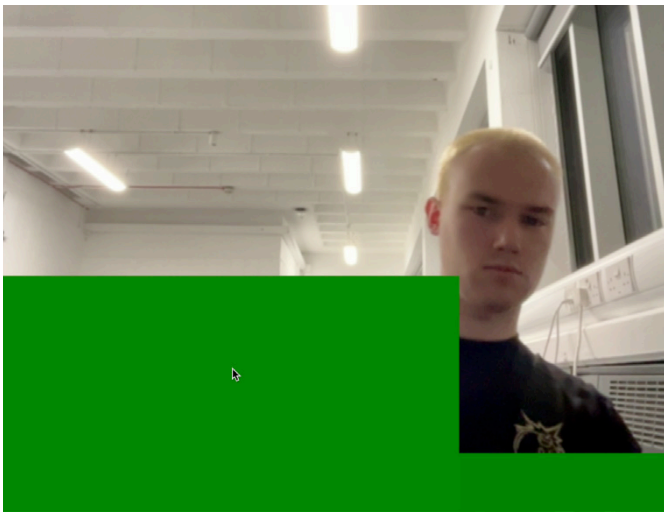
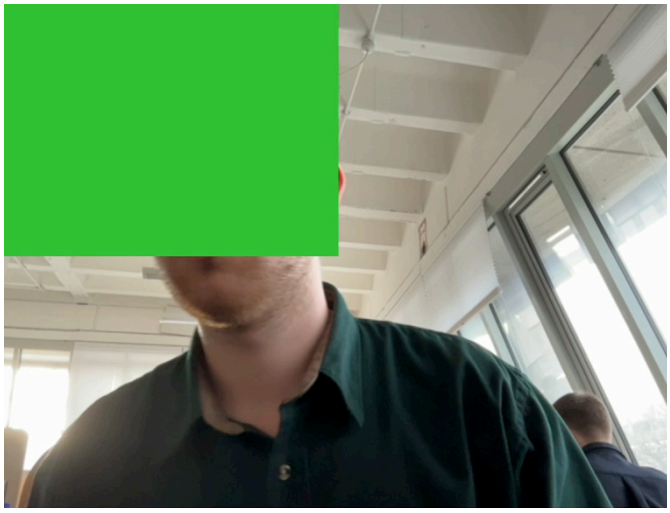
I used the ml5 library, PoseNet (that identifies the location of body parts) and used the data it collects to create interactions. My first few sketch prototypes changed the colour of a rectangle based on the location of my body.

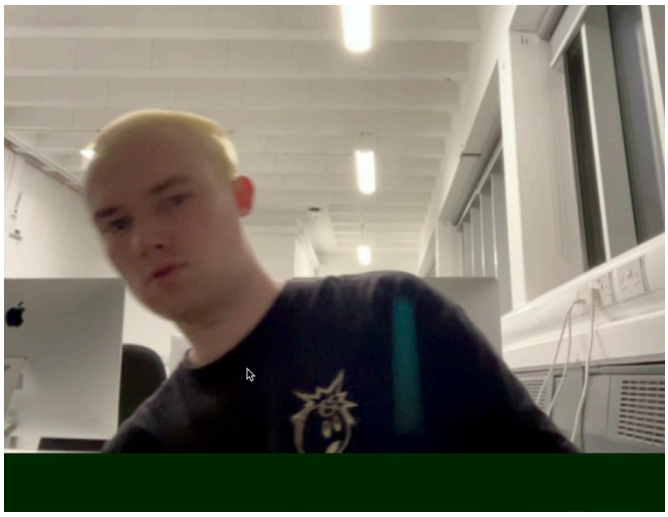


The second sketch built on that, increasing the immersiveness including a gradient bar that would react in real time, changing colour depending on the location of my body. As I moved past a certain threshold, a rectangle would be drawn.

These are simple sketches that I used to test the possibility of capturing human data and create an output reacting to that data.

The top sketch changes the colour of a shape when a body part enters a space. In this case, when any of the identified parts of the body move into x<50% & y<50% (top left of the canvas) the colour of the rectangle changes.





The PoseNet library is part of a larger collection of machine learning libraries within ml5 that included voice recognition and sentiment analysis.

There was potential to combine these libraries to create an interaction that captured multiple dimensions of the ‘human’ simultaneously.