

A face-change application

Introduction:

This is a face-change application based on Kinect SDK in C#. At most two people can be detected and they can change their mask by waving their hand in front of their face. To use this application, a connection with Kinect is necessary.

Implementation:

After getting the depthBuffer, pixelBuffer and skeletonBuffer from Kinect SDK, two Dynamic-link libraries: FaceTrackLib.dll and FaceTrackData.dll are used to track people's face in each frame. Then a mask is stick to the face position in each frame and resized by face size.

To capture people's action, a gesture class is used to keep tracking on people's skeleton and check each decided action. Each action will be divided into several parts and the action class keeps a current status on whether each part is accomplished or not.

