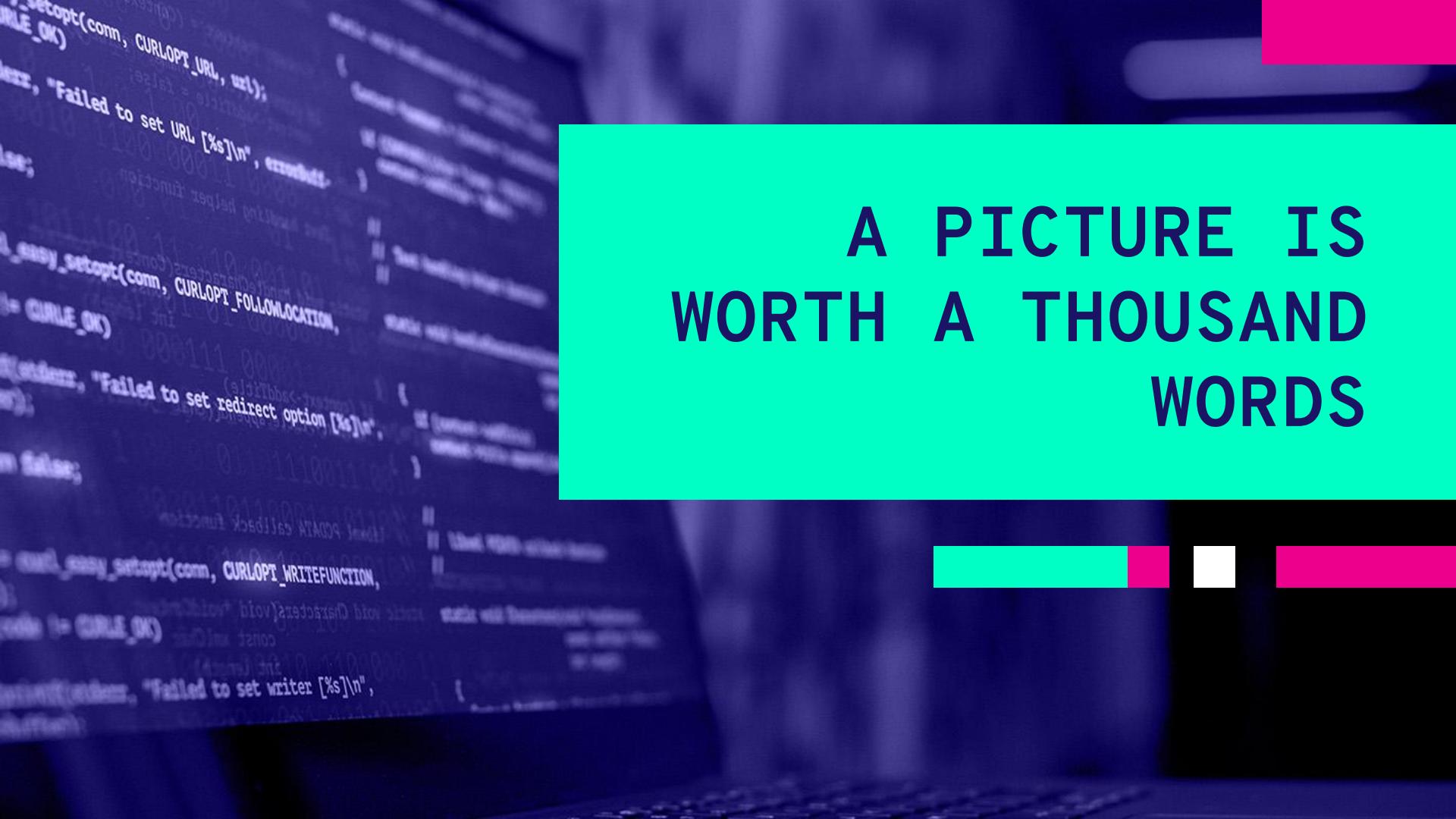
## Partition

Image segmentation selects or segments areas based on pixels.





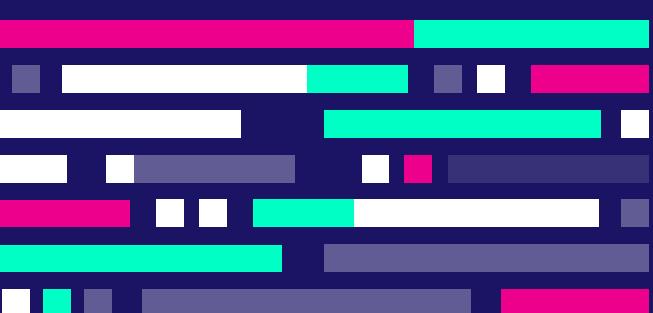
# THANK YOU.



A PICTURE IS  
WORTH A THOUSAND  
WORDS



# Project Introduction



- Develop a simple application.
- Process input image, text or signature
  - Coloured or not a white background
- Transform to a white background
  - Image becomes black or coloured.
- Situation given :-
  - Student needs their supervisor's signature stamped remotely.
- **Methods used :-**
  - Segmentation
  - Masking
  - Heuristics
  - ROI Operation
  - Addition

# INTRODUCTION

Mercury is the closest planet to the Sun and the smallest one in the Solar System—it's only a bit larger than the Moon. The planet's name has nothing to do with the liquid metal

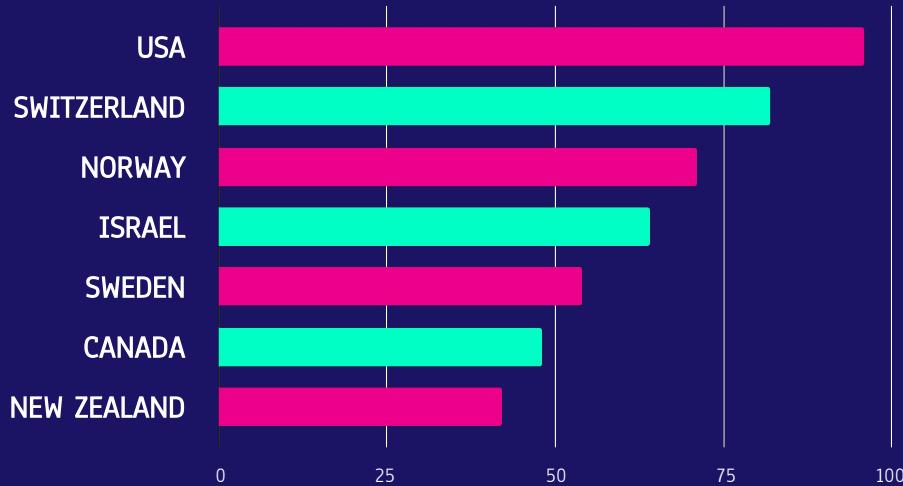




“This is a quote, words full of wisdom that someone important said and can make the reader get inspired.”

—SOMEONE FAMOUS

# DID YOU KNOW THIS?



Average Software Developer Salaries in the World

**\$96,290**

programming salary range

**-4.30 %**

ASP.NET usage is decreasing

**5,500,000**

active PHP developers

# FEATURES OF THE TOPIC

## Mercury

Mercury is the closest planet to the Sun



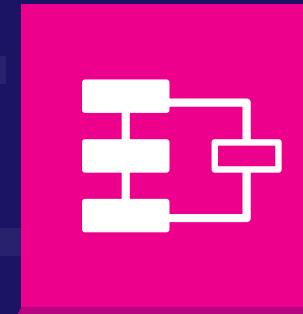
## Venus

Venus is the second planet from the Sun

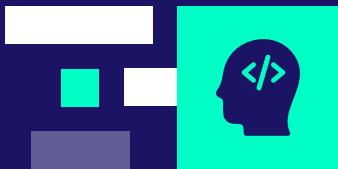


## Saturn

Saturn is a gas giant and has several rings

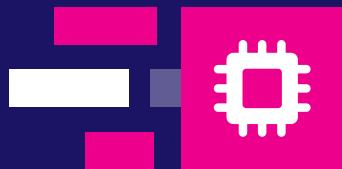


# DEFINITION OF CONCEPTS



## Mercury

Mercury is the closest planet to the Sun

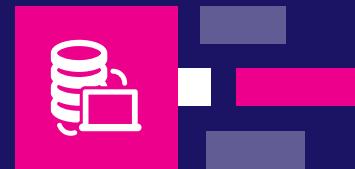


## Neptune

Neptune is the farthest planet from the Sun

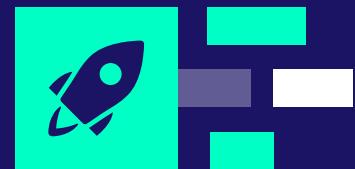
## Venus

Venus is the second planet from the Sun



## Saturn

Saturn is a gas giant and has several rings



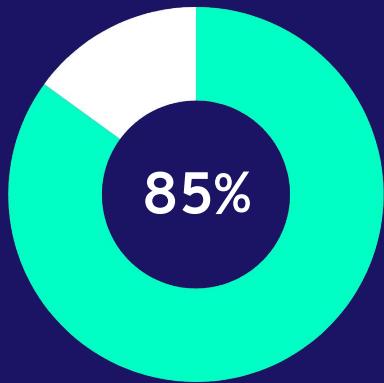
# 20.4

million active developers use JavaScript over  
other programming languages

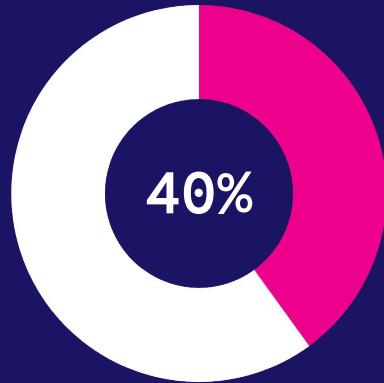
# THIS IS A TABLE

	Mass	Diameter	Gravity
<b>Android</b>	1.25	0.50	13.2
<b>HTML5</b>	3.20	2.75	20.5
<b>Python</b>	50.5	10.5	12.4

# USES OF THE SUBJECT

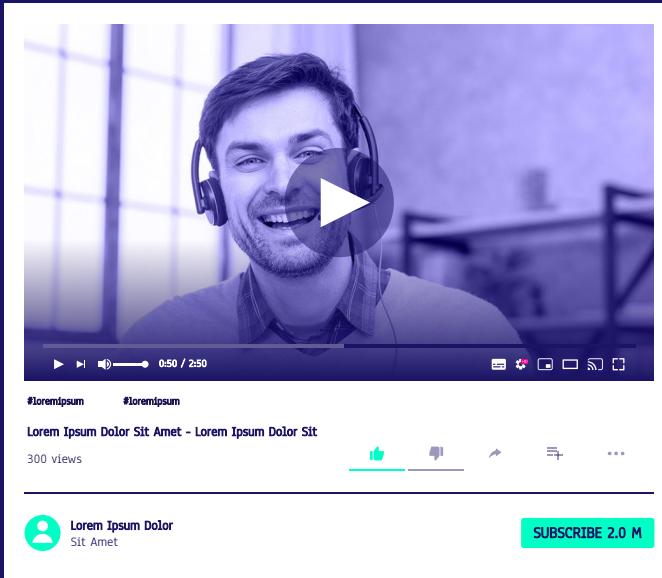


Venus has a  
beautiful name



Mercury is the  
smallest planet

# DEMO



You can replace the image on the screen with your own work. Just move the filter aside, delete this picture, add yours and place the filter on top again

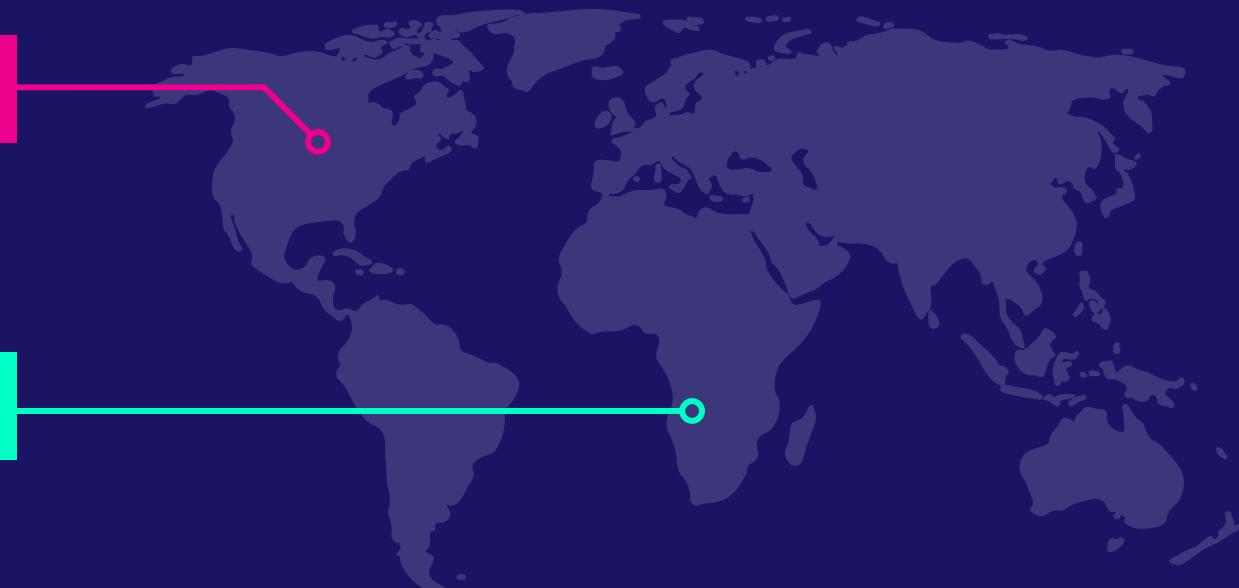
# THIS IS A MAP

**Mars**

Despite being red,  
Mars is a cold place

**Saturn**

Saturn is a gas giant  
and has several rings



# PROCESS

## Step 1

Mercury is the closest planet to the Sun

## Step 2

Venus is the second planet from the Sun

## Step 3

Despite being red, Mars is a cold place

## Step 4

It's the biggest planet in the Solar System

## Step 5

Saturn is the ringed one and a gas giant

## Step 6

It's the farthest planet from the Sun

## Problem

Jupiter is the biggest planet  
in the Solar System



## Solution

Despite being red, Mars is  
actually a cold place

# OVERVIEW DIAGRAM



# 01

## Project Introduction

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# OTHER CONCEPTS



## Mercury

It's the closest planet to the Sun and the smallest in the Solar System

## Venus

Venus has a beautiful name and is the second planet from the Sun



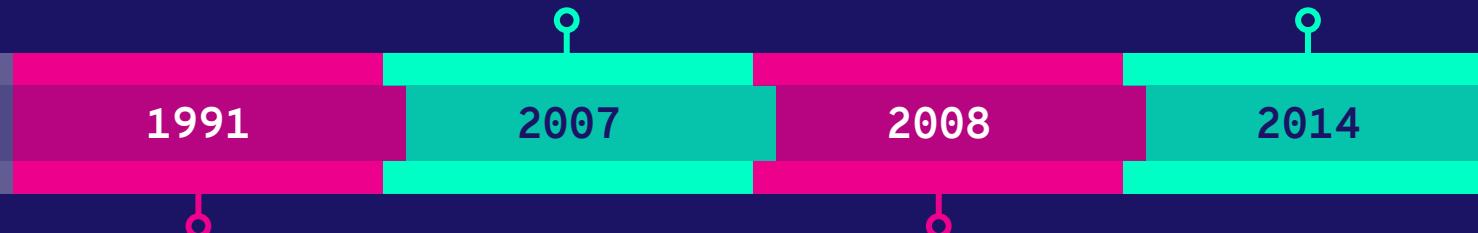
# PROGRAMMING TIMELINE

Jupiter is the biggest planet of them all

Neptune is the farthest planet from the Sun

iOS

HTML5

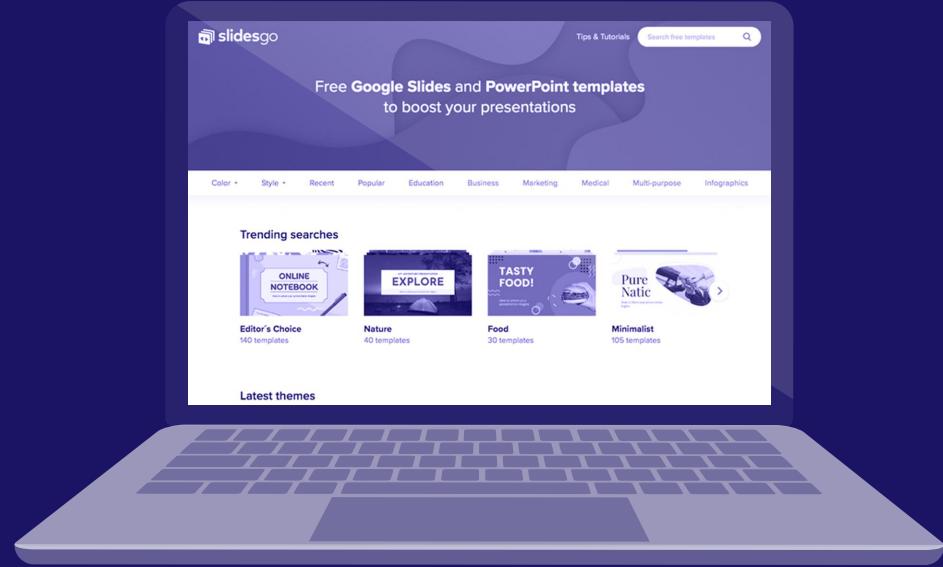


Python

Mercury is the closest planet to the Sun

Android

Saturn is composed of hydrogen and helium



# SOCIAL MEDIA

You can replace the image on the screen with your own work. Just delete this one, add yours and center it properly

# EXERCISE

```
<!DOCTYPE html>
<html>
<body>

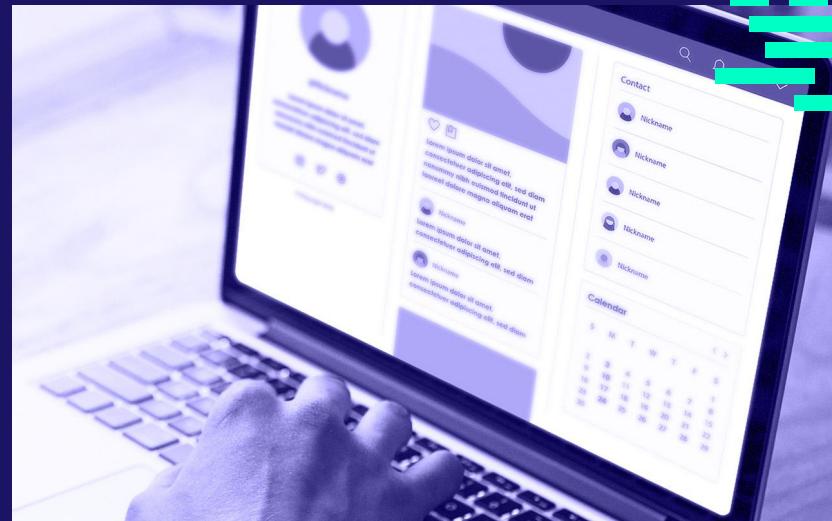
<canvas id="myCanvas"
width="250" height="25"
style="border:4px solid #00fffc5;">
</canvas>

</body>
</html>
```

# ASSIGNMENT

What language is used to render 2D graphics in HTML5?

— — —



# THANKS !

Do you have any questions?

[youremail@freepik.com](mailto:youremail@freepik.com)

+91 620 421 838

[yourcompany.com](http://yourcompany.com)



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You can delete this slide when you're done editing the presentation.

# ALTERNATIVE RESOURCES

PHOTOS:

- Close up of hacker
- Teacher talking with his students online
- Hacking concept
- Young woman enjoying new technologies
- Close up of hacker
- Man using laptop in cafe

# RESOURCES

Did you like the resources on this template?  
Get them for free at our other websites.

VECTORS:

- Landing page template with programming concept
- Development Icon Pack
- Realistic multimedia player
- Concept of flat computer engineering

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#ffffff

#00ffc5

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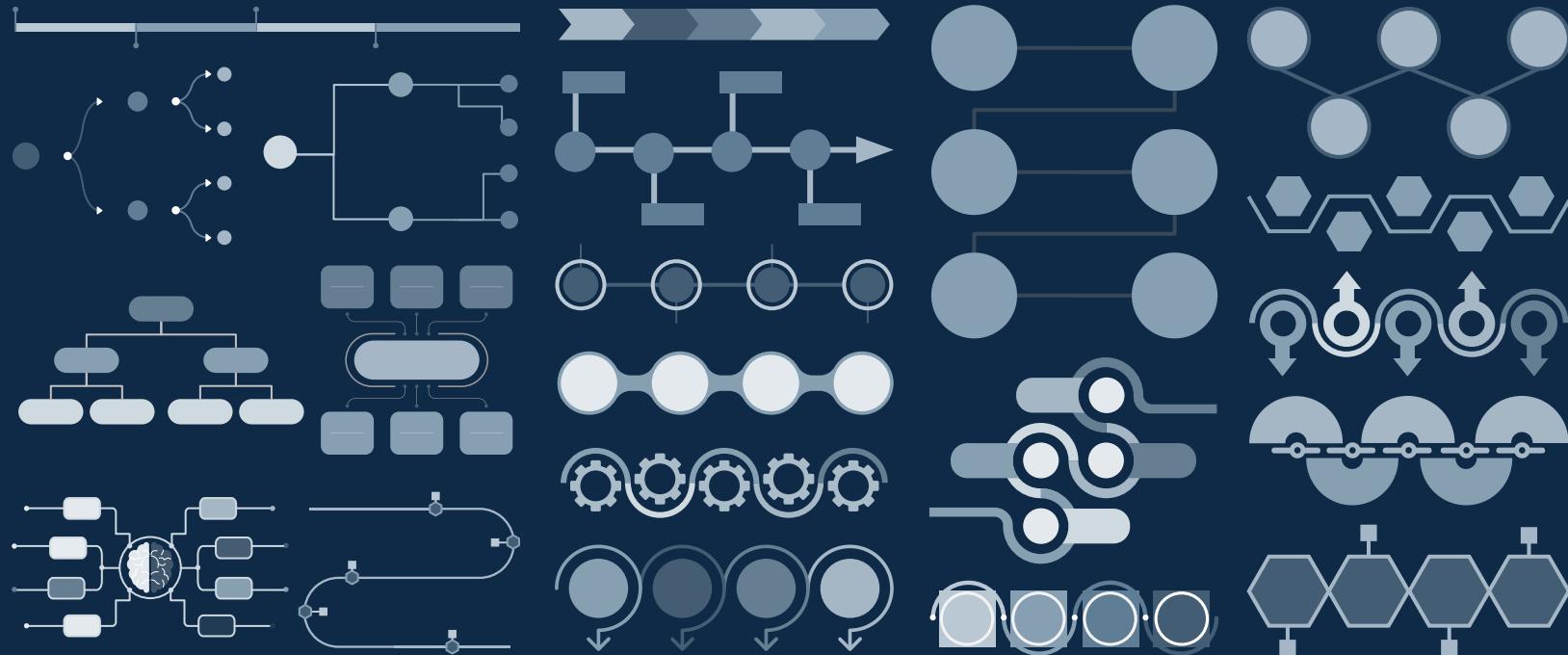
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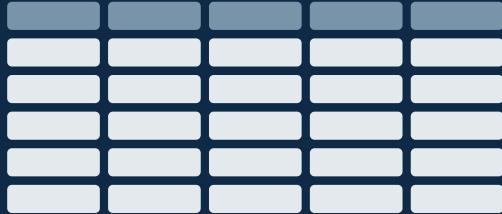
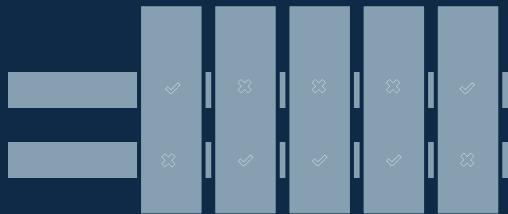
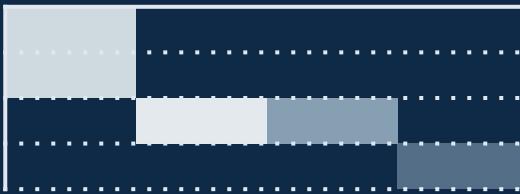
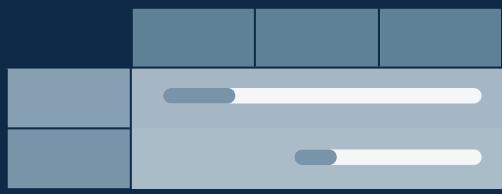
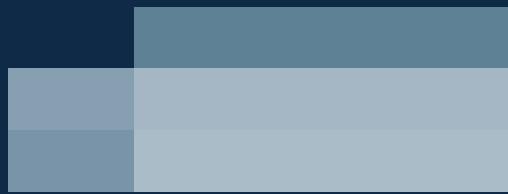
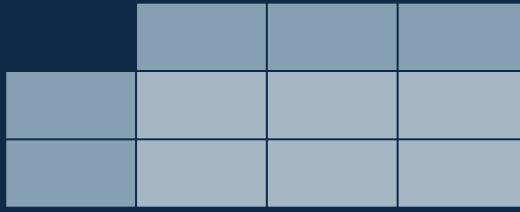
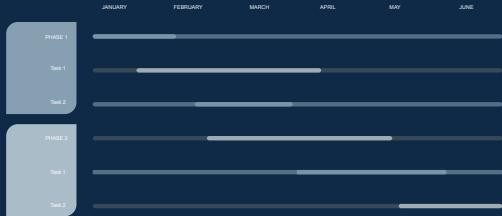
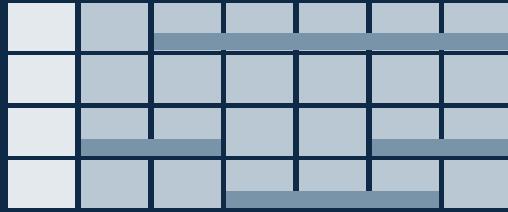
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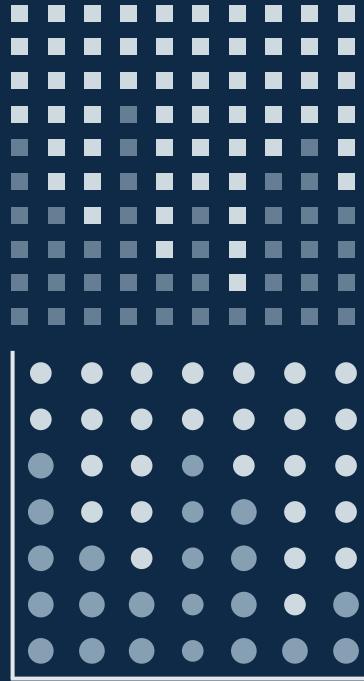












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