

# AirPic

**Jayashre SaiSree Kodali Pranathi M Navya Nayer Aanya  
Chauhan**

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# Overview

To capture moments effortlessly with an intuitive gesture-powered photo experience that sets a new standard in camera interaction.

# Tech Stack

## App Development

- Android Studio - Local IDE
- Kotlin
- Android Splash Screen API
- Accompanist Permissions Library - Handling Audio and Camera Permissions
- Android ViewModel - Store & Manage UI - related Data
- Android Jetpack Navigation Component (NavHost and NavController classes) - Navigation between fragments
- Android Jetpack Compose (Compose Modifier, LaunchedEffect) - UI Development
- Android CameraX API (CameraController, Preview View, LifecycleCameraController classes) - Camera Operations

# Tech Stack

## App Development

- Kotlin CoRoutines - Asynchronous Programming in Camera and Background Operations
- Android Material Design Component - Button, IconButton, BottomSheetScaffold, TopAppBar, Image, and Text
- Android MediaStore API - To store the captured images and videos in the device media's database
- Toast - Displays short-duration messages
- ContextCompat - Used to ensure that the app can run on different Android versions

# Tech Stack

## Smile Detection

- Google Colab - Online IDE
- Visual Studio Code - Local IDE
- Tensorflow's Keras API
- VGG16 (Visual Geometry Group 16) - a pre-trained feature extractor to capture image patterns, enhancing the model's ability to detect smiles.

## Hand Gesture Detection for Capturing Photos & Zooming In and Out

- Visual Studio Code - Local IDE
- OpenCV (imutils) - capturing video from the camera
- Mediapipe (Hands) - Hand tracking model
- NumPy - To handle numerical operations

# Timeline

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# Project Limitations

## Challenges and Progress in Integrating Models with Camera App Development

We will be demonstrating the following models

- AirPic: The App
- Smile Detection Model
- Palm Detection Model
- Gesture Model for Zooming In and Out

# Learnings

# Future Scope

1. Create a centralized in-app Gallery for efficient management and viewing of images and videos, enhancing user experience
2. Develop our project into an iOS App
3. Enrich user experience by incorporating intuitive gestures like turning on the video or activating the timer.
4. Transform our project into a vibrant social platform, fostering connections and collaboration.
5. Extend the reach of our project by creating a web app for seamless accessibility.

# Conclusion & Thank You

We value and appreciate your feedback.