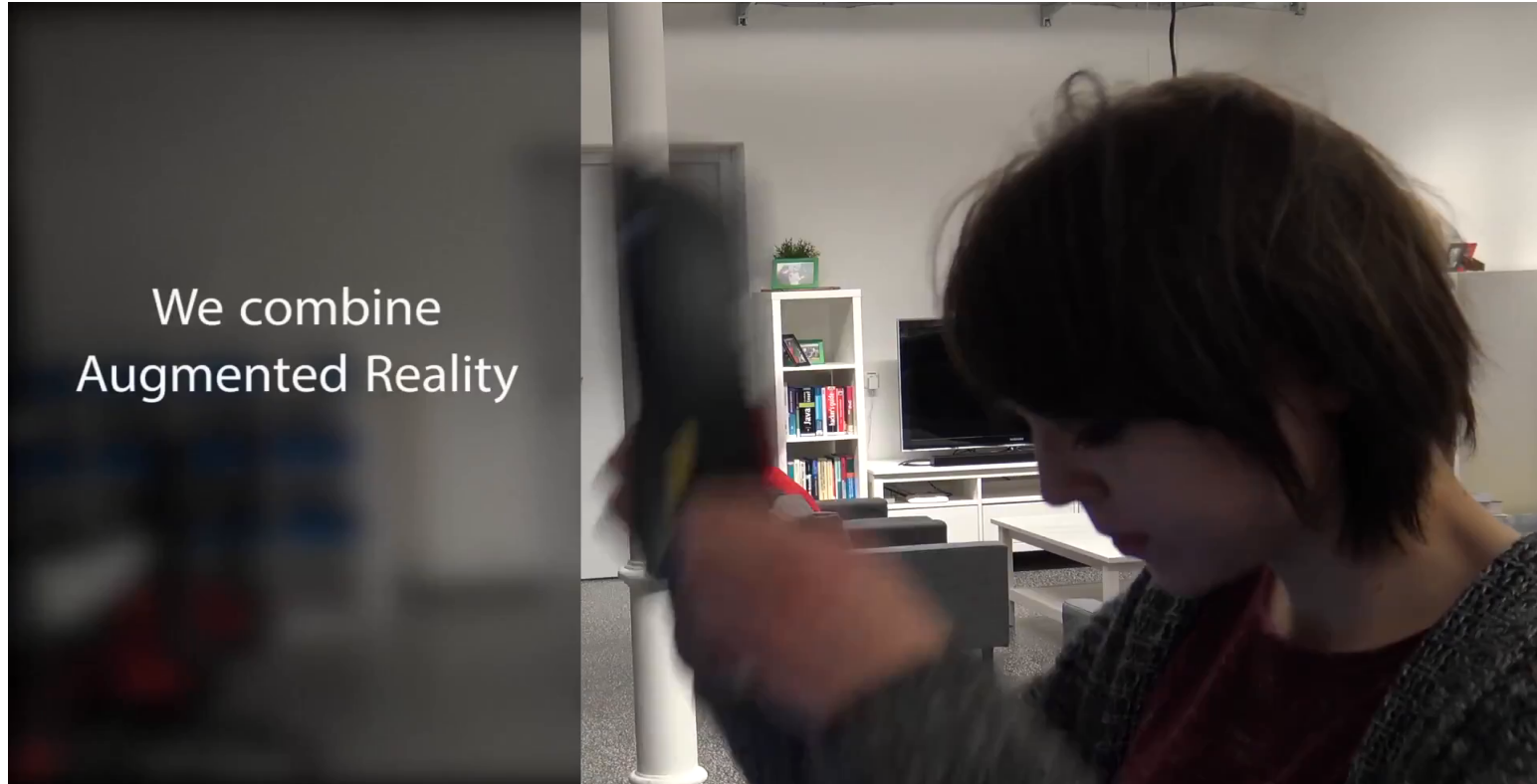


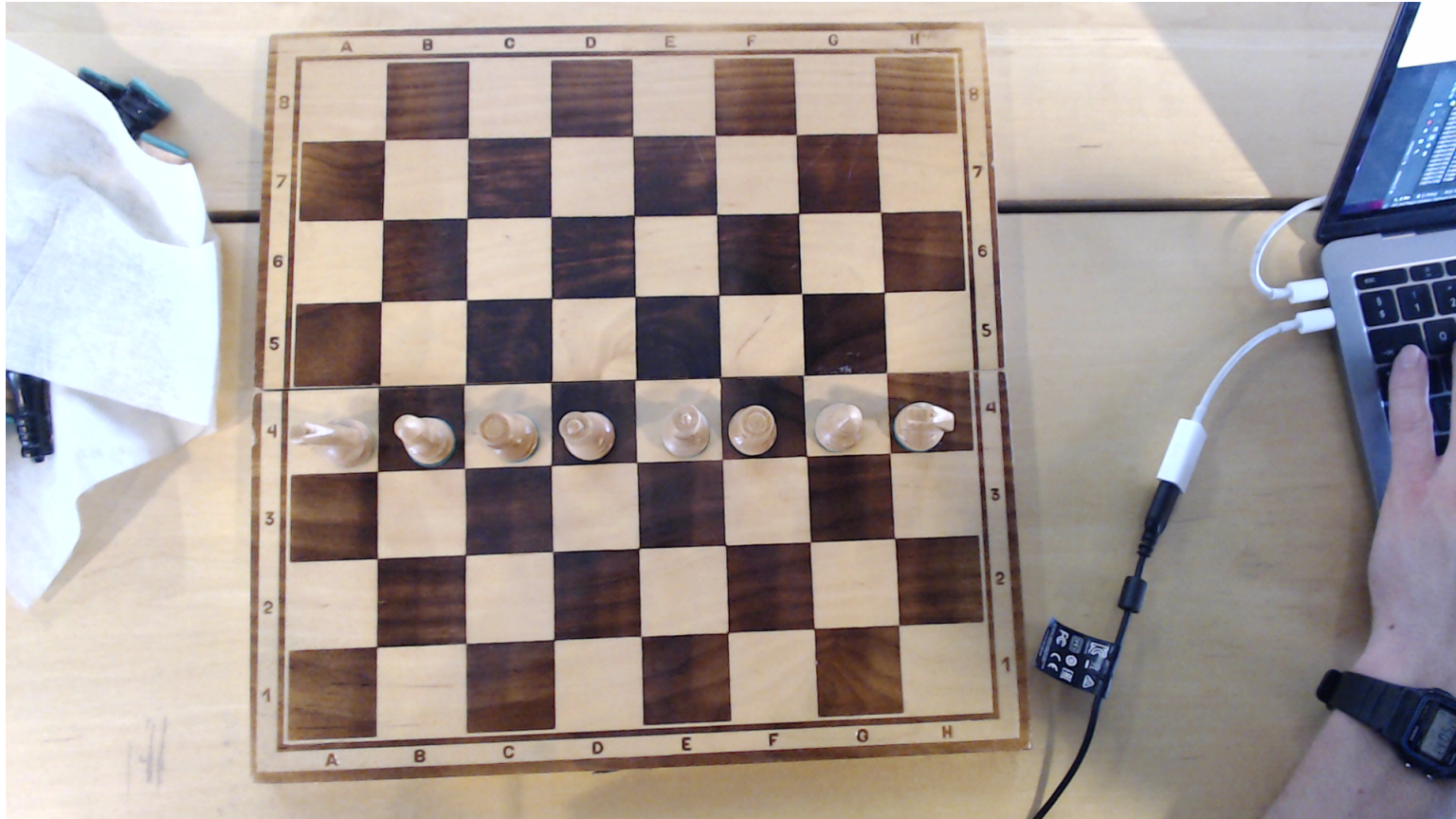
# Chess 2.0

Casper V. Kristensen  
Alexander Munch-Hansen

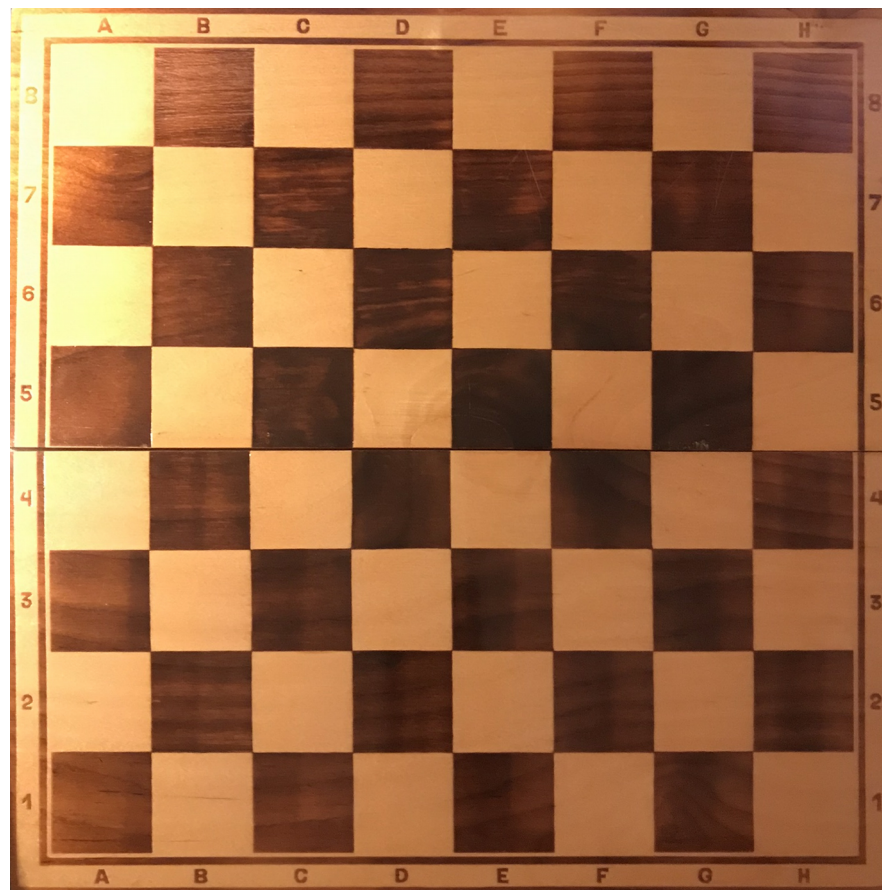
# Idea



# Camera Image

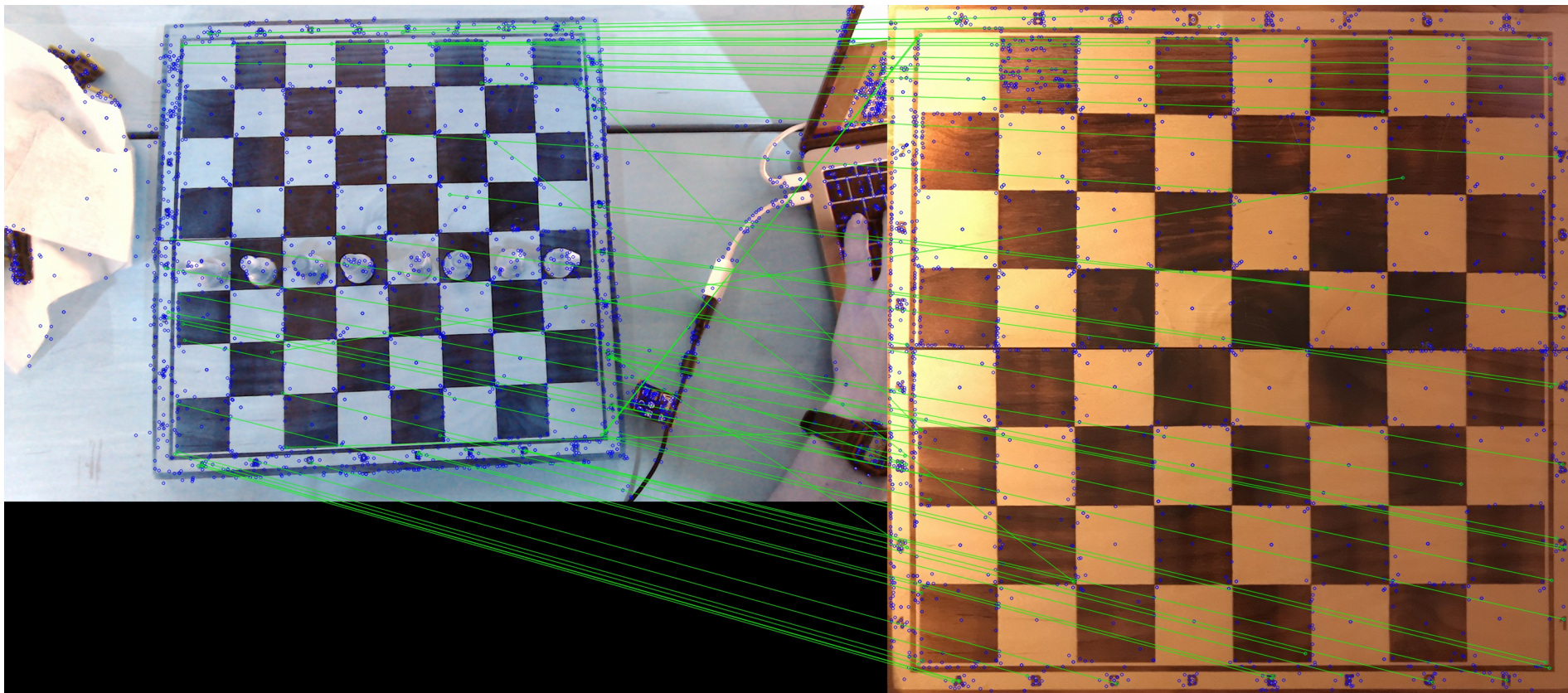


# Baseline Board





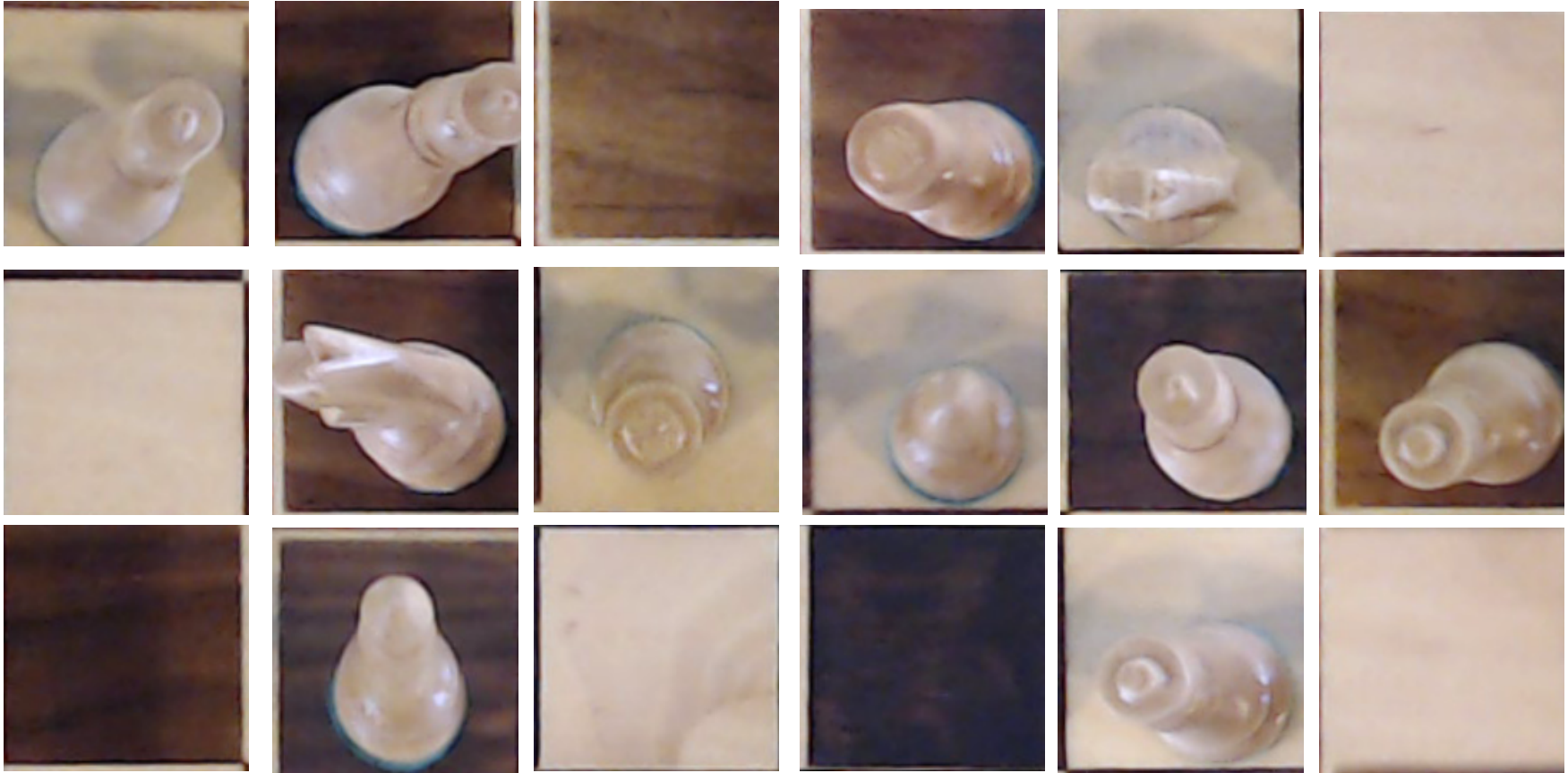
# Matches



# Warped Board

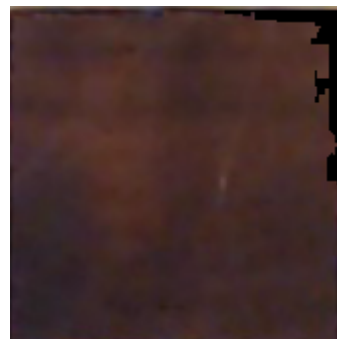
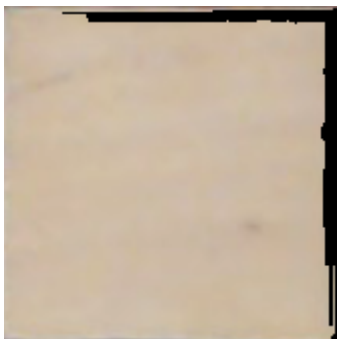


# Squares

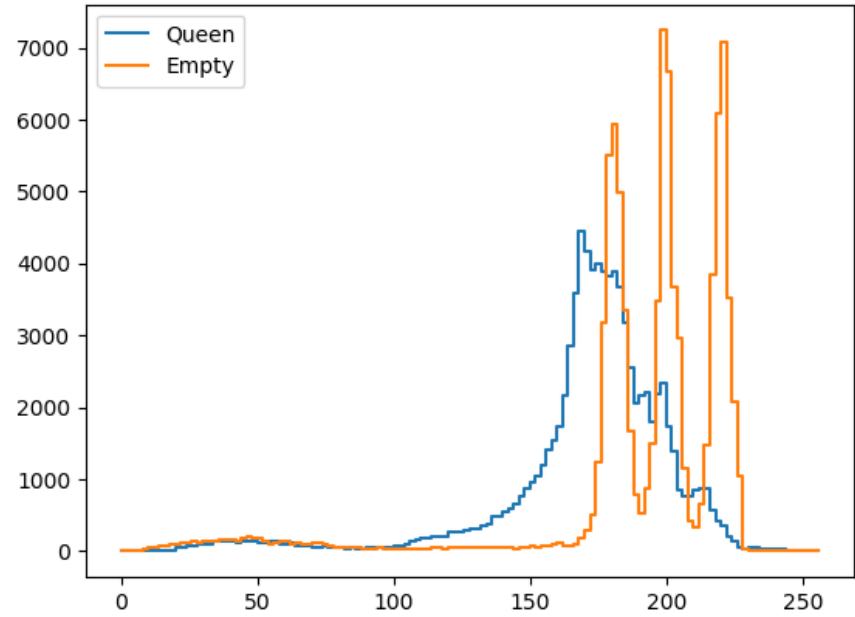
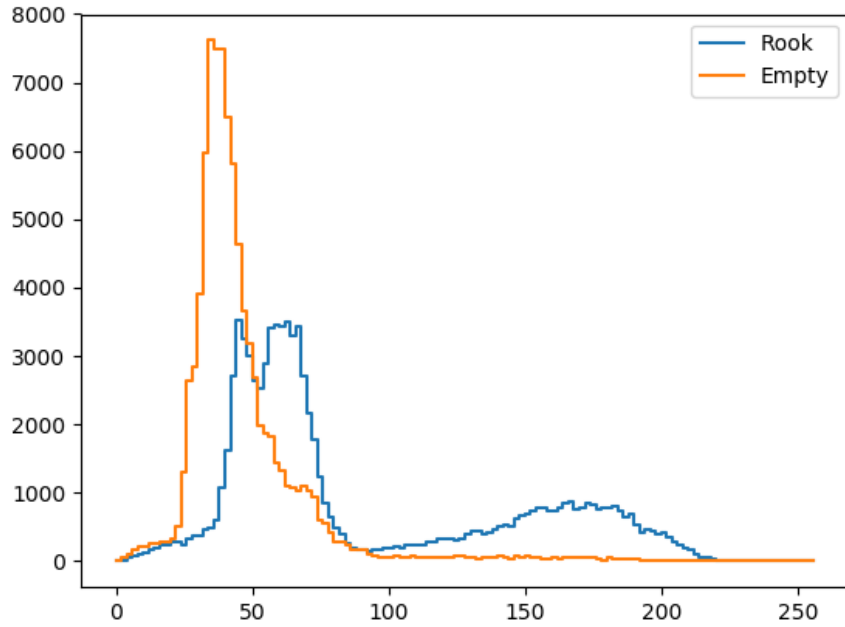




# Segment Detection

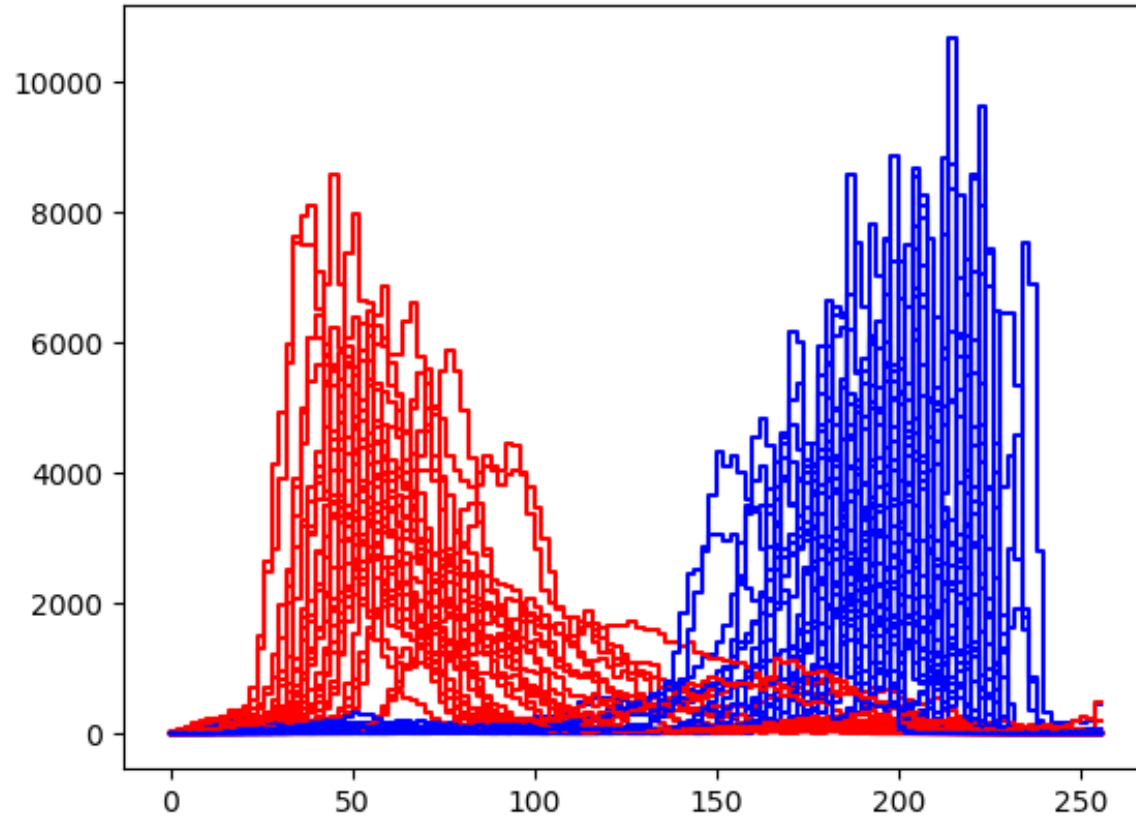


# Histograms

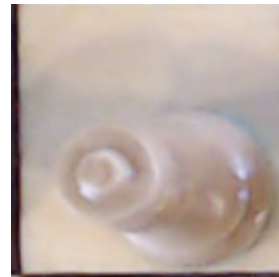
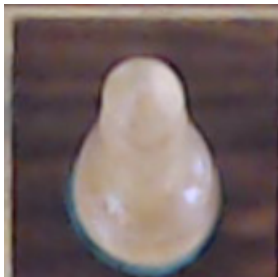
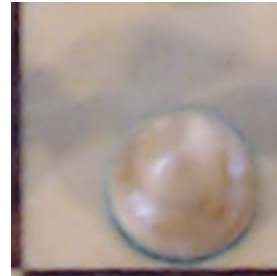
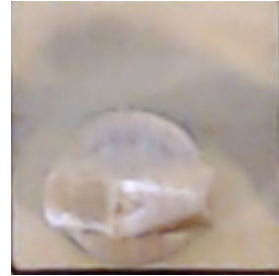
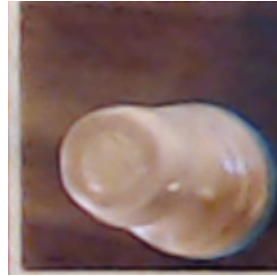




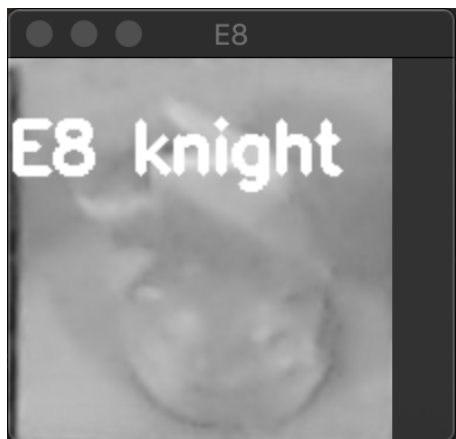
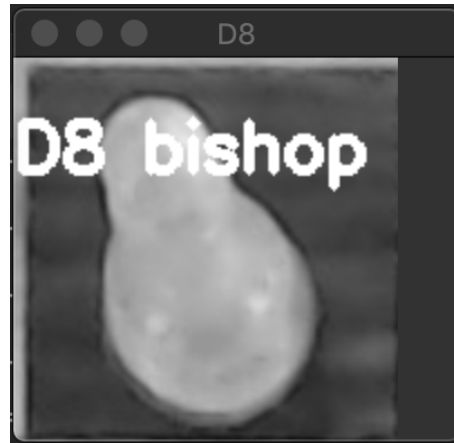
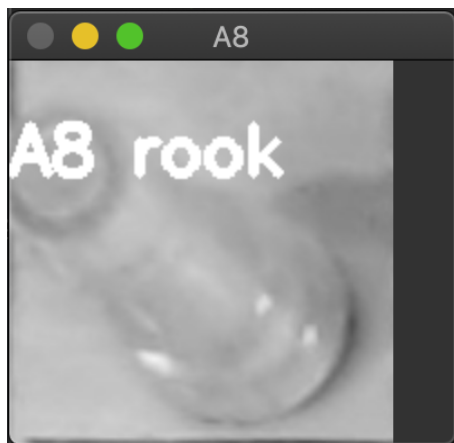
# Histograms Combined



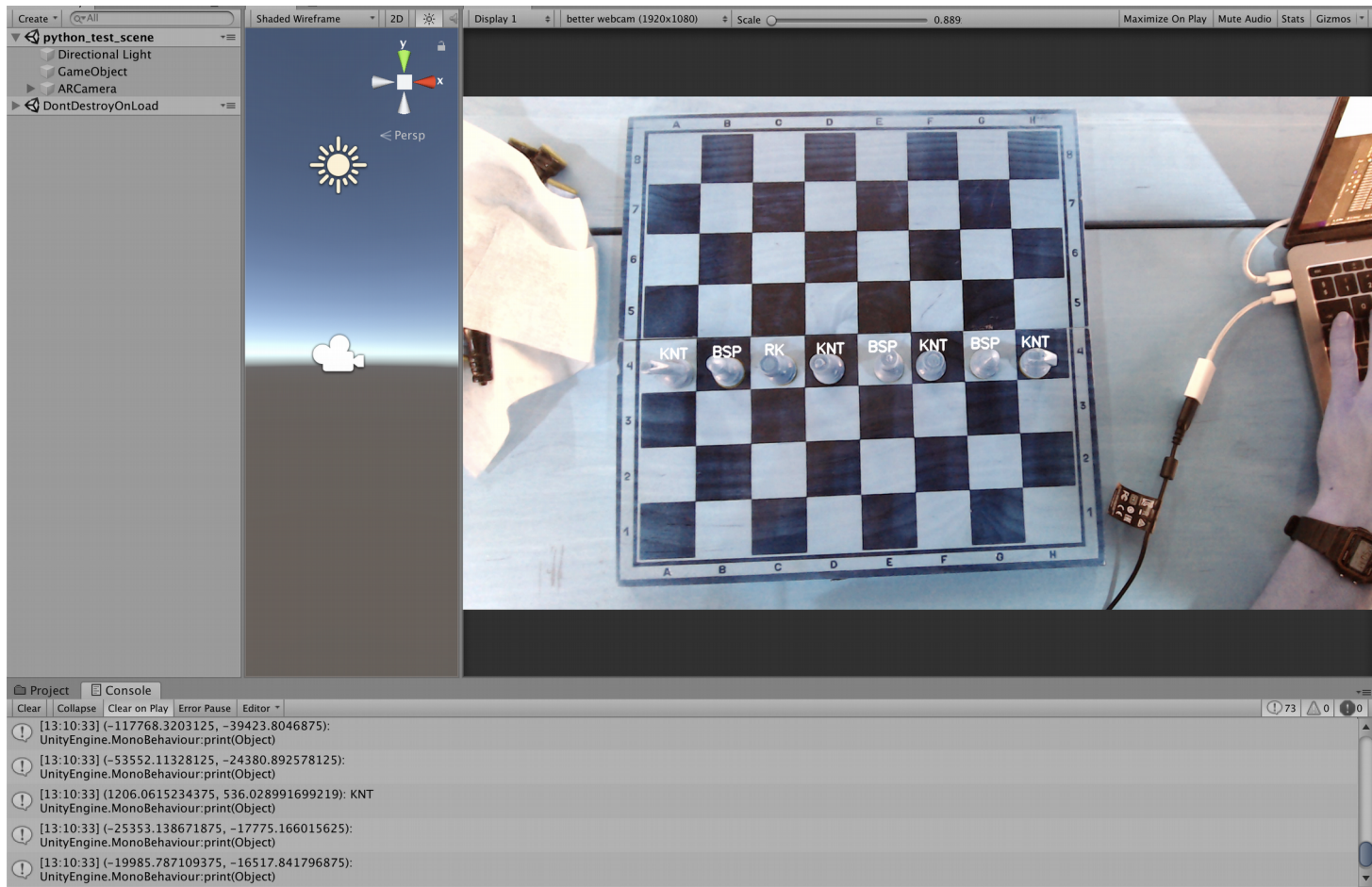
# Occupied Squares



# Neural Network Classification



# Unity



# Architecture

