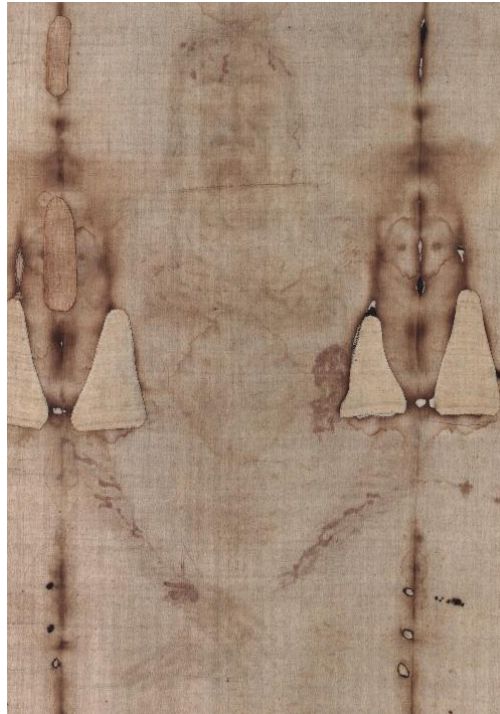


Identifying Different Elements of the Shroud of Turin (Final Presentation)

Randy Painter

Objective

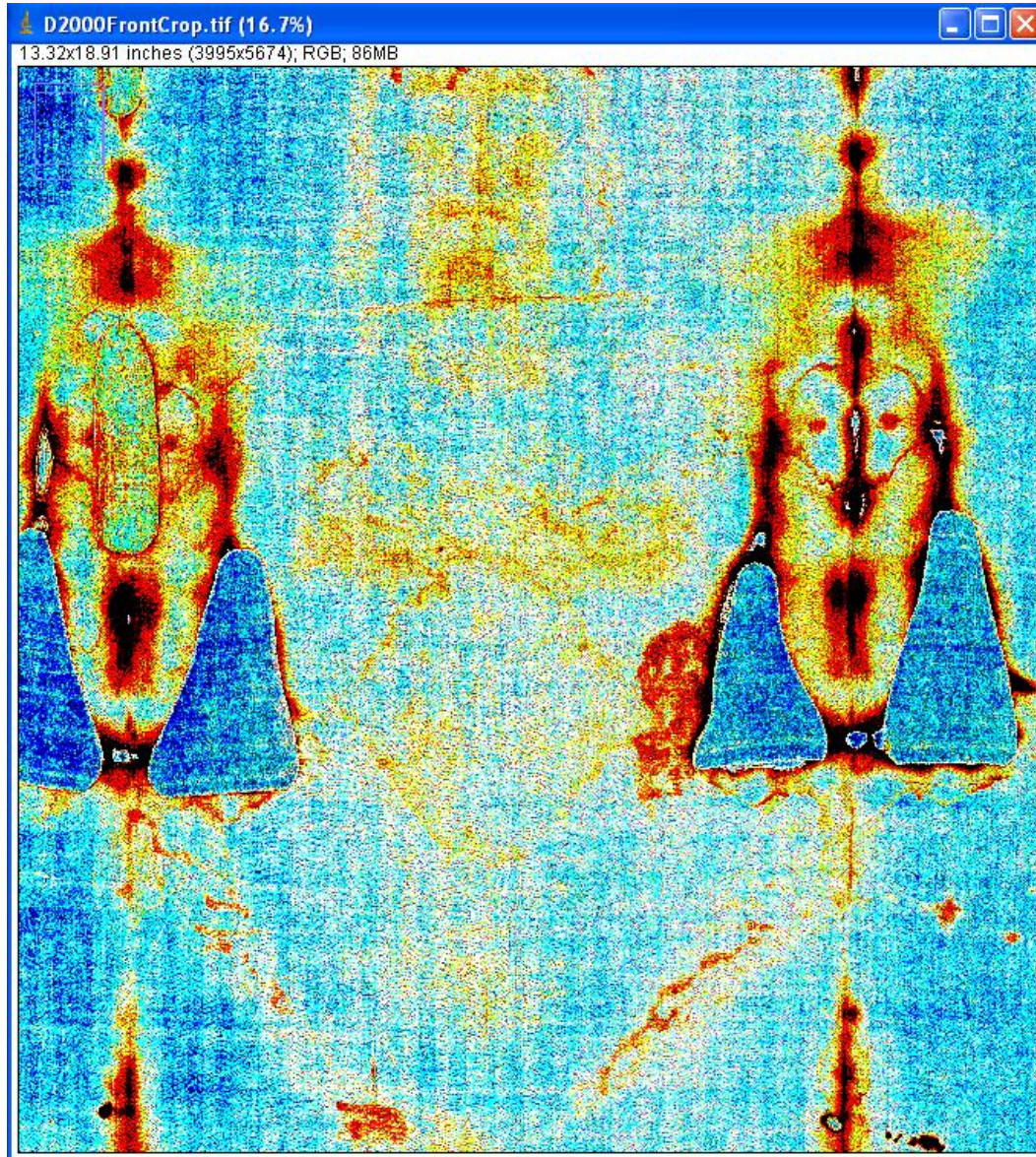
- segment the image of the Shroud of Turin into the different markings on the shroud (blood, water stains, burn marks, etc).



Problems Encountered

- I focused on trying to differentiate the different markings by color.
- Some markings could be identified in this way
- Many could not as they have the same color values as other markings on the shroud.
 - Some burn markings have same RGB values as blood pixels
 - Beard same color as some blood and even water markings
 - Line across the face is the same color as some blood

Problem!



First Attempt to Overcome the Problem

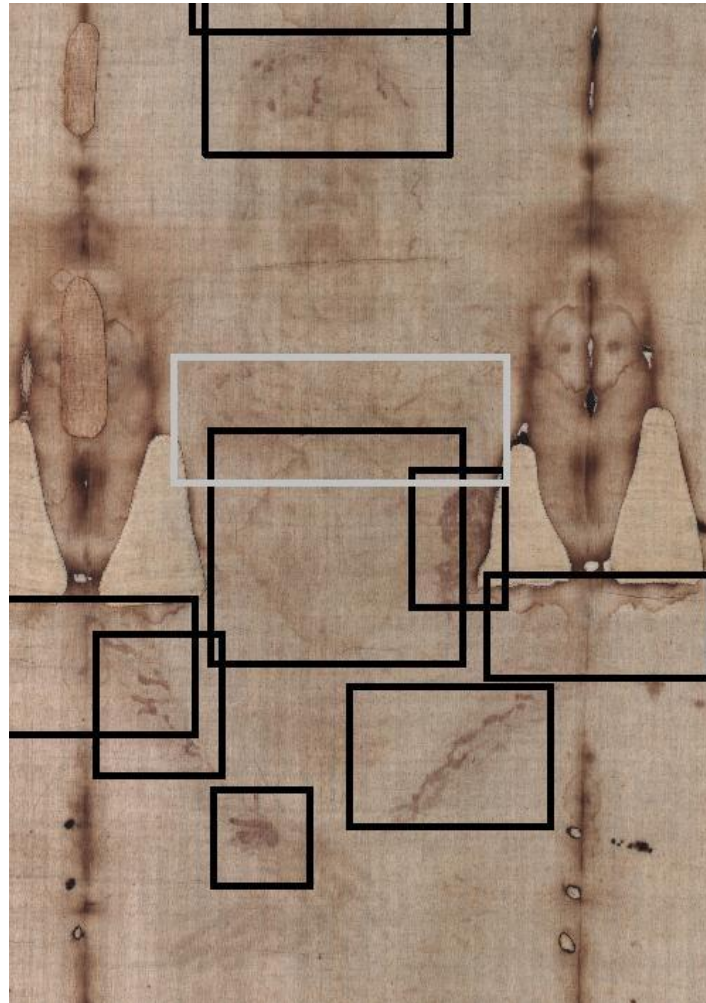
- Tried using properties other than color to identify different markings.
- Shape of Marking?
- Thought Maybe a combination of color and shape would be useful (ex. identifying water stain markings)
- Result: too tricky to code.



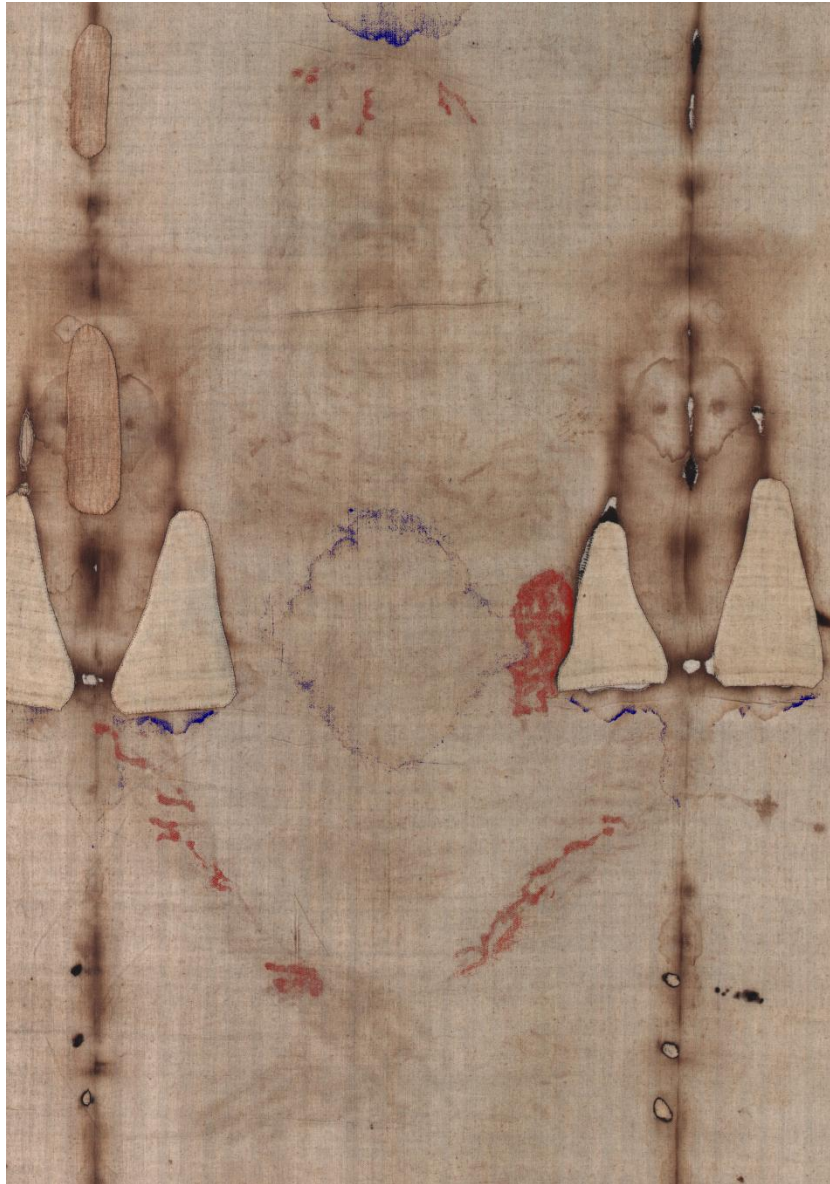
Successful Attempt

Since there is an overlap in color the only logical solution I could come up with is to take crops of the shroud and run the threshold operation on it with isolated areas of the shroud to avoid the problem.

Portions I Cropped



Finished Product



Something Unrelated

