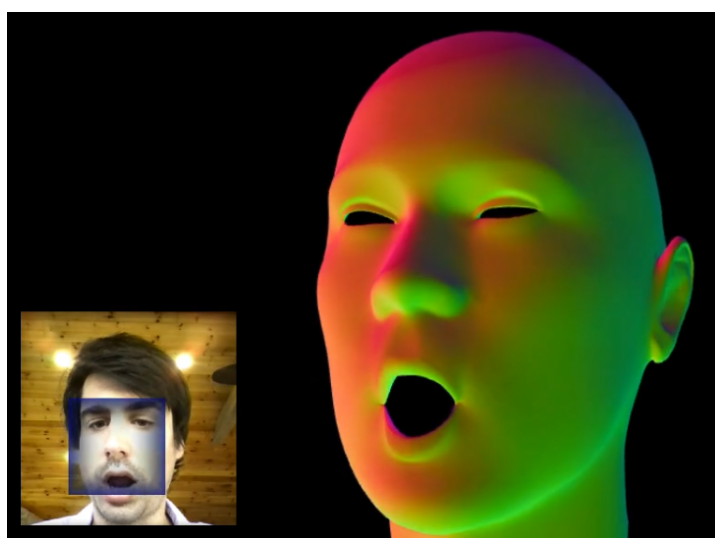


JEEFACETRANSFERAPI

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INTRODUCTION

JEEFACETRANSFERAPI is an API to detect the user emotions and the rotation of the head from a video stream. *JEEFACETRANSFERAPI* get the videostream, instantiate the neuron network and give in real-time user emotions. It is used by *WEBOJI* API. The 2 API have been separated because *JEEFACETRANSFER* could be used for other purpose than *webojis*. For example to detect if a client is satisfied or the mental state of a driver. *JEEFACETRANSFERAPI* does not require *THREE.js*.

INTEGRATION

The application requires :

- The script **jeefacettransferNNC.js**,
- It is not launched directly, *WEBOJI* or other API should use *JEEFACE-TRANSFER*,
- A *<canvas>* element in the DOM. The video of the user with the detection window could be displayed on this canvas.

ATTRIBUTES (READ ONLY)

- *JEEFACETRANSFERAPI.ready* : boolean, if the virtual fitter is ready or not

METHODS

Pre-init methods

All these methods SHOULD be called before *JEEFACETRANSFERAPI.init()*.

- *JEEFACETRANSFERAPI.set_size(<integer> widthPx, <integer> heightPx)* : This function SHOULD be called before every other call, even *JEEFACETRANSFERAPI.init()*. It sets the dimensions of the canvas in pixels,
- *JEEFACETRANSFERAPI.set_audio(<boolean> isAudio)* : get the audio stream of the microphone. Default: *false*,
- *JEEFACETRANSFERAPI.onWebcamAsk(<function> callback)* : launch the callback just before asking for the webcam,
- *JEEFACETRANSFERAPI.onWebcamGet(<function> callback)* : launch the callback just after getting the webcam video stream,
- *JEEFACETRANSFERAPI.onContextLost(<function> callback)*: launch the callback if the webgl context is lost.

General methods

- *JEEFACETRANSFERAPI.init(<object> spec)*: Init the library. *spec* is a dictionary with the following properties :

- *<string> canvasId*: ID of the *<canvas>* element,
- *<string> NNCPATH*: Where to find the neuron network model,
- *<function> callbackReady(<string> errorCode)* : callback function. If there is no error, *errorCode* is set to *false*. See next section for the error codes,
- *<object> videoSettings*: dictionary which overrides WebRTC MediaConstraints. It has the following properties:
 - * *videoElement*: *<video>* element used. Not set by default. Useful to use a custom video. If specified, all other video settings are not used,
 - * *deviceId*: ID of the device, not set by default,
 - * *facingMode*: default: *'user'*. to use the rear camera, set to *'environment'*,
 - * *idealWidth*: ideal video width in pixels. default: 320,
 - * *idealHeight*: ideal video height in pixels. default: 240,
 - * *minWidth*: min video width in pixels. default: 240,
 - * *maxWidth*: max video width in pixels. default: 1280,
 - * *minHeight*: min video height in pixels. default: 240,
 - * *maxHeight*: max video height in pixels. default: 1280.
- *JEEFACETRANSFERAPI.onLoad(<function> callback)*: launch the callback function if JEEFACETRANSFERAPI is ready, otherwise wait until it is ready,
- *JEEFACETRANSFERAPI.switch_sleep(<bool> isSleep)*: Stop the detection and the rendering loop, to save resources. It should be called when the fitter/viewer is not displayed,
- *JEEFACETRANSFERAPI.get_cv()*: return the DOM element of the video canvas,
- *JEEFACETRANSFERAPI.get_videoStream()*: return the WebRTC raw video stream, useful to record the audio track,
- *JEEFACETRANSFERAPI.switch_displayVideo(<boolean> isDisplayVideo)*: if true, display the video of the user on the DOM canvas element, with a marker to delimit the face. Can be used before the initialization of the API.
- *JEEFACETRANSFERAPI.on_detect(<function> callback)*: Launch the callback function if the face is detected or when the detection is lost. The callback is called with 1 argument, *true* if the face is detected, *false* if the detection is lost,
- *JEEFACETRANSFERAPI.set_animateDelay(<integer> delay)* : Change the delay between 2 detections. it can be helpful to free up some resources to speed up DOM transition or video encoding. The value is given in milliseconds.

Initialization error codes

These error codes can be returned as first argument of *callbackReady* :

- *false*: no error occurs,
- *ALREADY_INITIALIZED*: the API has been already initialized,
- *NO_CANVASID*: no canvas ID was specified,
- *INVALID_CANVASID*: cannot found the *<canvas>* element in the DOM,
- *WEBCAM_UNAVAILABLE*: cannot get access to the webcam (the user has no webcam, or it has not accepted to share the device, or the webcam is already busy),
- *GL_INCOMPATIBLE*: WebGL is not available, or this WebGL configuration is not enough (there is no WebGL2, or there is WebGL1 without *OES_TEXTURE_FLOAT* or *OES_TEXTURE_HALF_FLOAT* extension).

Morph and rotation

These methods are used by higher level scripts (for example *WEBOJI*) to get the morph coefficients and the rotation from the neural network.

- *JEEFACETRANSFERAPI.get_nMorphs()*: returns the number of morphs,
- *JEEFACETRANSFERAPI.get_morphTargetInfluences()*: returns the array with the morph coefficients,
- *JEEFACETRANSFERAPI.get_morphTargetInfluencesStabilized()*: returns the array with the morph coefficients stabilized,
- *JEEFACETRANSFERAPI.get_morphUpdateCallback()*: function launched when the morph coefficients array is updated. The function is called with these arguments :
 - *<float> quality*: quality of the detection, between 0 (bad quality) and 1 (high quality),
 - *<float> benchmarkCoeff*: higher it is, less powerful is the computer of the user. Can be directly used as a factor of the blending coefficients for morphing amortization,
- *JEEFACETRANSFERAPI.get_rotation()*: return an array with the 3 euler angles which characterize the head rotation.
- *JEEFACETRANSFERAPI.get_rotationStabilized()*: same than
- *get_rotation()* method but with more stabilization and automatic rotation if the head is not found.
- *JEEFACETRANSFERAPI.is_detected()*: returns if the face is detected or not.