Key Libraries:

* MediaPipe: For real-time hand tracking and landmark detection.
* OpenCV: For image and video processing tasks.
* NumPy: For numerical computations and array manipulation.

Main Steps:

1. Tool Selection:
   * Creates a toolbar image with icons for different drawing tools.
   * Uses hand position to detect tool selection.
   * Displays the currently selected tool on the screen.
2. Hand Tracking and Drawing:
   * Uses MediaPipe to detect hand landmarks in each video frame.
   * Interprets hand gestures to perform drawing actions:
     + Index finger raised: Starts drawing.
     + Index finger lowered: Stops drawing.
   * Draws shapes on a virtual canvas using OpenCV functions.
   * Implements an erase functionality using a mask.
3. Visual Display:
   * Overlays the virtual canvas on the live video feed.
   * Close the program by pressing “q” key.

Process

* Created a tool bar.
* Created a function which will give us a tool which we will select in the program.
* Created a function which will tell us index finger is raised or not.
* Used mediapipe to detect hands
* Used cv2.VideoCapture(0) to capture video and run a while loop in which we will process our video frame by frame
* We detect our hand in each frame and identify its position
* By tracking its position we will create conditions in which will help us in tool selection and decide where user wants to draw or user wants to erase or user wants to select a tool
* Then we will overlay virtual canvas on the live feed
* Last we will add the option to end the program and free our resources .