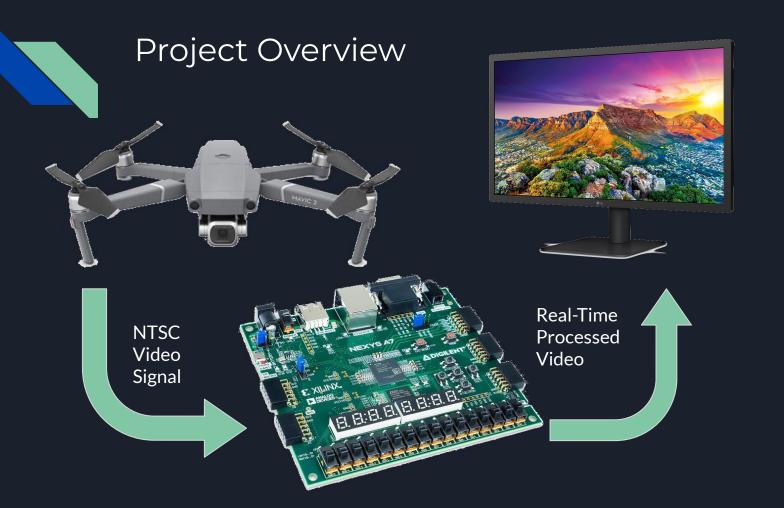
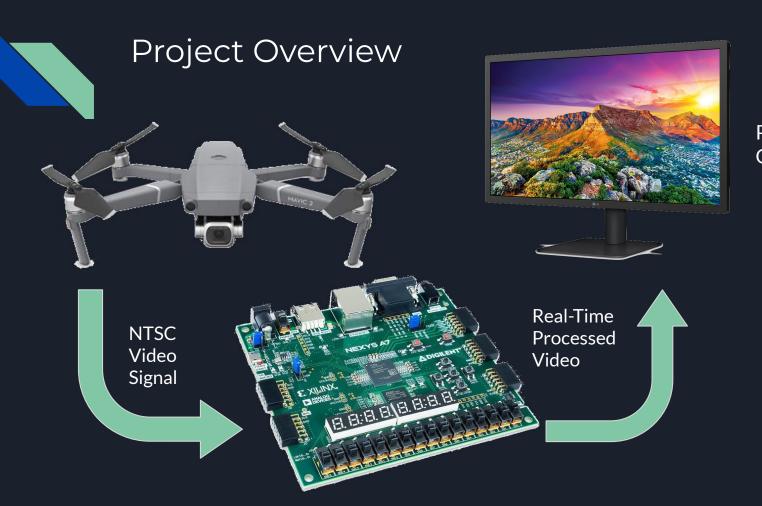


A system to receive, filter, and reconstruct NTSC video signal in real time for drone first-person video [FPV] applications

A 6.111 Final Project
By Jamie Abel and JT McGuire

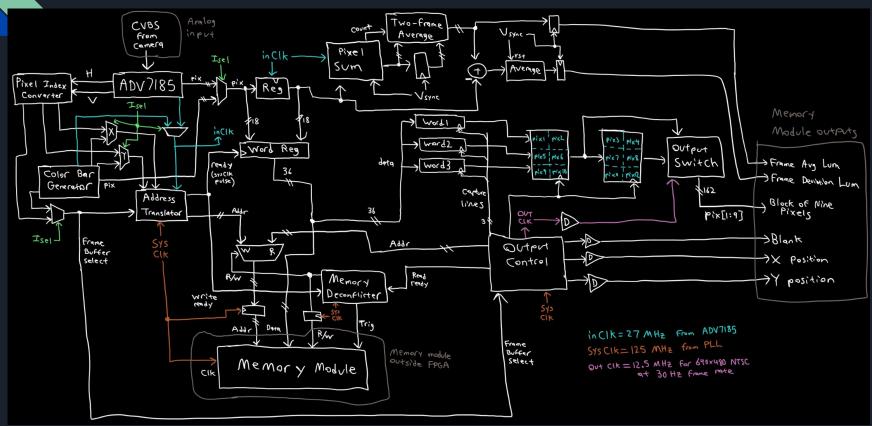




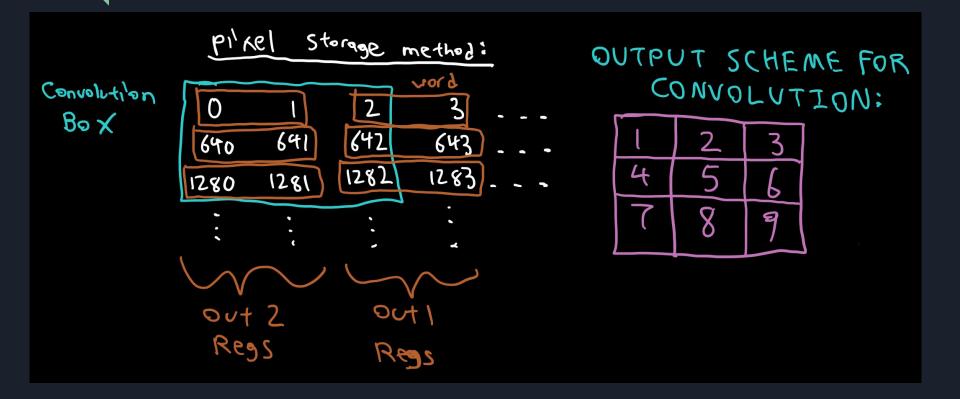
Processing Options:

- Level Adjustment
- EdgeHighlighting
- Noise Removal
- DataOverlays

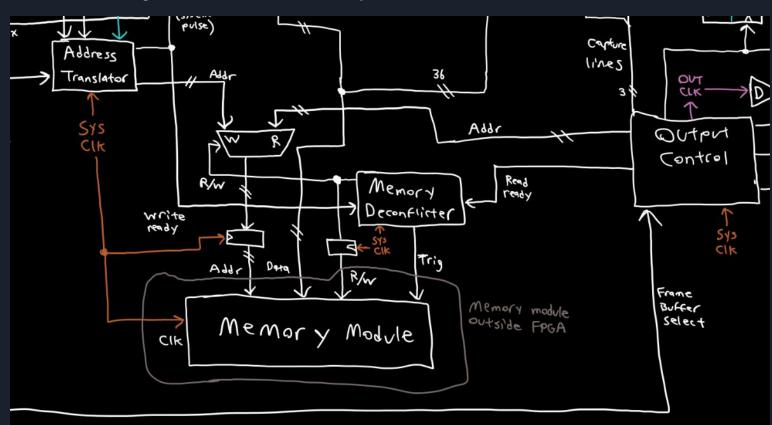
Block Diagram - Memory Control System



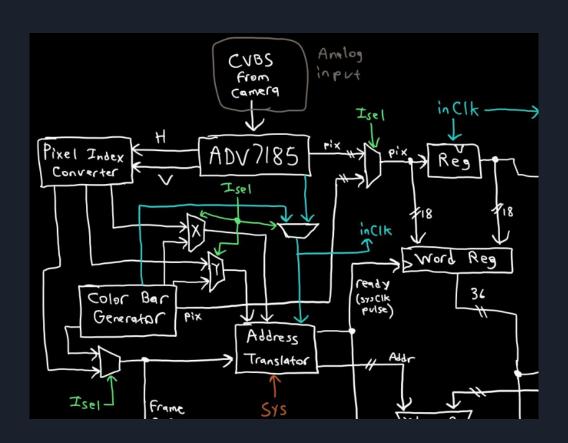
Convolution Buffer Storage Scheme



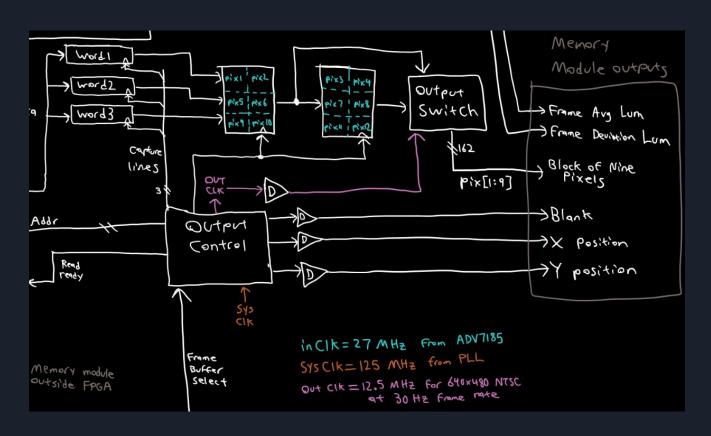
Memory Interface Explanation



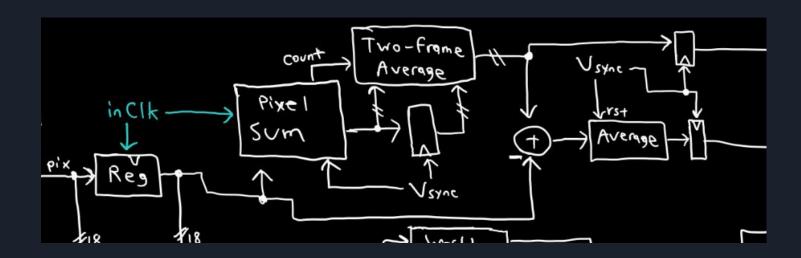
Input and Color Bar Generator Explanation



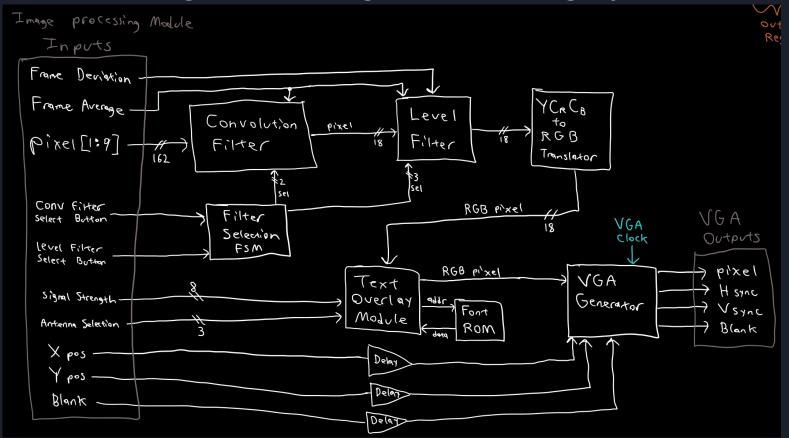
Output Control Explanation

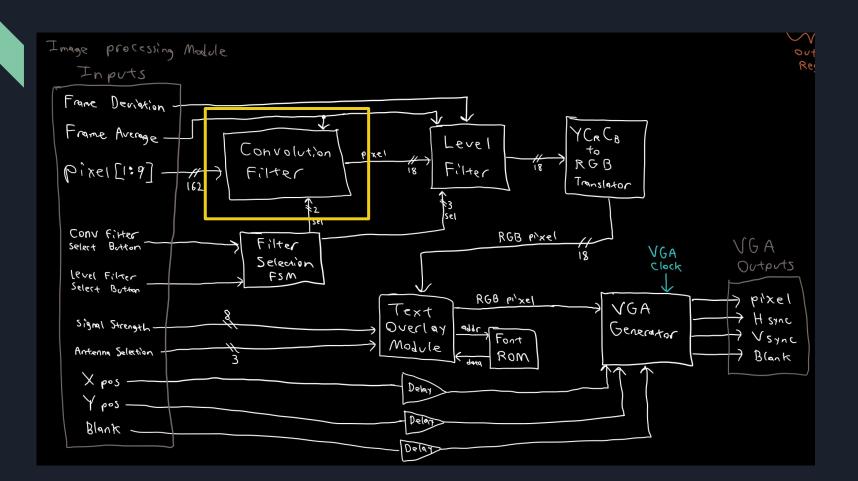


Average and Deviation Computation Explanation

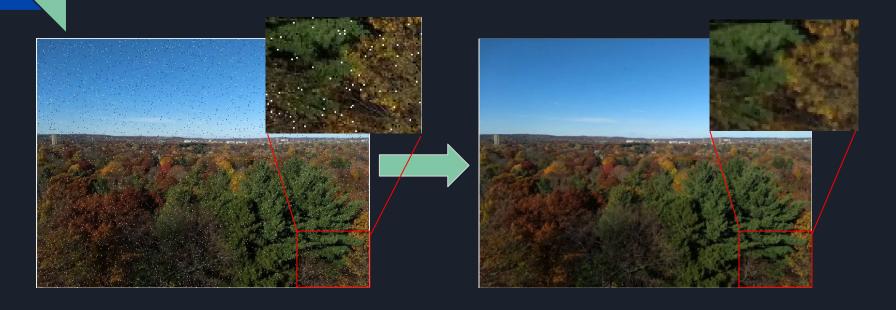


Block Diagram - Image Processing System





Convolution Filters - Noise Removal

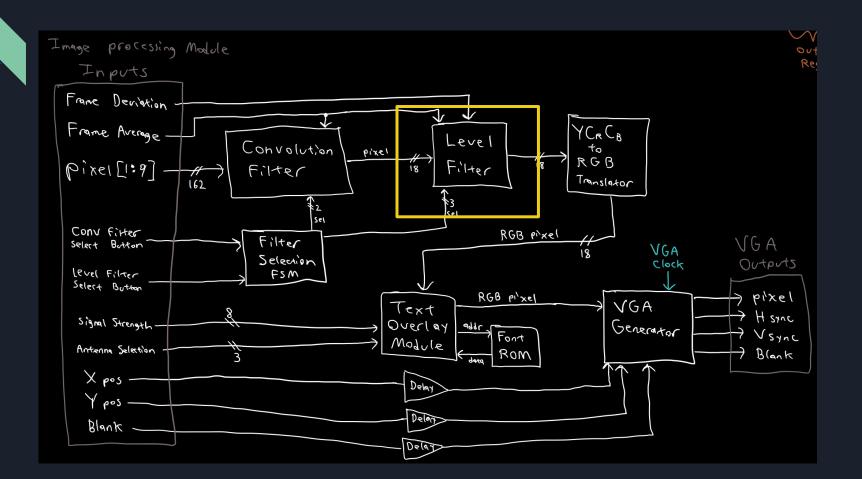


Use median filter to remove salt and pepper noise

Convolution Filters - Edge Highlighting



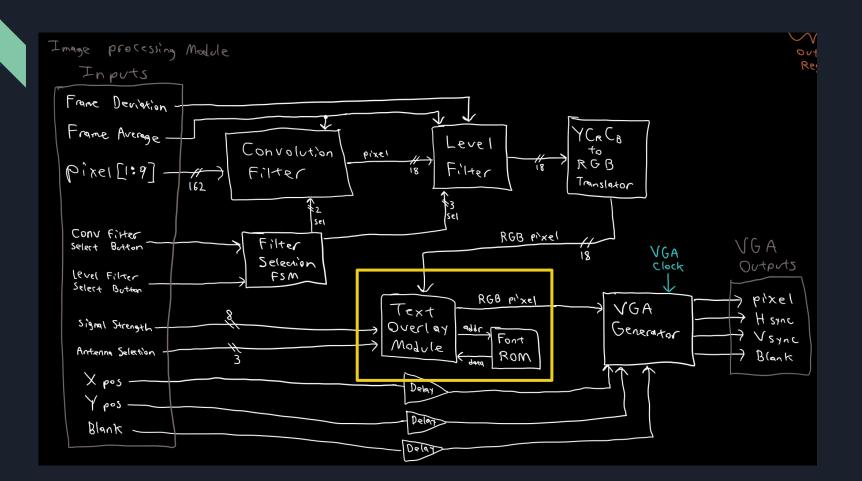
Sobel edge filter to highlight obstacle edges for better visibility



Level Adjustment



Linear remapping of Y channel values to increase contrast in adverse lighting



Data Overlay



Display current filter state plus additional data (e.g. overall brightness, signal strength)

Timeline

Week of	J. Abel	J. McGuire
8 Nov	Design image filters in MATLAB, create sprites for overlay	Finalize block diagram and system-level design
15 Nov	Write VGA modules, level filters, test on static image	Write and test modules for ZBT memory interface w/ arbitrary values
22 Nov	Write convolution filters, filter control FSM, test as above	Write and test color bar and frame average/deviation modules
29 Nov*	Write data overlay module, image system test on static image	Write and test 9-pixel output buffers and modules
6 Dec	Integrate filters with live camera feed, memory controller	System integration and testing
13 Dec	System demo, report	System demo, report