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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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GitHub - oreillymedia/Learning-OpenCV-3_examples

Learning OpenCV 3.0 puts you in the

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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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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

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