1. Directory of OpenPose

OpenPose directory:**/usr/local/openpose**
Some models:**/usr/local/openpose/models**
Build files:**/usr/local/openpose/build**
Build files (Python):**/usr/local/openpose/pybuild**
PyOpenPose:**/usr/local/pyopenpose**

2. How To Use OpenPose

(a) By Command Line：
For example:
If we use hand & face model to handle with a video and need some output files in JSON format, we can input:
```
====================================================================
        cd /usr/local/openpose
        ./build/examples/openpose/openpose.bin \
           --write_json test/outputJSON/ \
           --display 0 \
           --video "test/video.avi" \
           --write_video test/outputVideo.avi \
           --hand models/hand \
           --face models/face
====================================================================
```
Before:

Now: (About 126s)

More details on：
https://qiita.com/wada-n/items/e9e6653effc1e3d0c566
(Japanese)

(b) By PyOpenPose

PyOpenPose is a Python API for openpose and released in Jan 2019. It includes body, face, hands, and all the functionality of the C++ API.

We can see some information on:
https://github.com/CMU-Perceptual-Computing-Lab/openpose/blob/master/doc/modules/python_module.md
and
https://www.aiuai.cn/aifarm709.html
(Chinese)

We can import PyOpenPose by:
```
==================================================================
import sys
sys.path.append('/usr/local/pyopenpose')
from openpose import *
==================================================================
```
Or
```
==================================================================
import sys
sys.path.append('/usr/local/openpose/pybuild/python')
from openpose import *
==================================================================
```

But if we want to use some models in a Python script, we have to
input :
===

    ...
    params = dict()
    params["model_folder"] = "/usr/local/openpose/models/"
    ...

===

Some examples are showed in:
/usr/local/openpose/pybuild/examples/tutorial_api_python
We can use scripts in this directory to test.