

Implement computer vision for PlayerUnknown's Battlegrounds live streams

IBM Code Tech Talk

November 15, 2017

<https://developer.ibm.com/code/videos/tech-talk-replay-implement-computer-vision-playerunknowns-battlegrounds-live-streams/>

Clyde Icuspit : Welcome to an IBM Code Tech Talk: Implement computer vision for PlayerUnknown's™s Battlegrounds live streams. This talk is being recorded. This talk is being recorded and a replay of the presentation will be available for viewing on our YouTube channel immediately after the call.

<https://www.youtube.com/playlist?list=PLpryjkO3KF2w4Q68Hsi-O2t3WsbaZ-7Z3>

Clyde Icuspit : Get details about the event: <https://developer.ibm.com/code/events/ibm-tech-talk-implement-computer-vision-playerunknowns-battlegrounds-live-streams/>

Daniel Balma : I don't see your screen!

Daniel Balma : I see you only

Burton Boucher : Seeing video. Are there slides

robert cheng : so this will be on youtube

Clyde Icuspit : Yes, livestream and replay will be in YouTube

Kathy Ghaneei : slides are showing now

Clyde Icuspit : YouTube channel: <https://www.youtube.com/playlist?list=PLpryjkO3KF2w4Q68Hsi-O2t3WsbaZ-7Z3>

Clyde Icuspit : Read about the "Implement computer vision for PlayerUnknown's™s Battlegrounds live streams" pattern: <https://developer.ibm.com/code/patterns/implement-computer-vision-playerunknowns-battlegrounds-live-streams/>

Clyde Icuspit : Get the code for the pattern: <https://github.com/IBM/rotisserie>

Clyde Icuspit : Discover more Container Orchestration Patterns:

<https://developer.ibm.com/code/technologies/container-orchestration/>

robert cheng : is IBM FLOW TO USER OR CLOUD

Spencer Krum : the user is making http requestst to an api served out of the cloud

Spencer Krum : see the github link above

Clyde Icuspit : Discover more Microservices Patterns:

Clyde Icuspit : Check-out the app here: <https://rotisserie.tv/>

Fabian Lara : I suppose there's no API in PuBG's servers, where you can get that information directly.

Jason Clark : NICE!!

Alex KV : did you train the OCR model for this game ?

robert cheng : is there any numbr in the ibm

Jason Clark : very cool

Clyde Icuspit : Discover more Container Orchestration Patterns:

<https://developer.ibm.com/code/technologies/container-orchestration/>

Gary Horn : How flexible / easy would it be to use this for another game? In the future could the user choose a game and then select a metric on the screen to do the ranking?

Clyde Icuspit : Get the code for the pattern: <https://github.com/IBM/rotisserie>

Fabian Lara : great app guys, congrats!

Mark C Taylor : @Fabian thank you!

Clyde Icuspit : Join us for the next Tech Talk on Nov. 28, 2017: Bot Asset Exchange.

<https://developer.ibm.com/code/events/ibm-tech-talk-implement-computer-vision-playerunknowns-battlegrounds-live-streams/>

Clyde Icuspit : Another Tech Talk on Nov. 29, 2017: Use IBM Cloud Private to bring cloud efficiency to your data center. <https://developer.ibm.com/code/events/ibm-tech-talk-use-ibm-cloud-private-bring-cloud-efficiency-data-center/>

Mark C Taylor : <https://github.com/jetstack/kube-lego>

James Etukudo : Would you have any resource to get more info on Developer Adovcates?

robert cheng : think you for today

Aleksander Slominski : Where is presentation?

James Etukudo : Thanks, fun presentation!