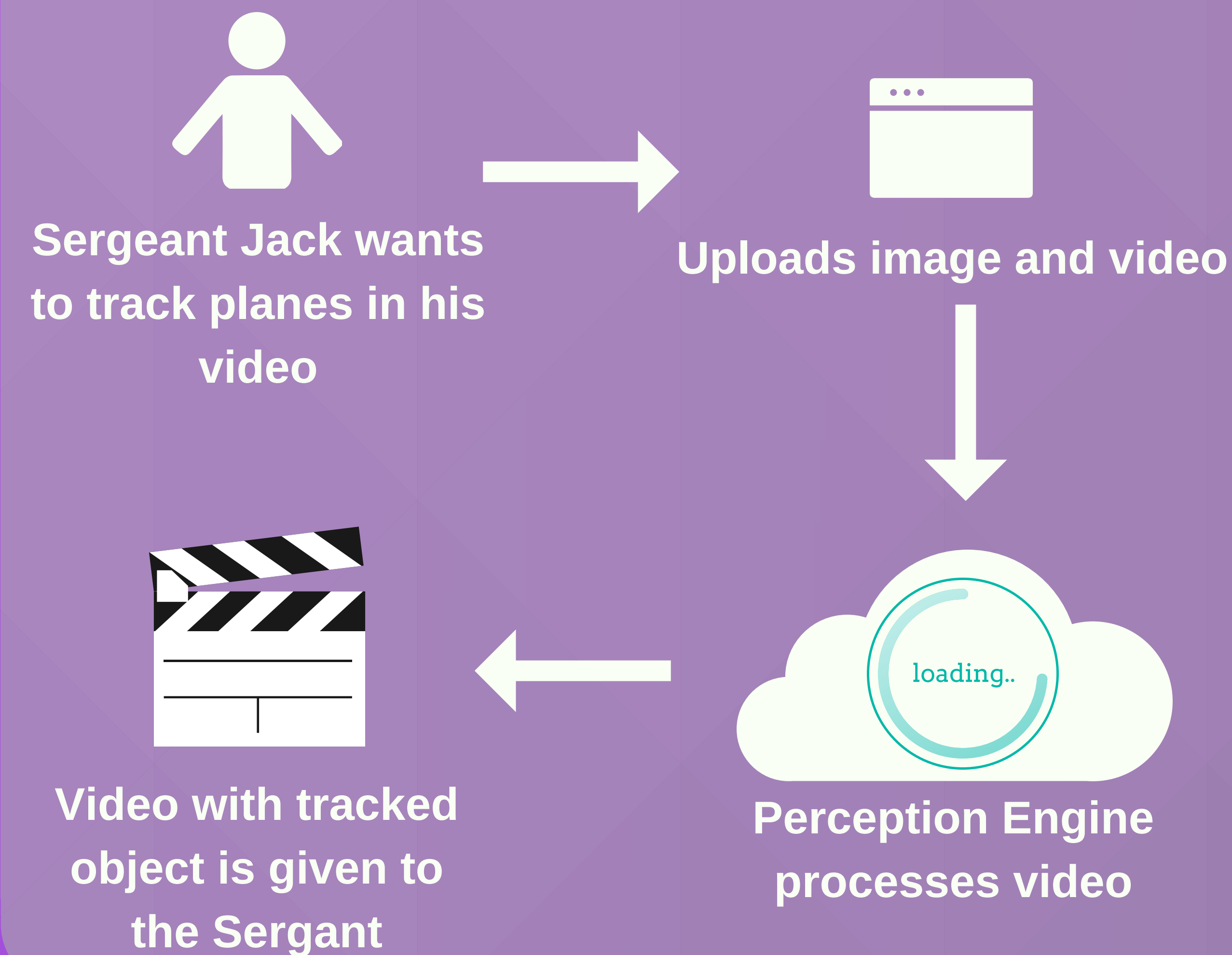


# Perception x



## Overview



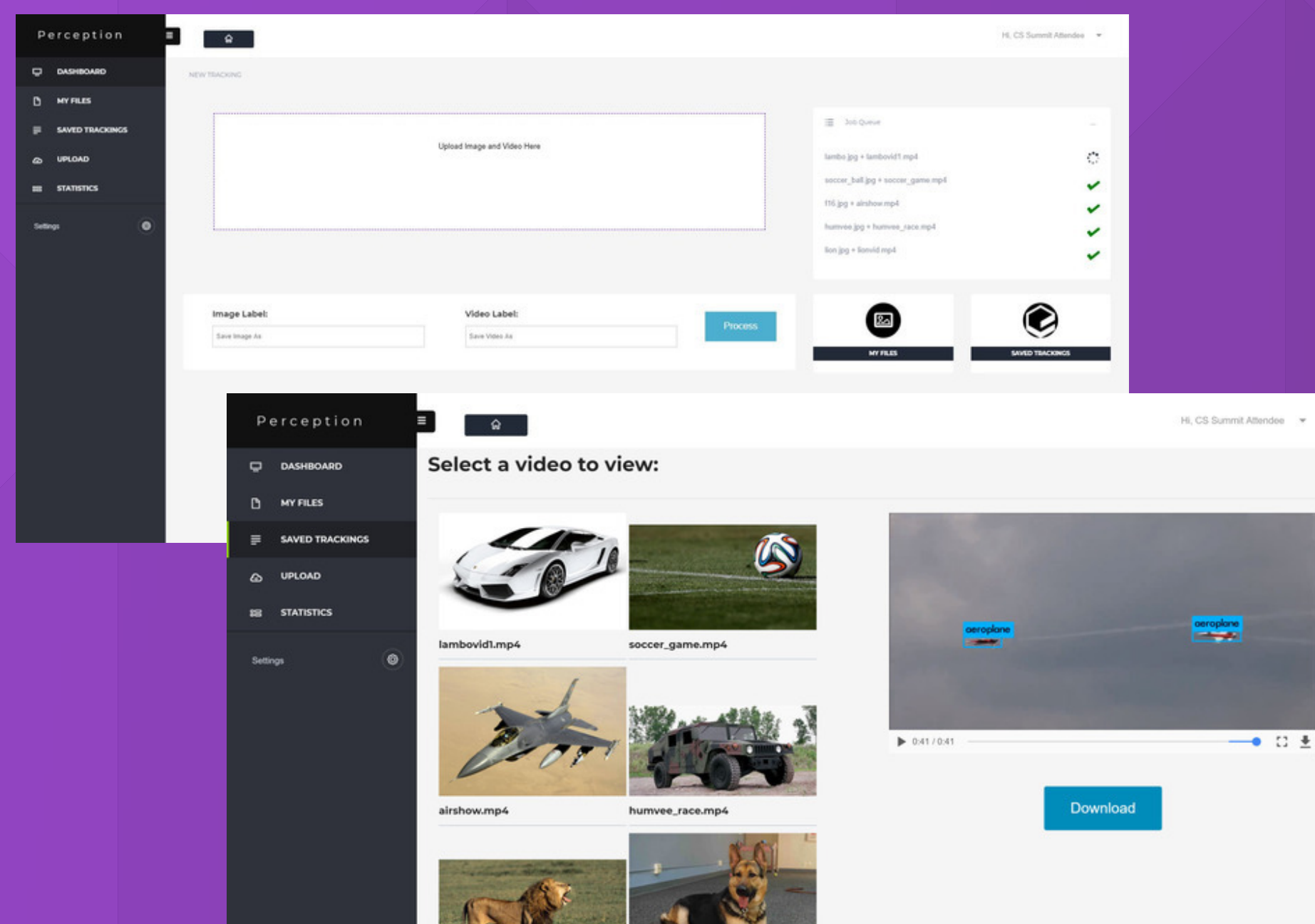
## Motivation

- Over 100TB of video data to process
- Data accumulates much faster than humans can analyze
- Current tools are not user friendly

## Product

- Automated object tracker
- Takes an object image and video
- Outputs a video with an overlay bounding box surrounding the desired object
- Webapp for ease of use

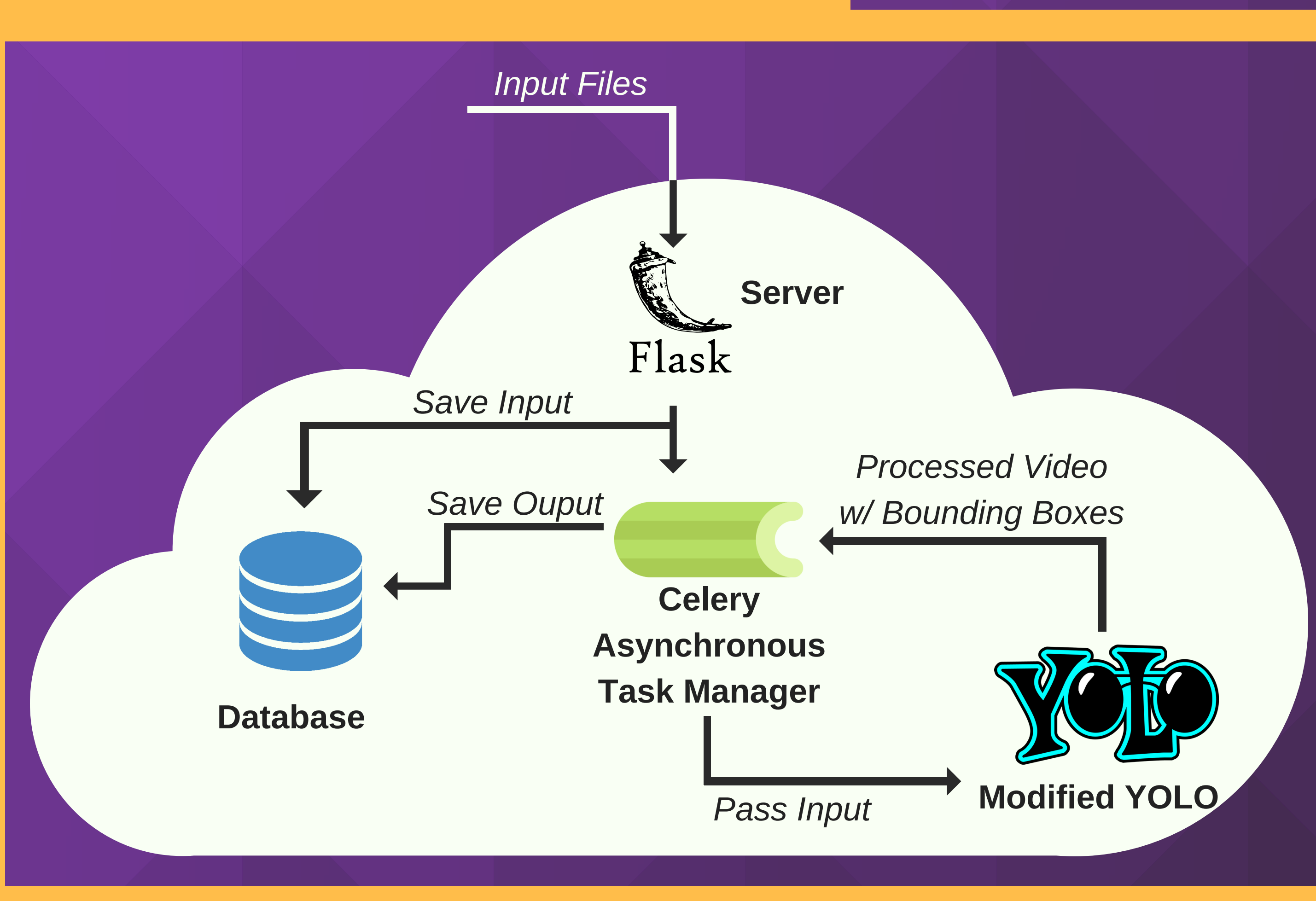
## User Interface



The user dashboard contains all user activity.

- A seamless interface for new and recurring users
- Each user has access to their files
- Ability to view the tracked videos on the dashboard
- Users can mix and match previously uploaded images and videos

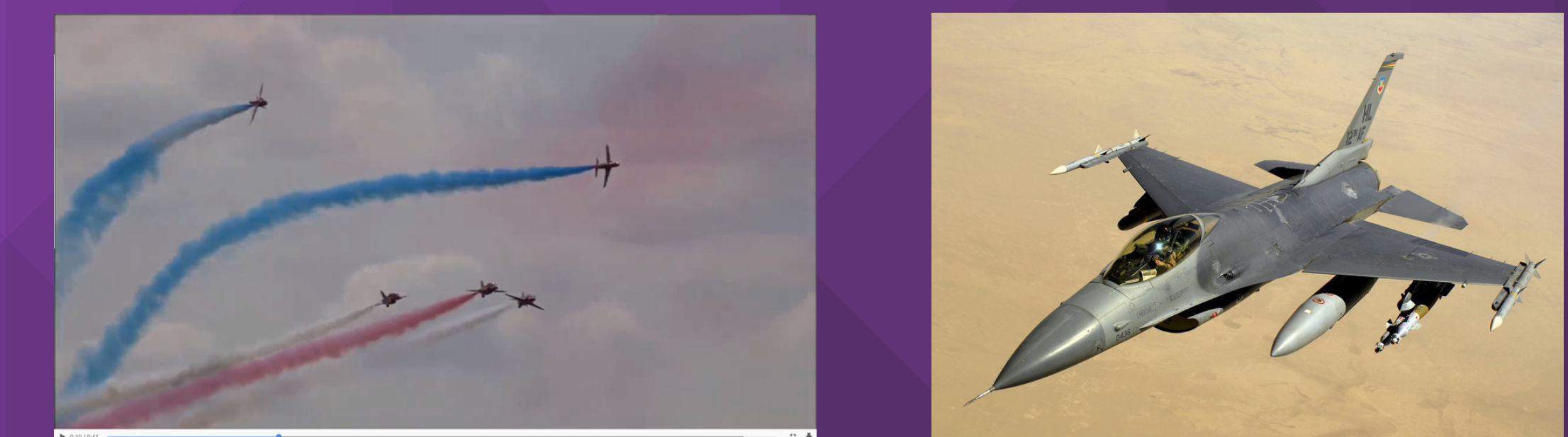
## System Architecture



## Tools



## Engine



Input Video

Input Image



Perception API



Output Video With Boxed Targets

Our perception engine is based off of YOLO (You Only Look Once). YOLO is a neural network based object tracker. We modified YOLO to filter its output to a single type of object, reducing clutter on the screen and emphasizing our desired object.