

INTRODUCTION

Image segmentation is an important technology for image processing. There are many applications whether on synthesis of the objects or computer graphic images require precise segmentation. With the consideration of the characteristics of each object composing images in MPEG4, object-based segmentation cannot be ignored. Nowadays, sports programs are among the most popular programs, and there is no doubt that viewers' interest is concentrated on the athletes. Therefore, demand for image segmentation of sport scenes is very high in terms of both visual compression and image handling using extracted athletes. In this project, we introduce a basic idea about color information and edge extraction to achieve the image segmentation. The color information helps obtain the texture information of the target image while the edge extraction detects the boundary of the target image. By combining these, the target image can be correctly segmented and represent. Besides, because color information and edge extraction can use basic image processing methods, they can not only demonstrate what textbook claims but also make us realize their function works. We expect that we can extract most part of the target.