

NECK BENDING COUNTER

UNDER THE GUIDANCE OF

ABHIMANYU SIR

(PHD SCHOLAR)

IITK



GROUP MEMBERS

- 1 AYUSH PANDEY
- 2 DEVENDRA SRIVASTAVA
- 3 HARSHIT SENGAR
- 4 RITIKA MISHRA
- 5 SHABAN SARTAJ



SCRIPTING LANGUAGE - PYTHON

MEDIAPIPE

open-source framework for building computer pipelines to perform computer vision in inference over arbitrary.

**Sensory data such as
audiovideo.**

OPEN-CV

**open source compwer vision
library**

FUNCTION

- **IMAGE
PROCESSING**
- **VIDEO PROCESSING**
- **OBJECT DETECTION**

STEPS TO APPROACH THE PROJECT

- | | |
|-------------|---|
| STAGE - I | VIDEO FEEDING (MEDIAPIPE
FEED) |
| STAGE - II | STEP-UP MEDIAPIPE
INSTANCE |
| STAGE - III | EXTRACTING 33 LANDMARK
(SKELETAL STRUCTURE OF
BODY) |
| STAGE - IV | RENDER DETECTION (RENDER
SKELETON JOINT) |

STAGE - V

3 PRIMARY PARAMETERS

1.LEFT EAR

2.RIGHT EAR

3.NOSE

(CO-ORDINATES,ANGLE,A,B,C)

STAGE - VI

1.DETECT IMAGE

2.EXTRACT LANDMARKS

3.CO-ORDINATE --- ANGLE AND

NECK BENDING

4.VISUALIZE ANGLE

5.RENDER DETECT

STAGE - VII

CURL COUNTER LOGIC

IF ANGLE > 120 ;

STAGE = RIGHT

IF ANGLE < 30 AND STAGE

==“RIGHT”:

STAGE=“LEFT”

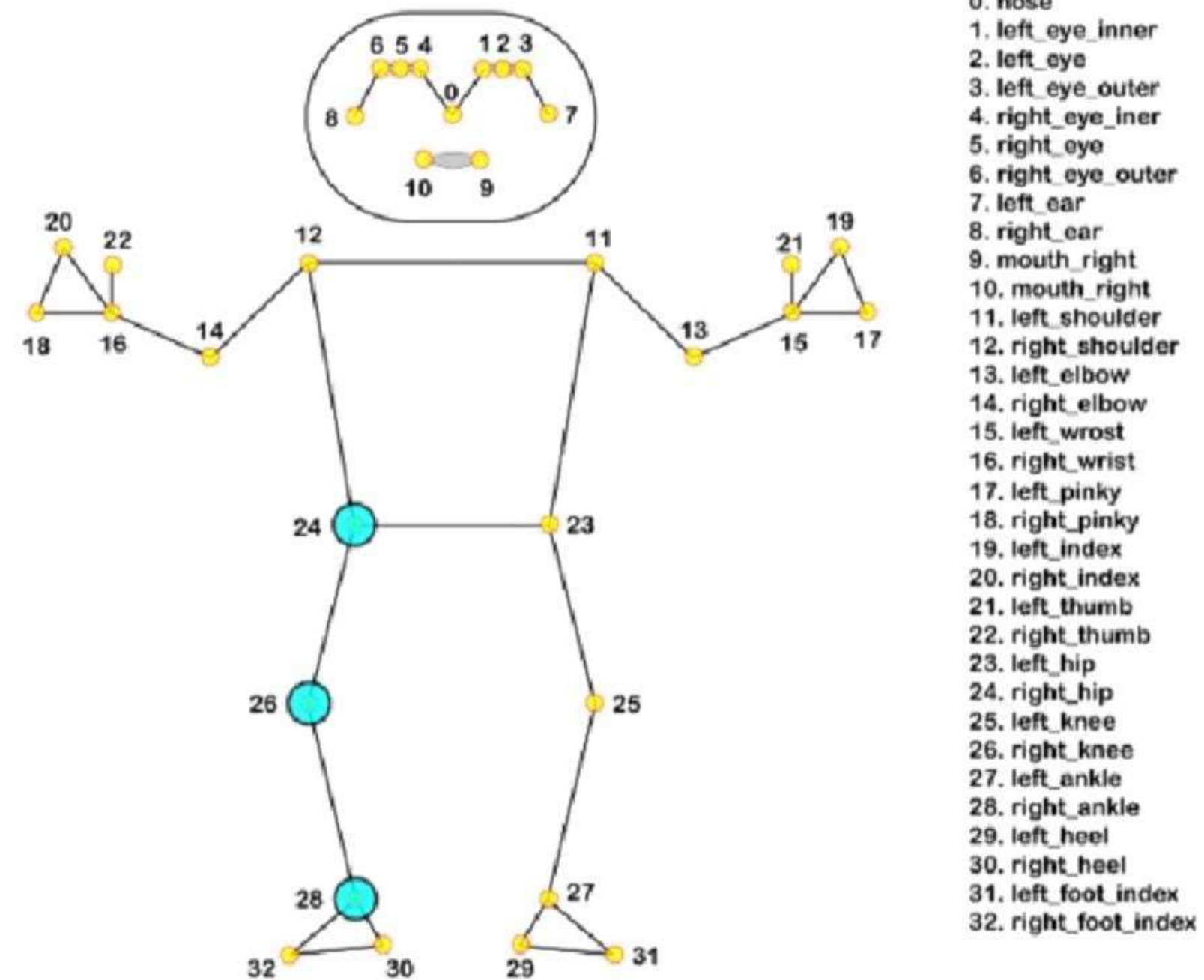
COUNTER+=1;

**PRINT (“NO. OF NECK BENDING
MOVE”,(COUNTER)/2)**

SHOW THE RESULT AND OUTPUT

STAGE - VIII

33 POSES LANDMARK DETECTION

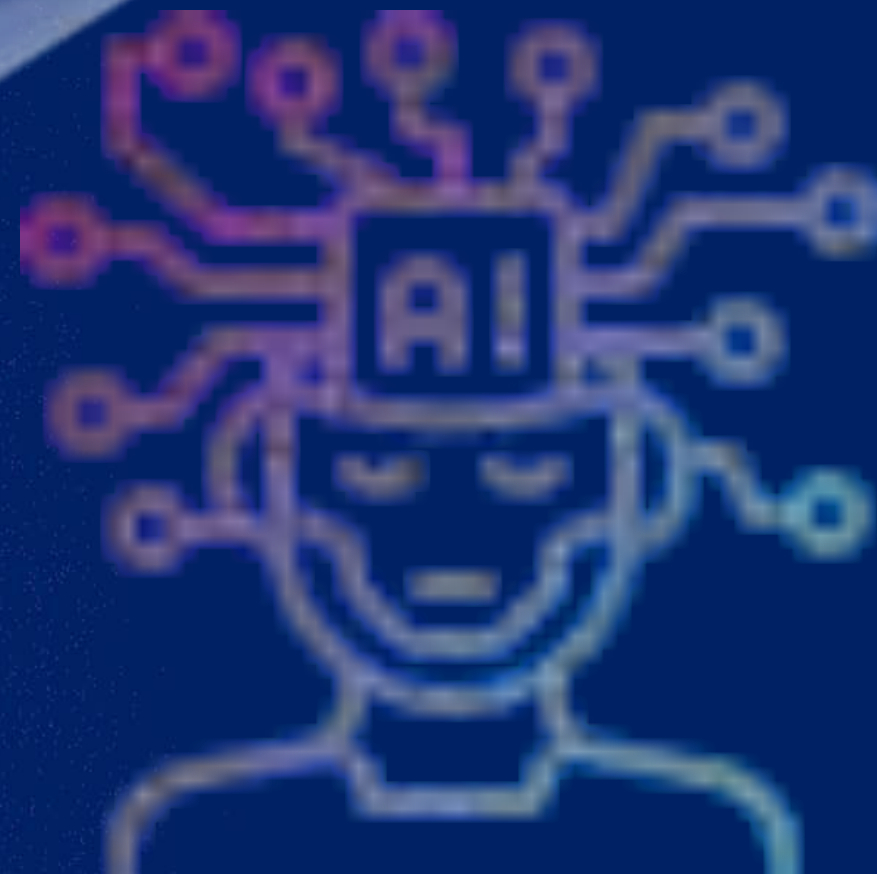


APPLICATIONS

- POSTURE CORRECTION
- NECK PAIN RELIEF
- ENHANCE SPORTS MANAGEMENT



DISCUSSION



THANK
YOU!

