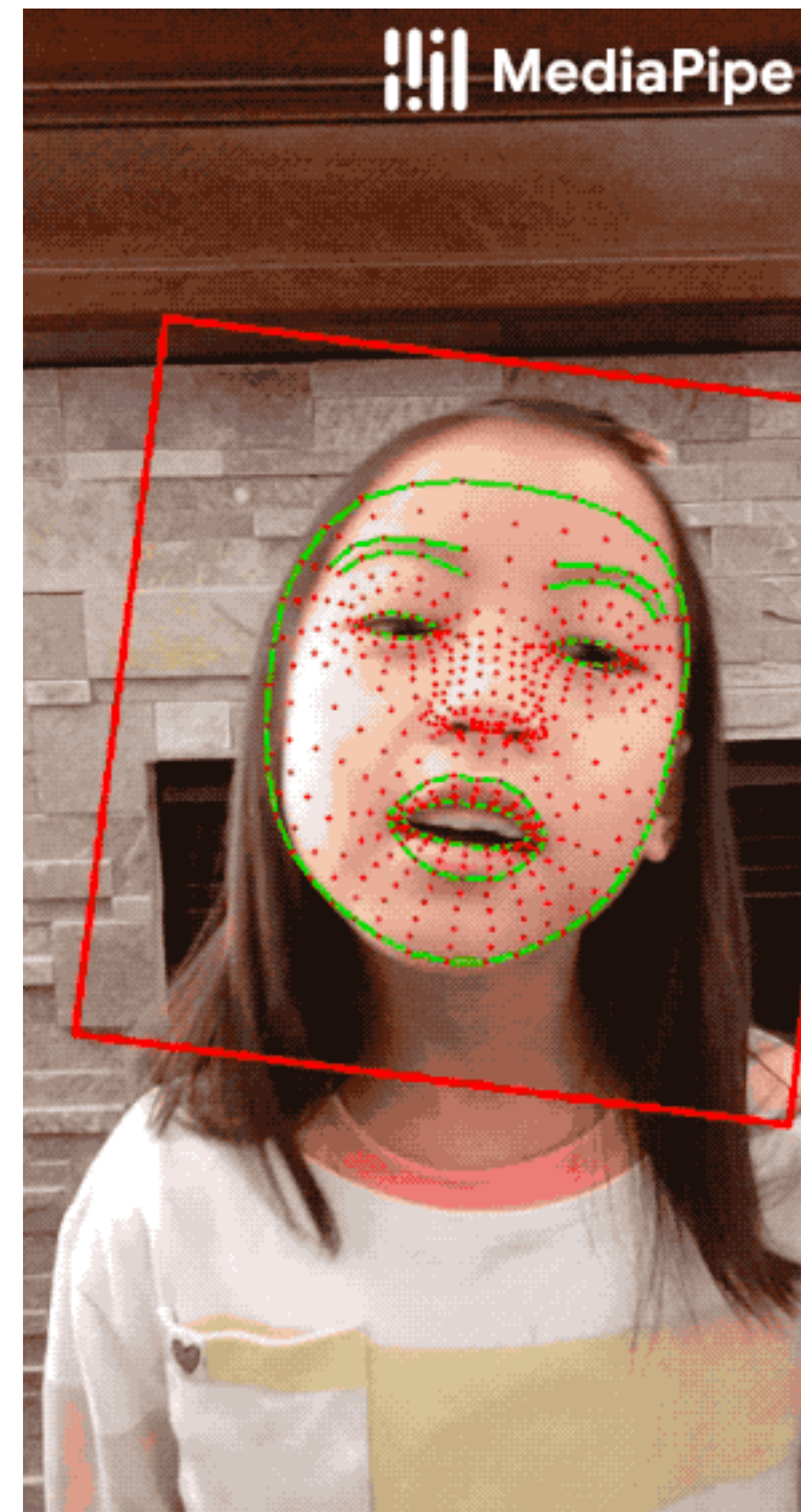


MediaPipe - face mask

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下載MediaPipe

(終端機)

```
$ python3 -m venv mp_env && source mp_env/bin/activate
```

```
$ pip install mediapipe
```

Face Mesh - 圖片

匯入套件

```
import cv2  
import mediapipe as mp
```

引入mediapipe的功能

```
mp_drawing = mp.solutions.drawing_utils
```

```
mp_drawing_styles = mp.solutions.drawing_styles
```

```
mp_face_mesh = mp.solutions.face_mesh
```

繪圖方法

繪圖樣式

人臉網格標誌

指定圖片位置

```
IMAGE_FILES = ["檔案位置"]
```

可一次放入多張圖片

設定繪圖參數

```
drawing_spec = mp_drawing.DrawingSpec(thickness=1, circle_radius=1)
```

網格粗度

節點半徑

Face Mesh - 圖片

人臉網格選項設定

```
with mp_face_mesh.FaceMesh(  
    static_image_mode=True,           → 靜態影像模式  
    max_num_faces=5,                  → 最多可偵測的臉數  
    refine_landmarks=True,            → 細部偵測功能（眼、唇）  
    min_detection_confidence=0.5) as face_mesh: → 偵測信心度，介於 0-1
```

取得人臉網格資訊

```
for idx, file in enumerate(IMAGE_FILES): → 根據“圖片數量”迴圈  
    image = cv2.imread(file)  
    results = face_mesh.process(cv2.cvtColor(image, cv2.COLOR_BGR2RGB))  
                                         BGR 轉 RGB
```

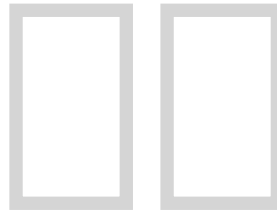
判斷是否有結果

```
if not results.multi_face_landmarks:  
    continue → 若無臉部資訊，程式結束
```

複製原圖

```
annotated_image = image.copy()
```


將結果的座標印出來



```
for face_landmarks in results.multi_face_landmarks:  
    print('face_landmarks:', face_landmarks)
```

根據“臉部數量”迴圈

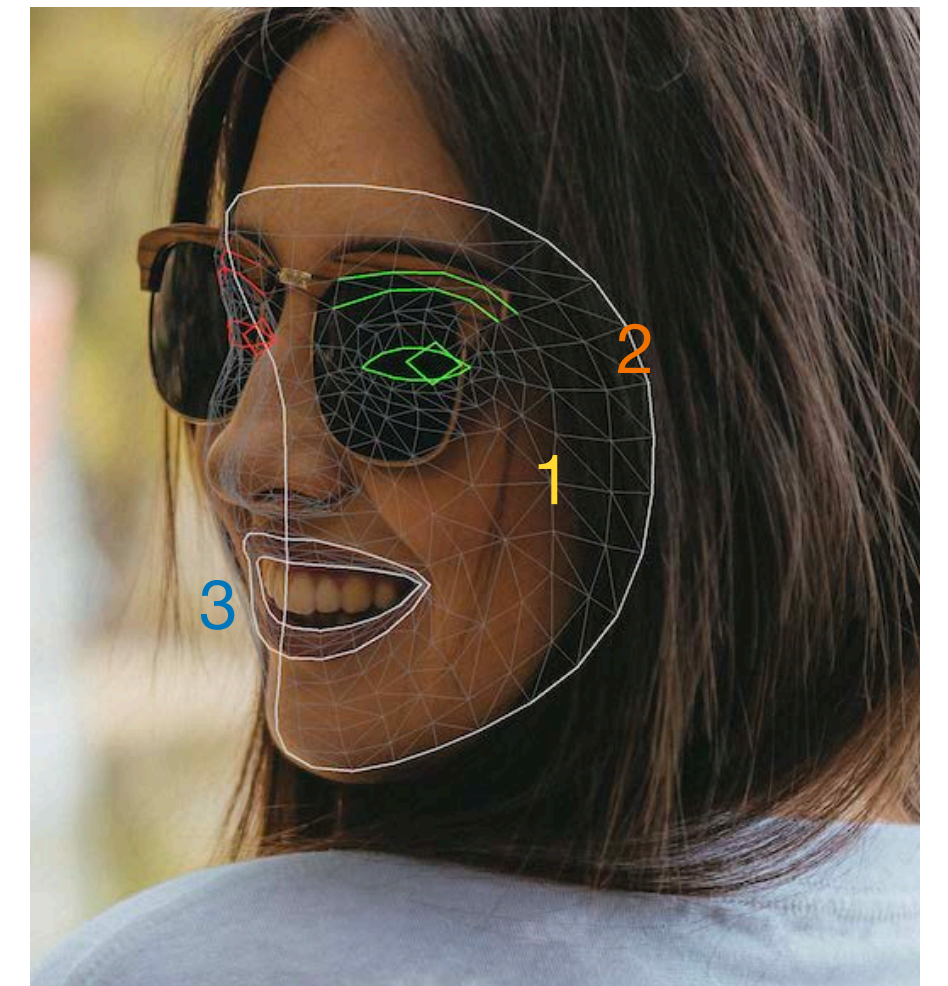
將結果標註在影像上

```
mp_drawing.draw_landmarks(  
    image=annotated_image,   
    landmark_list=face_landmarks,  
    connections=mp_face_mesh.FACEMESH_TESSELATION, 1  
    landmark_drawing_spec=None,  
    connection_drawing_spec=mp_drawing_styles  
        .get_default_face_mesh_tesselation_style())
```

對象指定為複製影像

```
mp_drawing.draw_landmarks(  
    image=annotated_image,  
    landmark_list=face_landmarks,  
    connections=mp_face_mesh.FACEMESH_CONTOURS, 2  
    landmark_drawing_spec=None,  
    connection_drawing_spec=mp_drawing_styles  
        .get_default_face_mesh_contours_style())
```

```
mp_drawing.draw_landmarks(  
    image=annotated_image,  
    landmark_list=face_landmarks,  
    connections=mp_face_mesh.FACEMESH_IRISES, 3  
    landmark_drawing_spec=None,  
    connection_drawing_spec=mp_drawing_styles  
        .get_default_face_mesh_iris_connections_style())
```



Face Mesh - 圖片

輸出圖片

```
cv2.imwrite('我想放這裡' + str(idx) + '.png', annotated_image)
```



設定要儲存的位置

Face Mesh - 相機

```
import cv2
import mediapipe as mp
```

```
mp_drawing = mp.solutions.drawing_utils
mp_drawing_styles = mp.solutions.drawing_styles
mp_face_mesh = mp.solutions.face_mesh
```

```
IMAGE_FILES = ["檔案位置"]
drawing_spec = mp_drawing.DrawingSpec(thickness=1, circle_radius=1)
```

引入mediapipe的功能

```
cap = cv2.VideoCapture(0)
```

→ 連接網路攝影機

```
with mp_face_mesh.FaceMesh(
    static_image_mode=True,
    max_num_faces=5,
    refine_landmarks=True,
    min_detection_confidence=0.5,
    min_tracking_confidence=0.5) as face_mesh:
```

設定繪圖參數

→ 追蹤信心度，介於 0-1

Face Mesh - 相機

讀取攝影機畫面



```
while cap.isOpened():  
    success, image = cap.read()  
    if not success:  
        print("Ignoring empty camera frame.")  
        continue
```

檢測影像是否讀取成功

取得人臉網格資訊

```
image.flags.writeable = False  
image = cv2.cvtColor(image, cv2.COLOR_BGR2RGB)  
results = face_mesh.process(image)
```

BGR 轉 RGB

將圖片標記為不可寫入，節省效能

影像轉換回BGR

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

RGB 轉 BGR

Face Mesh - 相機

將結果標註在影像上



```
if results.multi_face_landmarks:
    for face_landmarks in results.multi_face_landmarks:
        print('face_landmarks:', face_landmarks)
        mp_drawing.draw_landmarks(
            image,
            face_landmarks,
            mp_drawing.get_default_face_mesh_iris_connections_style()
        )
```

顯示影像、設定關閉條件



```
cv2.imshow('MediaPipe Face Mesh', cv2.flip(image, 1))
```

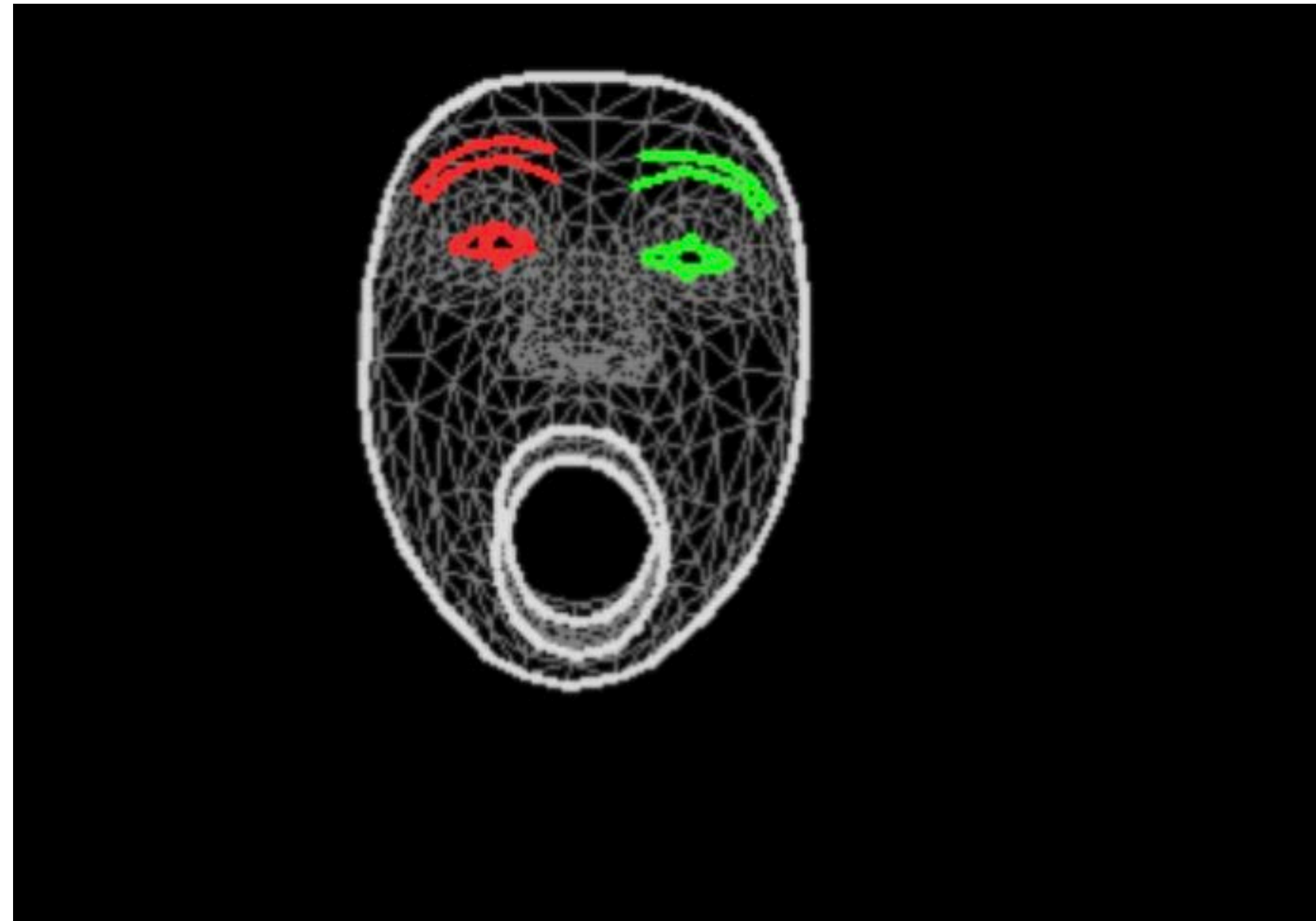
→ 影像左右翻轉

```
if cv2.waitKey(5) & 0xFF == 27:
    break
```

→ 按下 Esc 鍵關閉

```
cap.release()
```

Face Mesh - 相機2 (消失的人)



<https://steam.oxxostudio.tw/category/python/ai/ai-mediapipe-face-mesh.html>

參考資料

<https://www.circuspi.com/index.php/2021/06/23/ai-mediapipe-unit3/>

<https://steam.oxxostudio.tw/category/python/ai/ai-mediapipe-face-mesh.html>