

```
In [ ]: !pip install mediapipe opencv-python
```

```
In [1]: import cv2
import mediapipe as mp
import numpy as np
mp_drawing = mp.solutions.drawing_utils
mp_pose = mp.solutions.pose
```

```
In [3]: cap = cv2.VideoCapture(0)
        ## Setup mediapipe instance
        with mp_pose.Pose(min_detection_confidence=0.5, min_tracking_confidence=0.5) as pose:
            while cap.isOpened():
                ret, frame = cap.read()
                image = cv2.cvtColor(frame, cv2.COLOR_BGR2RGB)
                image.flags.writeable = False

                results = pose.process(image)

                image.flags.writeable = True
                image = cv2.cvtColor(image, cv2.COLOR_RGB2BGR)

                mp_drawing.draw_landmarks(image, results.pose_landmarks, mp_pose.POSE_CONNECTIONS,
                                          mp_drawing.DrawingSpec(color=(245,117,66), thickness=2, circle_ra
                                          mp_drawing.DrawingSpec(color=(245,66,230), thickness=2, circle_ra
                                          )

                cv2.imshow('Mediapipe Feed', image)

                if cv2.waitKey(10) & 0xFF == ord('q'):
                    break

            cap.release()
            cv2.destroyAllWindows()
```

```

In [15]: # Angles
cap = cv2.VideoCapture(0)
## Setup mediapipe instance
with mp_pose.Pose(min_detection_confidence=0.5, min_tracking_confidence=0.5) as pose:
    while cap.isOpened():
        ret, frame = cap.read()

        # Recolor image to RGB
        image = cv2.cvtColor(frame, cv2.COLOR_BGR2RGB)
        image.flags.writeable = False

        # Make detection
        results = pose.process(image)

        # Recolor back to BGR
        image.flags.writeable = True
        image = cv2.cvtColor(image, cv2.COLOR_RGB2BGR)

        # Extract Landmarks
        try:
            landmarks = results.pose_landmarks.landmark

            # Get coordinates
            shoulder = [landmarks[mp_pose.PoseLandmark.LEFT_SHOULDER.value].x, landmarks[mp_pose.P
            elbow = [landmarks[mp_pose.PoseLandmark.LEFT_ELBOW.value].x, landmarks[mp_pose.PoseLand
            wrist = [landmarks[mp_pose.PoseLandmark.LEFT_WRIST.value].x, landmarks[mp_pose.PoseLand

            # Calculate angle
            angle = calculate_angle(shoulder, elbow, wrist)

            # Visualize angle
            cv2.putText(image, str(angle),
                        tuple(np.multiply(elbow, [640, 480]).astype(int)),
                        cv2.FONT_HERSHEY_SIMPLEX, 0.5, (255, 255, 255), 2, cv2.LINE_AA
                        )

        except:
            pass

        # Render detections
        mp_drawing.draw_landmarks(image, results.pose_landmarks, mp_pose.POSE_CONNECTIONS,
                                  mp_drawing.DrawingSpec(color=(245,117,66), thickness=2, circle_ra
                                  mp_drawing.DrawingSpec(color=(245,66,230), thickness=2, circle_ra
                                  )

        cv2.imshow('Mediapipe Feed', image)

        if cv2.waitKey(10) & 0xFF == ord('q'):
            break

    cap.release()
    cv2.destroyAllWindows()

```

```

In [16]: #curl Counter
cap = cv2.VideoCapture(0)

# Curl counter variables
counter = 0
stage = None

## Setup mediapipe instance
with mp_pose.Pose(min_detection_confidence=0.5, min_tracking_confidence=0.5) as pose:
    while cap.isOpened():
        ret, frame = cap.read()

        # Recolor image to RGB
        image = cv2.cvtColor(frame, cv2.COLOR_BGR2RGB)
        image.flags.writeable = False

        # Make detection
        results = pose.process(image)

        # Recolor back to BGR
        image.flags.writeable = True
        image = cv2.cvtColor(image, cv2.COLOR_RGB2BGR)

        # Extract Landmarks
        try:
            landmarks = results.pose_landmarks.landmark

            # Get coordinates
            shoulder = [landmarks[mp_pose.PoseLandmark.LEFT_SHOULDER.value].x, landmarks[mp_pose.P
            elbow = [landmarks[mp_pose.PoseLandmark.LEFT_ELBOW.value].x, landmarks[mp_pose.PoseLand
            wrist = [landmarks[mp_pose.PoseLandmark.LEFT_WRIST.value].x, landmarks[mp_pose.PoseLand

            # Calculate angle
            angle = calculate_angle(shoulder, elbow, wrist)

            # Visualize angle
            cv2.putText(image, str(angle),
                        tuple(np.multiply(elbow, [640, 480]).astype(int)),
                        cv2.FONT_HERSHEY_SIMPLEX, 0.5, (255, 255, 255), 2, cv2.LINE_AA
                        )

            # Curl counter Logic
            if angle > 160:
                stage = "down"
            if angle < 30 and stage == 'down':
                stage="up"
                counter +=1
                print(counter)

        except:
            pass

        # Render curl counter
        # Setup status box
        cv2.rectangle(image, (0,0), (225,73), (245,117,16), -1)

        # Rep data
        cv2.putText(image, 'REPS', (15,12),
                    cv2.FONT_HERSHEY_SIMPLEX, 0.5, (0,0,0), 1, cv2.LINE_AA)
        cv2.putText(image, str(counter),
                    (10,60),
                    cv2.FONT_HERSHEY_SIMPLEX, 2, (255,255,255), 2, cv2.LINE_AA)

        # Stage data
        cv2.putText(image, 'STAGE', (65,12),
                    cv2.FONT_HERSHEY_SIMPLEX, 0.5, (0,0,0), 1, cv2.LINE_AA)
        cv2.putText(image, stage,
                    (60,60),
                    cv2.FONT_HERSHEY_SIMPLEX, 2, (255,255,255), 2, cv2.LINE_AA)

        # Render detections
        mp_drawing.draw_landmarks(image, results.pose_landmarks, mp_pose.POSE_CONNECTIONS,
                                   mp_drawing.DrawingSpec(color=(245,117,66), thickness=2, circle_ra
                                   mp_drawing.DrawingSpec(color=(245,66,230), thickness=2, circle_ra
                                   )

```

```
cv2.imshow('Mediapipe Feed', image)

if cv2.waitKey(10) & 0xFF == ord('q'):
    break

cap.release()
cv2.destroyAllWindows()
```

1
2
3
4
5
6
7
8
9
10
11
12
13
14

In []: ▶