

Re. Playing Card Recognition

To recognize regular card indices seems trivial at first but becomes more complicated as you go into detail. Generally speaking the difficulty is that the OCR must be fast and accurate under all circumstances.

THE IMAGES

The images come in a video stream (30 frames/sec). The images range from very good (see example to the right) to useless. In the latter case a new image has to be picked from the video stream.

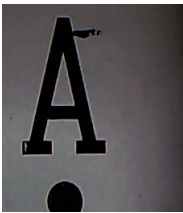
THE DESIGN

The rank (digit or letter) and/or suit symbol sometimes overlap other element(s) in the design as shown below to the right.



THE REALITY

The most difficult factor is to cope with the wild reality. The images can be more or less dim and out of focus; and the cards more or less worn. In reality cards are both stained and scratched (see below).



PAYMENT

Jannersten Förlag AB is prepared to pay a sum to be agreed for an algorithm written in a common language such as C that OCR .bmp images.

REFERENCES

Company info is found at <http://www.jannersten.com/html/about.php>

Video showing a machine sorting the cards according to the [recognized] card values:

https://www.youtube.com/watch?v=Ug_ggRMDA0Y&feature=youtu.be

Contact

Contact anders@jannersten.com or per@jannersten.com for more info.