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New OpenCV book

Mastering OpenCV with Practical Computer Vision Projects Daniel Lélis Baggio Page 10. NVIDIA, working closely with the official OpenCV developers to produce an optimized version of OpenCV for Android. In 2012, he also joined the Khronos OpenVL committee for standardizing the

Table of Contents

The list of software needed for this book is as follows: Anaconda distribution v5.0.1 OpenCV v3.3.0 TensorFlow v1.4.0 Keras v2.1.2. To run all of the code effectively, Ubuntu 16.04 is preferable, with Nvidia GPU and at least 4 GB of RAM. The code will also run without GPU support. Related Products. Mastering OpenCV with Practical Computer ...

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I'm one of the authors of the book Practical Computer Vision with SimpleCV. The original reason we wrote the book was we felt OpenCV was lacking a lot of 'real world' type of examples that the average programmer could pick up without having to have a complex in-depth knowledge of Computer Vision.

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