

PC

- » Architecture: X86
- » OS: Red Hat/Ubuntu Linux
- » Language: C/C++
- » Compilation environment: cmake makefiles

Android

- » OS: Android Gingerbread (ICS in the future)
- » Language: Java Android, C/C++
- » Compilation environment: eclipse, ant, android ndk

Development environment



» OpenCV available functionality:

- > Camera, image handling
- > Camera calibration
- > Corner detector: Harris, Shi-tomasi, Fast
- > Camera pose estimation: 8points
- > Face detection with Haar cascades
- > Well documented and supported from the community

» OpenCV-Android:

- > Available 2.0.4 release
- > Reference ([link](#))
- > Demo ([video](#))

» Libraries:

- > Eigen ([link](#)) :
 - + C++ template class library designed for linear algebra
- > SOFT: FFT on the rotation group ([link](#))
 - + Collection of C routines which compute the discrete Fourier transform of a function defined on $SO(3)$
- > jPCT-AE ([link](#))
 - + free 3D engine for Java and Android
- > GDAL ([link](#))
 - + Geospatial Data Abstraction Library
 - + Android support
- > Proj.4 ([link](#))
 - + Cartographic Projections library
- > Spatialite ([link](#))
 - + Spatial extension for SQLite
- > CGAL ([link](#))
 - + Computational Geometry Algorithms Library

Libraries dependencies