

Picasso project

The Picasso project aims to create real-time drawings with an interactive graphical interface. Developed in Python 3.9.1, it utilizes OpenCV for image processing, Turtle for drawing, and NumPy for calculations. Images are read and processed to grayscale, then filtered with a Laplacian filter to enhance edge detection. Negative values are eliminated, and a threshold is applied to reduce pixel count for faster drawing. Contouring is divided into interior and exterior margins, optimizing complexity. Turtle library then renders the drawing based on processed coordinates. The program offers a user-friendly interface for selecting images stored on the PC.