

Paintbrush

Introduction

MediaPipe is an open source data stream processing machine learning application development framework developed by Google. It is a graph-based data processing pipeline for building and using multiple forms of data sources, such as video, audio, sensor data, and any time series data. MediaPipe is cross-platform and can run on embedded platforms (Raspberry Pi, etc.), mobile devices (iOS and Android), workstations and servers, and supports mobile GPU acceleration. MediaPipe provides cross-platform, customizable ML solutions for real-time and streaming media.

The core framework of MediaPipe is implemented in C++ and provides support for languages such as Java and Objective C. The main concepts of MediaPipe include Packet, Stream, Calculator, Graph and Subgraph.

Features of MediaPipe:

- End-to-end acceleration: Built-in fast ML inference and processing accelerates even on commodity hardware.
- Build once, deploy anywhere: Unified solution for Android, iOS, desktop/cloud, web and IoT.
- Ready-to-use solutions: cutting-edge ML solutions that showcase the full capabilities of the framework.
- Free and open source: frameworks and solutions under Apache2.0, fully extensible and customizable.

Brush

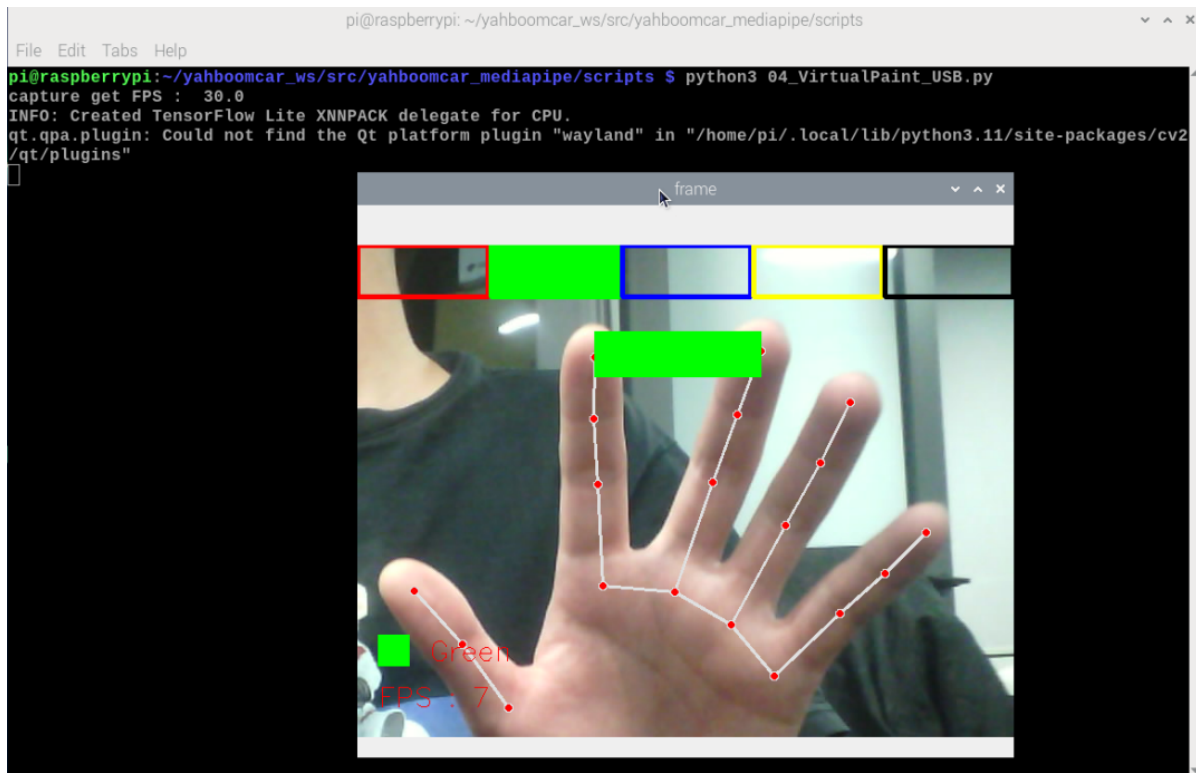
Source code location: `/home/pi/yahboomcar_ws/src/yahboomcar_mediapipe/scripts`

when the right index finger and middle finger are combined, they are in the selection state, and a color selection box pops up. when the two fingertips move to the corresponding color position, the color is selected (black is the eraser); when the index finger and middle finger are separated, the color selection box is displayed. In the drawing state, you can draw anywhere on the drawing board.

If you want to exit the program, you can press q in the preview window or press Ctrl+C in the terminal to terminate the program!

1. USB camera

```
cd /home/pi/yahboomcar_ws/src/yahboomcar_mediapipe/scripts
python3 04_VirtualPaint_USB.py
```



2. CSI camera

```
cd /home/pi/yahboomcar_ws/src/yahboomcar_mediapipe/scripts
python3 04_VirtualPaint_CSI.py
```

