



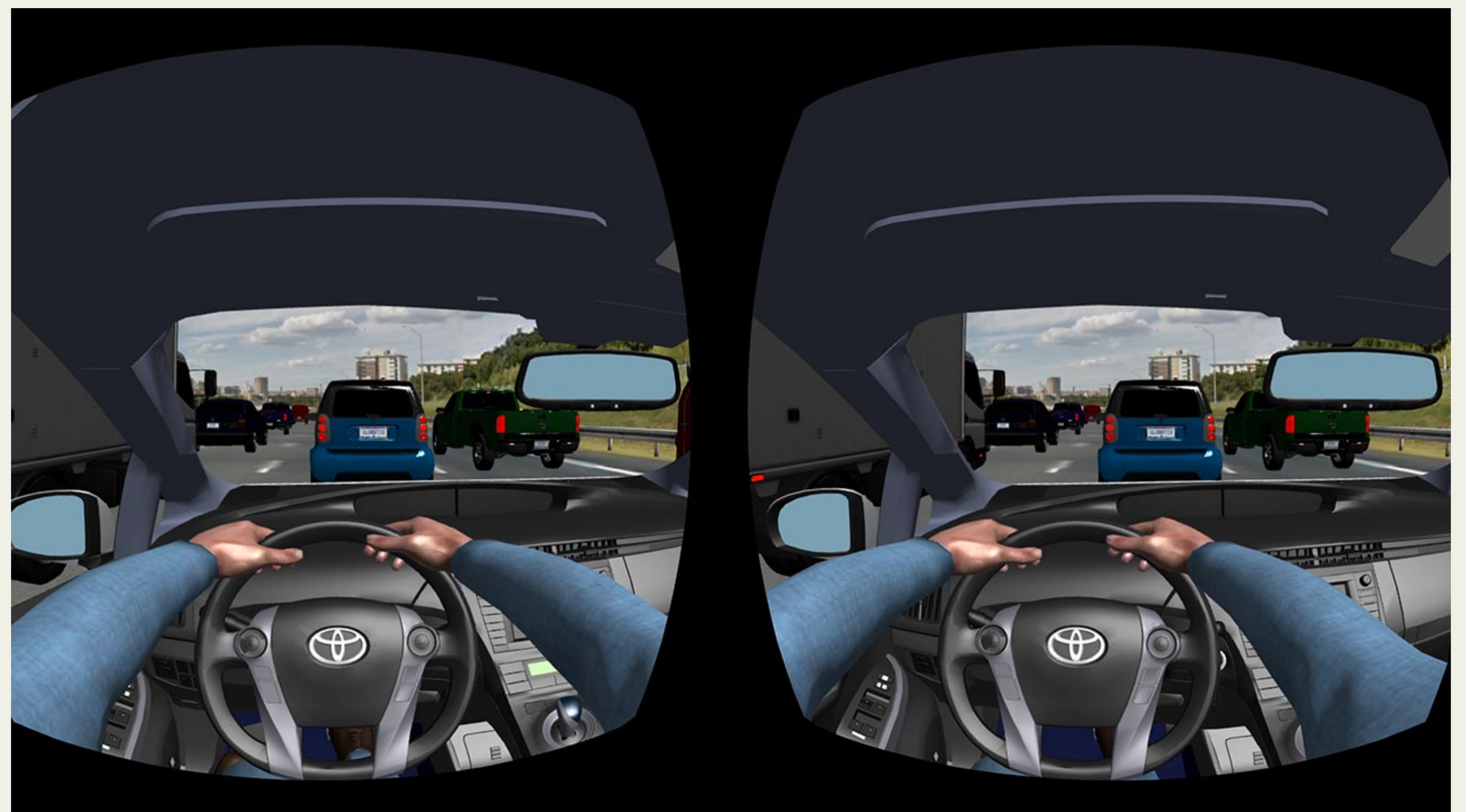
Actual Traffic in a Virtual Reality

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Write OpenCV code that tracks vehicles in the footage

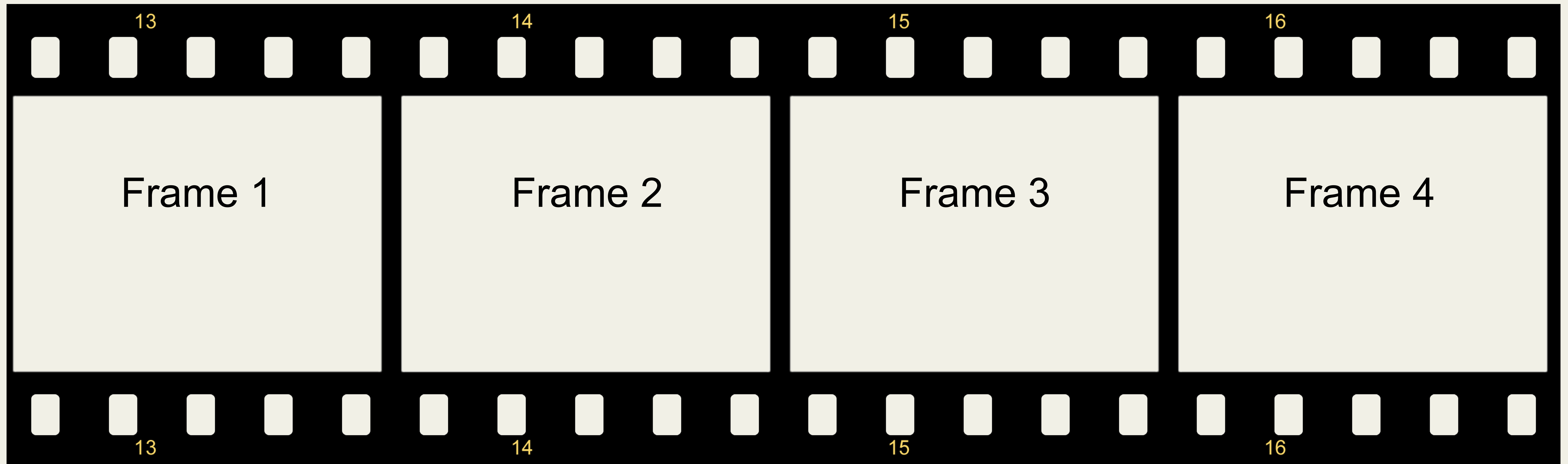
Translate code to a language Unity can understand

Translate the 2D coordinates of the detected vehicles to a 3D setting

Set up Unity's VR capabilities using Google Cardboard

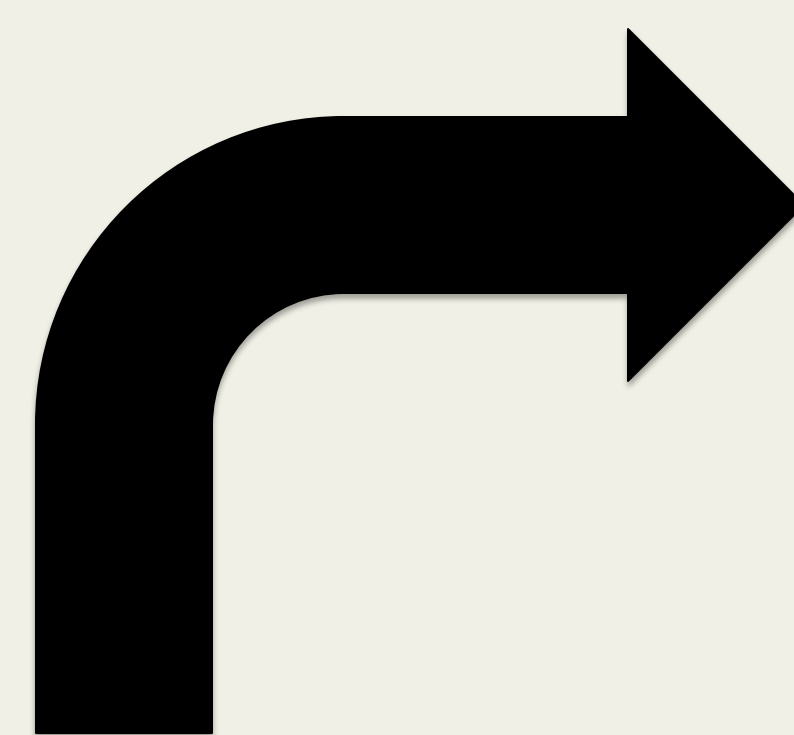
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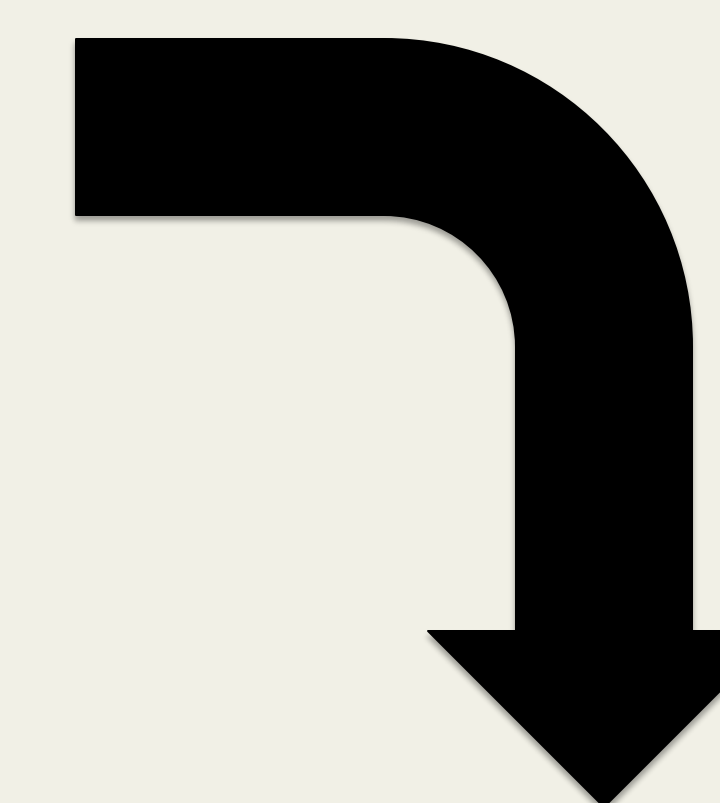




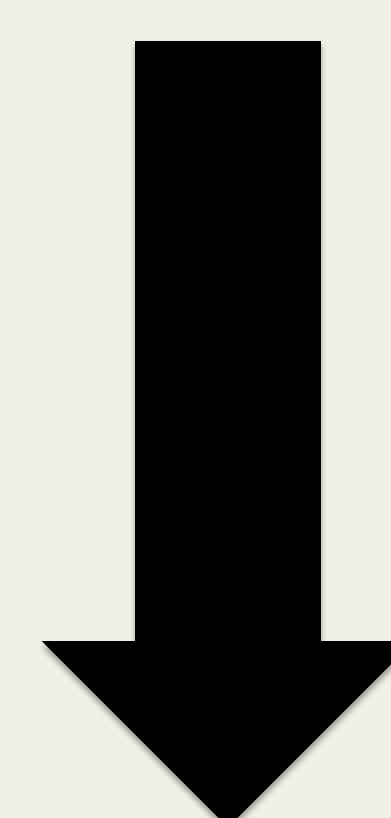
`findContours();`



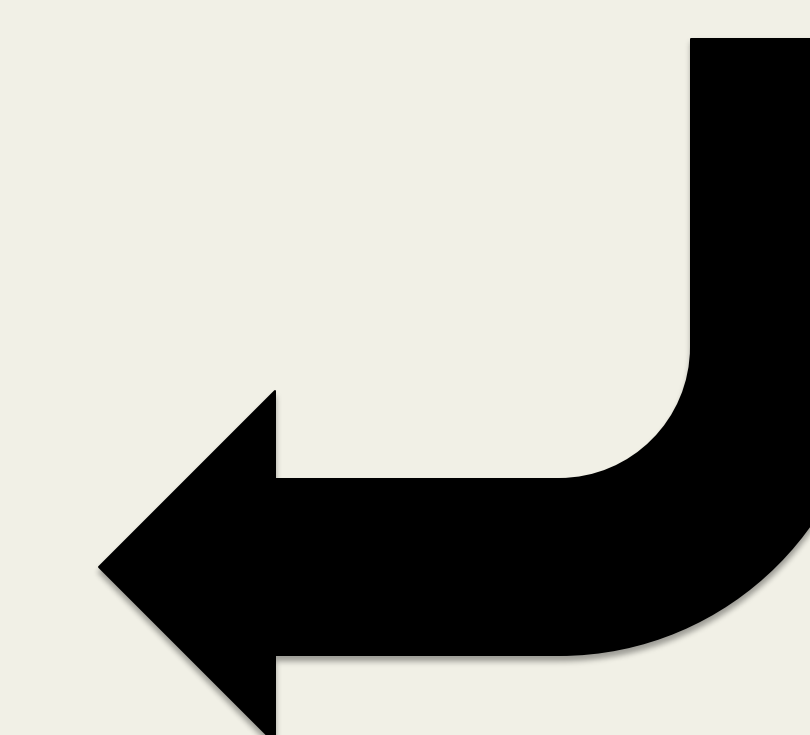
`cvtColor();`
`gaussianBlur();`



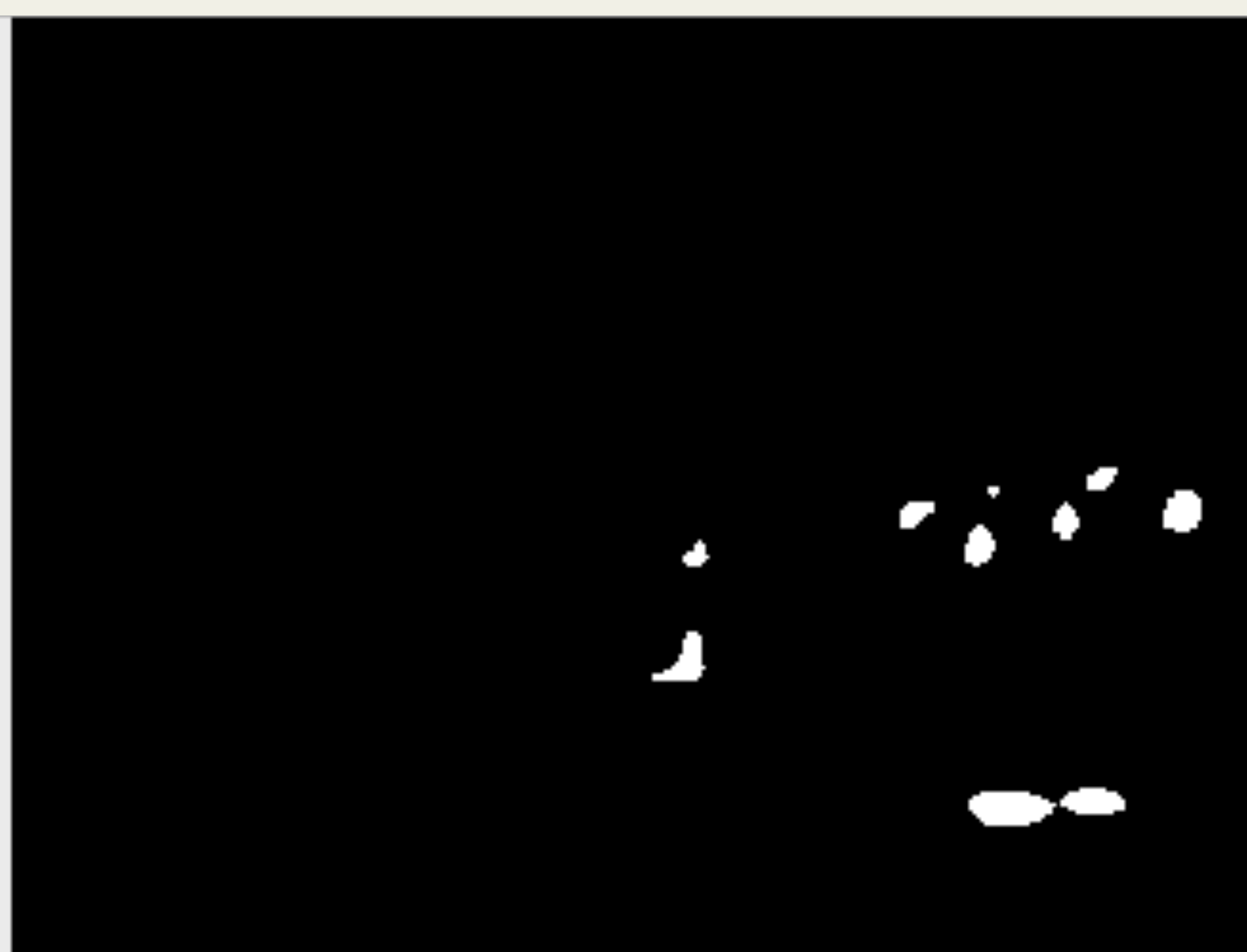
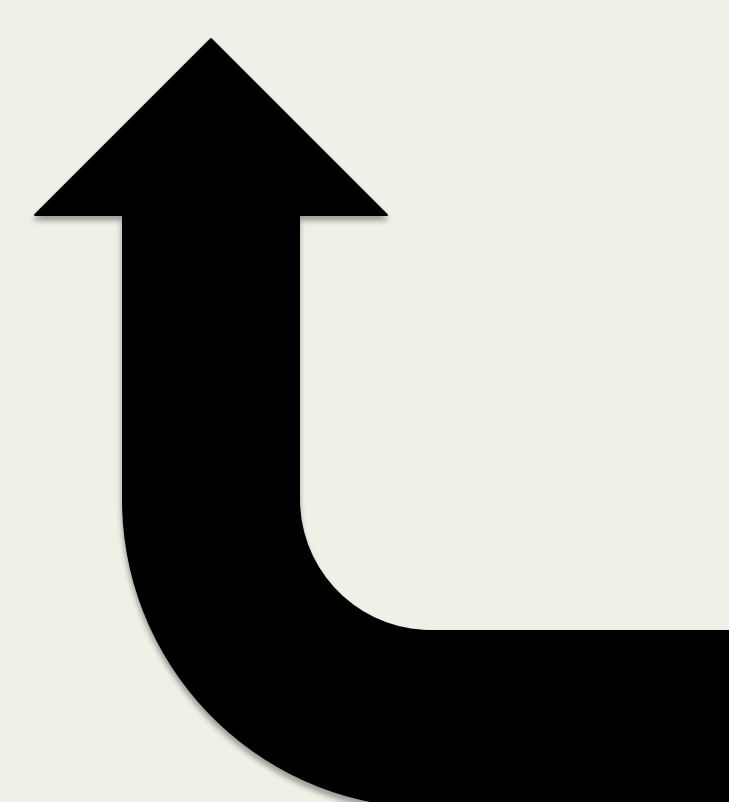
Previous Frame
`cv::absdiff();`



`cv::absdiff();`

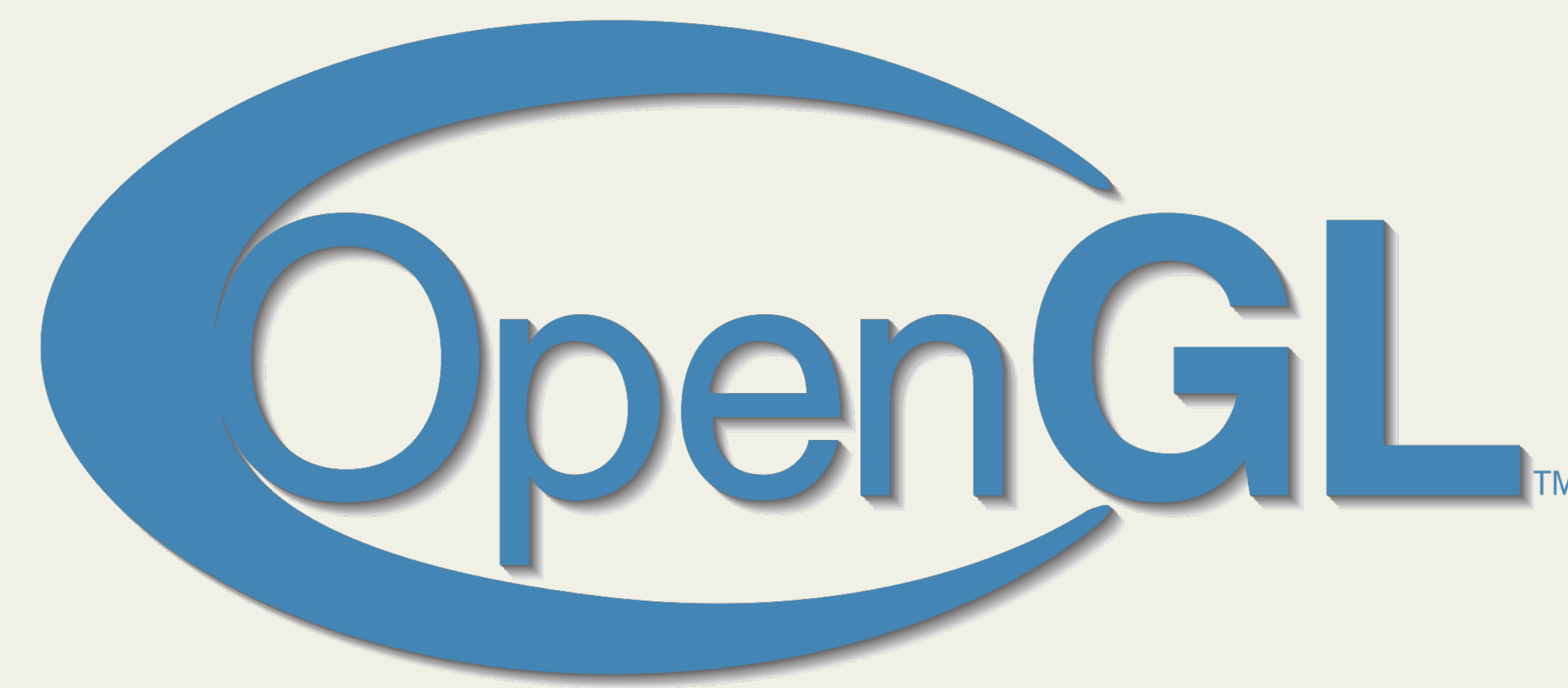
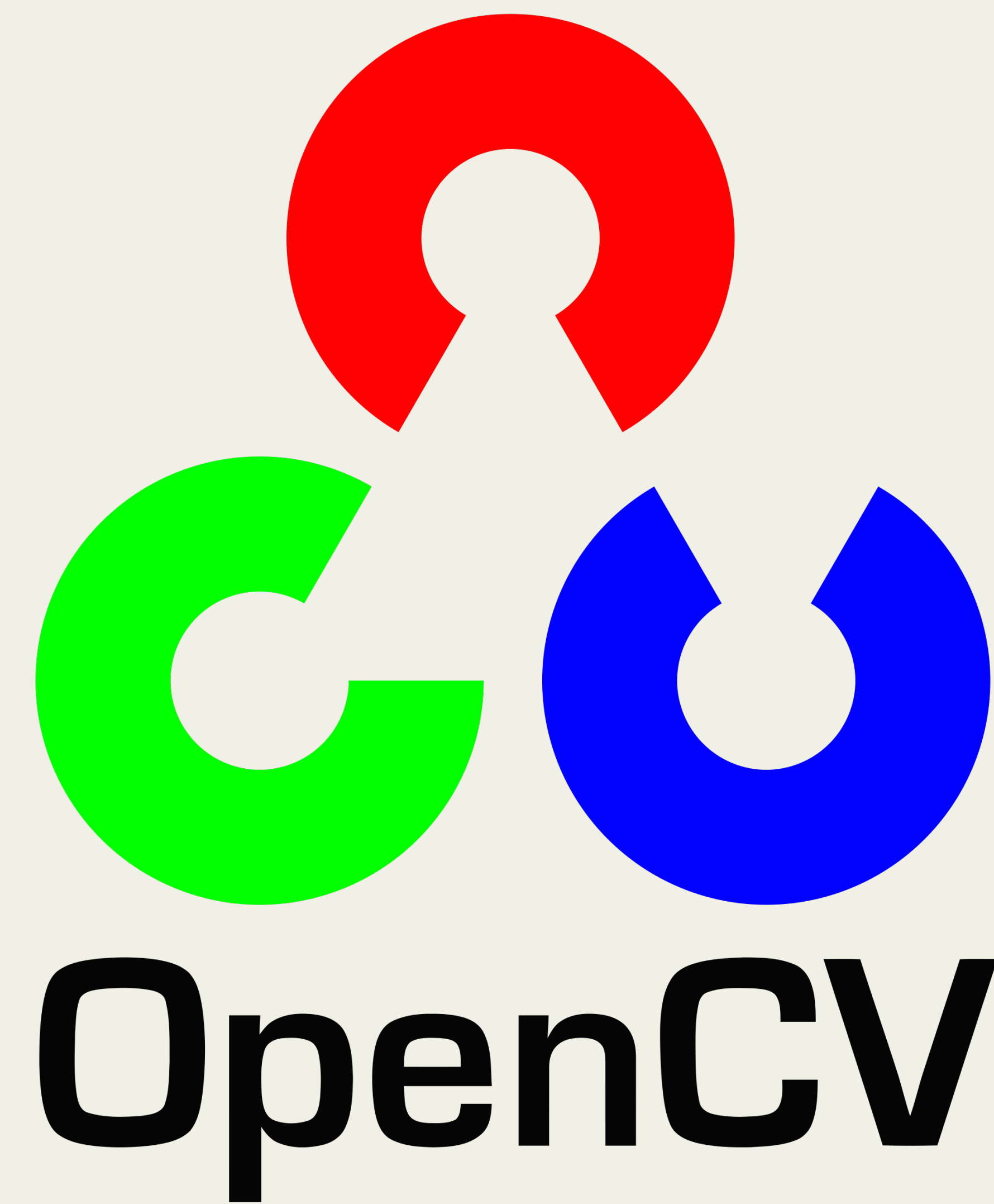


`cv::threshold();`
`cv::dilate();`



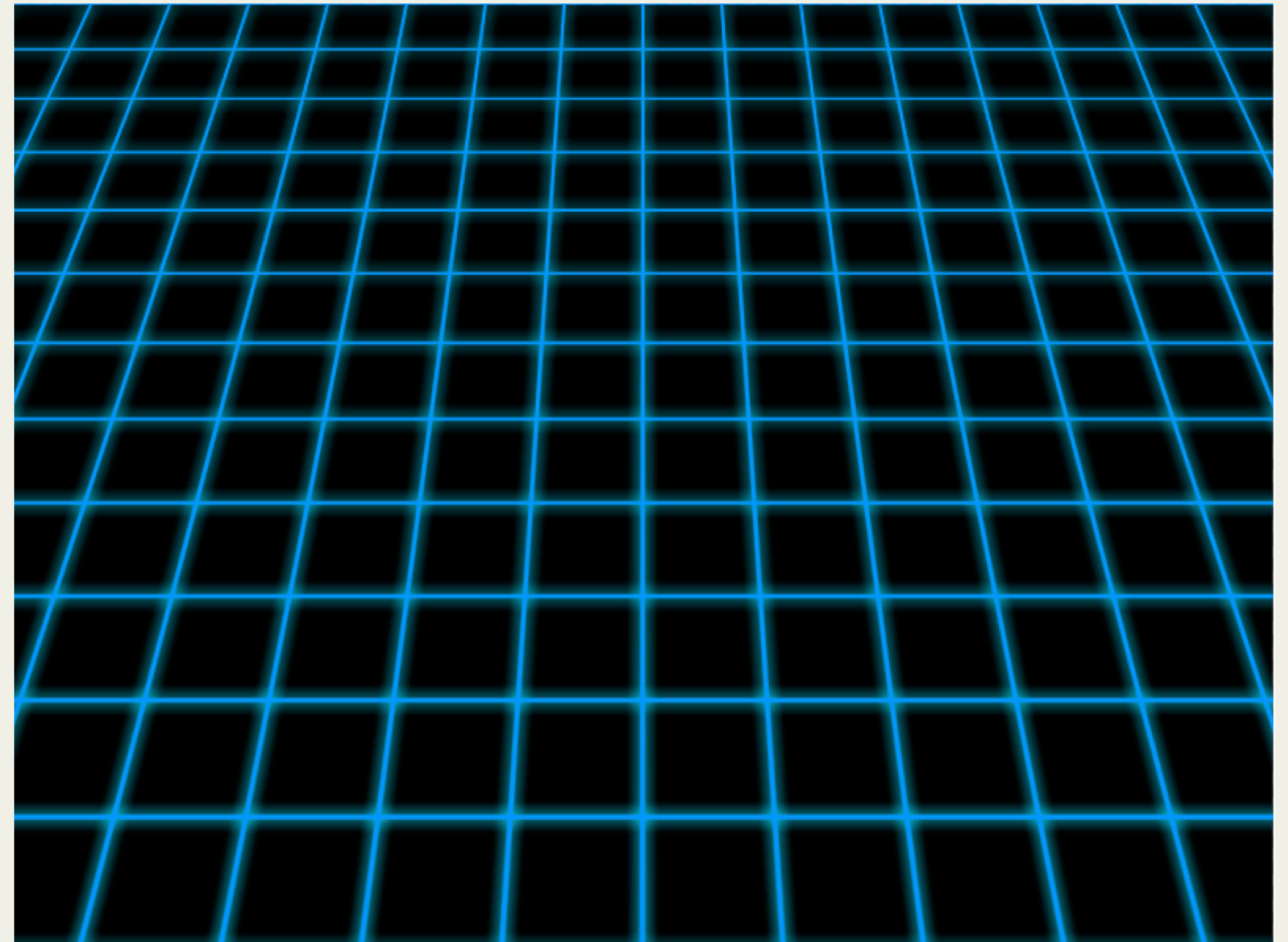
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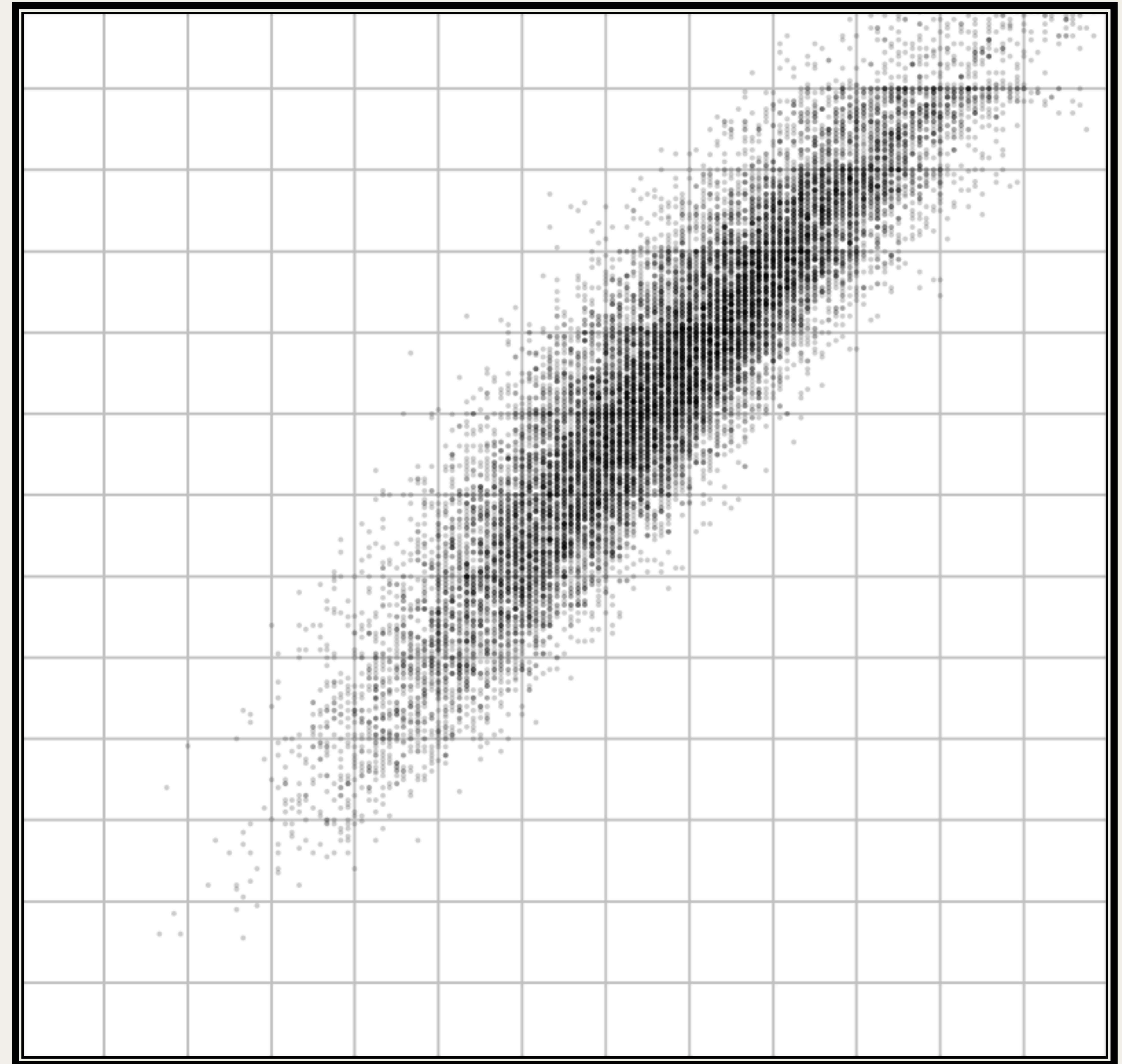
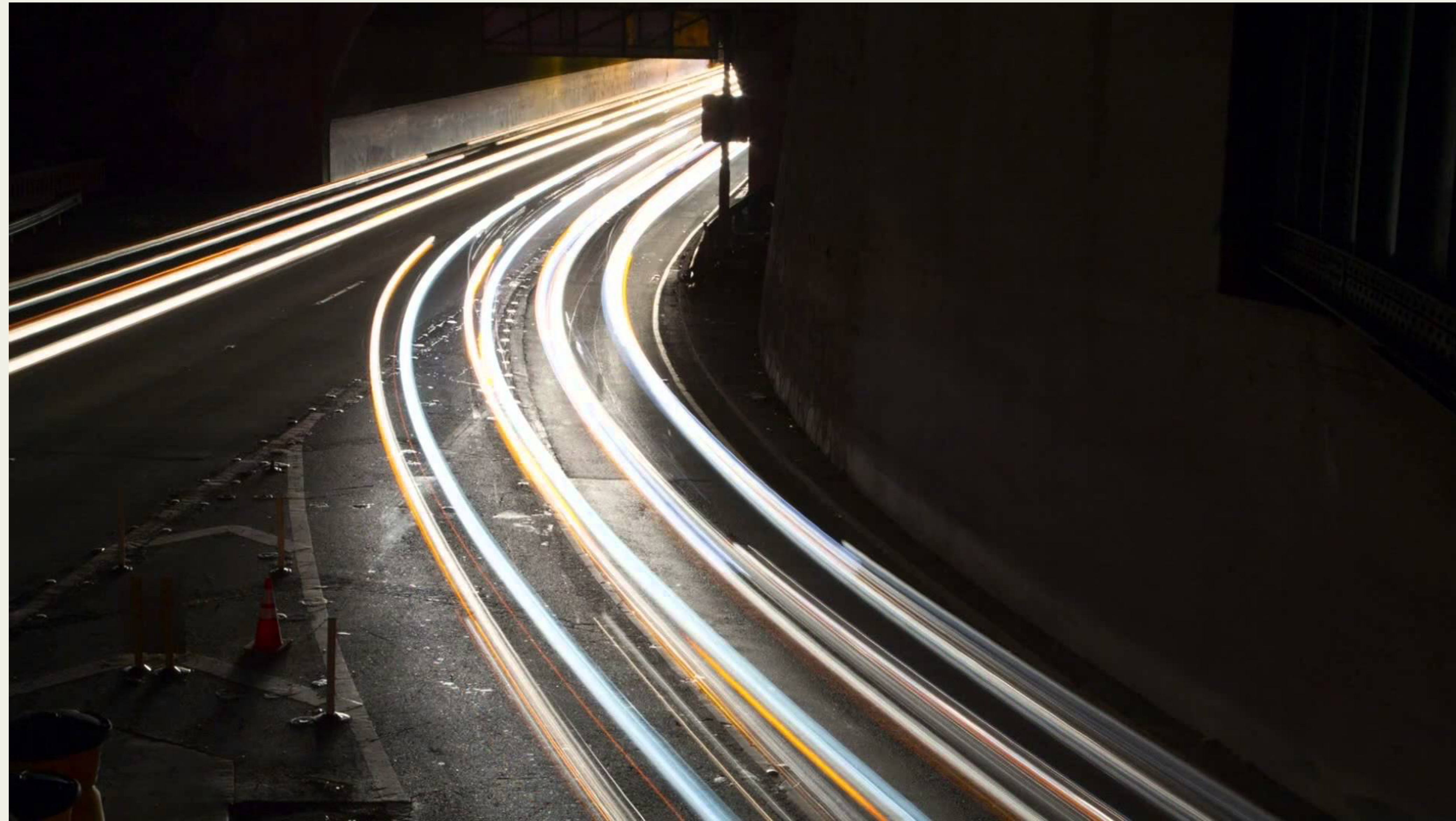
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