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applications. Hands-on exercises in each chapter help you apply what you've learned. This volume covers the entire library, in its modern C++ implementation, including machine learning tools for computer vision.

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OpenCV 3 is a computer vision library that is used for a variety of image and video processing operations. Some advance features such as face recognition or object tracking, are easily achievable with OpenCV 3. Overall, I found the book was easy to follow and it even included code examples from the book.

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operations. Some of the more spectacular and futuristic features such as face recognition or object tracking are easily achievable with OpenCV 3.

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Joseph provides computer vision expertise through his company, Nummist Media. His books include OpenCV 4 for Secret Agents, Learning OpenCV 4 Computer Vision with Python 3, OpenCV 3 Blueprints, Android Application Programming with OpenCV 3, iOS Application Development with OpenCV 3, and Python Game Programming by Example, published by Packt.

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Learning OpenCV 4 Computer Vision with Python 3: Get to grips with tools, techniques, and algorithms for computer vision and machine learning, 3rd Edition [Howse, Joseph, Minichino, Joe] on Amazon.com. \*FREE\* shipping on qualifying offers.

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Learning OpenCV 3: Computer Vision in C++ with the OpenCV Library - Kindle edition by Kaehler, Adrian, Bradski, Gary. Download it once and read it on your Kindle device, PC, phones or tablets. Use features like bookmarks, note taking and highlighting while reading Learning OpenCV 3: Computer Vision in C++ with the OpenCV Library.

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Computer Vision, Video Processing and the basics of AI.

## **AI Courses by OpenCV**

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## **Learning Opencv 3 Computer Vision with Python | Joe ...**

Learning OpenCV 3 INTRO. This is the example code that accompanies Learning OpenCV 3 by Adrian Kaehler and Gary Bradski (9781491937990). Click the Download Zip button to the right to download example code. Visit the catalog page here. See an error? Report it here, or simply fork and send us a pull request. NOTES

## **GitHub - oreillymedia/Learning-OpenCV-3\_examples**



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Learning OpenCV 3.0 puts you in the middle of the expanding field of computer vision. Written by the creators of the free open source OpenCV library, this book introduces you to computer vision and demonstrates how you can quickly build applications that enable computers to “see” and make decisions based on that data.

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it 4.00 · Rating details · 12 ratings · 3 reviews. Get started in the rapidly expanding field of computer vision with this practical guide. Written by Adrian Kaehler and Gary Bradski, creator of the open source OpenCV library, this book provides a thorough introduction for developers, academics, roboticists, and hobbyists.

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The first alpha version of OpenCV was released to the public at the IEEE Conference on Computer Vision and Pattern Recognition in 2000, and five betas were released between 2001 and 2005. The first 1.0 version was released in 2006. A version 1.1 "pre-release" was released in October 2008. The second major release of the OpenCV was in October 2009.

## **OpenCV - Wikipedia**

OpenCV 3 is a state-of-the-art computer vision library that allows a great variety

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