

```
1 let capture;
2 let posenet;
3 let noseX,noseY;
4 let reyeX,reyeY;
5 let leyeX,leyeY;
6 let singlePose,skeleton;
7 let actor_img;
8 let specs,smoke;
9
10 function setup() {
11   createCanvas(800, 500);
12   capture = createCapture(VIDEO);
13   capture.hide();
14
15   posenet = ml5.poseNet(capture, modelLoaded);
16   posenet.on('pose',receivedPoses);
17
18   actor_img = loadImage('images/shahrukh.png');
19   specs = loadImage('images/specs.png');
20   smoke = loadImage('images/cigar.png');
21 }
22
23
24 function receivedPoses(poses){
25   console.log(poses);
26
27   if(poses.length > 0){
28     singlePose = poses[0].pose;
29     skeleton = poses[0].skeleton;
30   }
31 }
32
33 function modelLoaded() {
34   console.log('Model has loaded');
35 }
36
37 function draw() {
38
39   // images and videos(webcam)
40   image(capture, 0, 0);
41   fill(255,0,0);
42
43   if(singlePose){
44     for(let i=0; i<singlePose.keypoints.length; i++){
45       ellipse(singlePose.keypoints[i].position.x, singlePose.keypoints[i].position.y,20);
46     }
47     stroke(255,255,255);
48     strokeWeight(5);
49     for(let j=0; j<skeleton.length; j++){
50       line(skeleton[j][0].position.x, skeleton[j][0].position.y, skeleton[j][1].position.x, skeleton[j][1].position.y)
51     }
52
53     //image(specs,singlePose.nose.x-35,singlePose.nose.y-50,80,80);
54     //image(smoke,singlePose.nose.x-35,singlePose.nose.y+10,40,40);
55
56   }
57 }
58
```

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>PoseNet</title>
7   <script src="https://unpkg.com/ml5@latest/dist/ml5.min.js"></script>
8   <script src="https://cdn.jsdelivr.net/npm/p5@1.4.0/lib/p5.js"></script>
9   <script src="sketch.js"></script>
10 </head>
11 <body>
12
13 </body>
14 </html>
```

