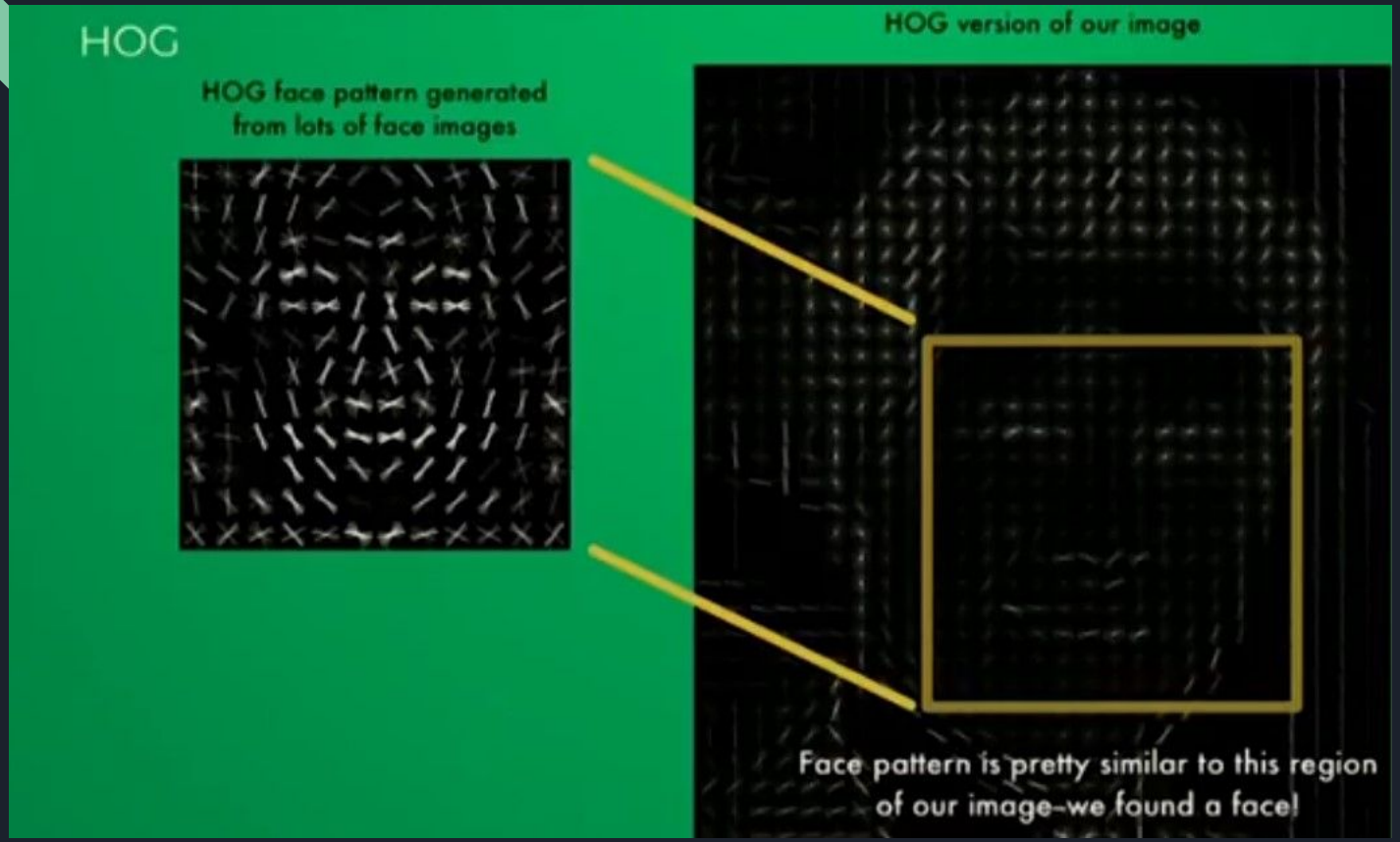
What is Face Anonymization?

Anonymize: remove identifying particulars or details from something for certain purposes.

Face anonymization refers to anonymizing faces to keep identity of the person’s face confidential.

HOG

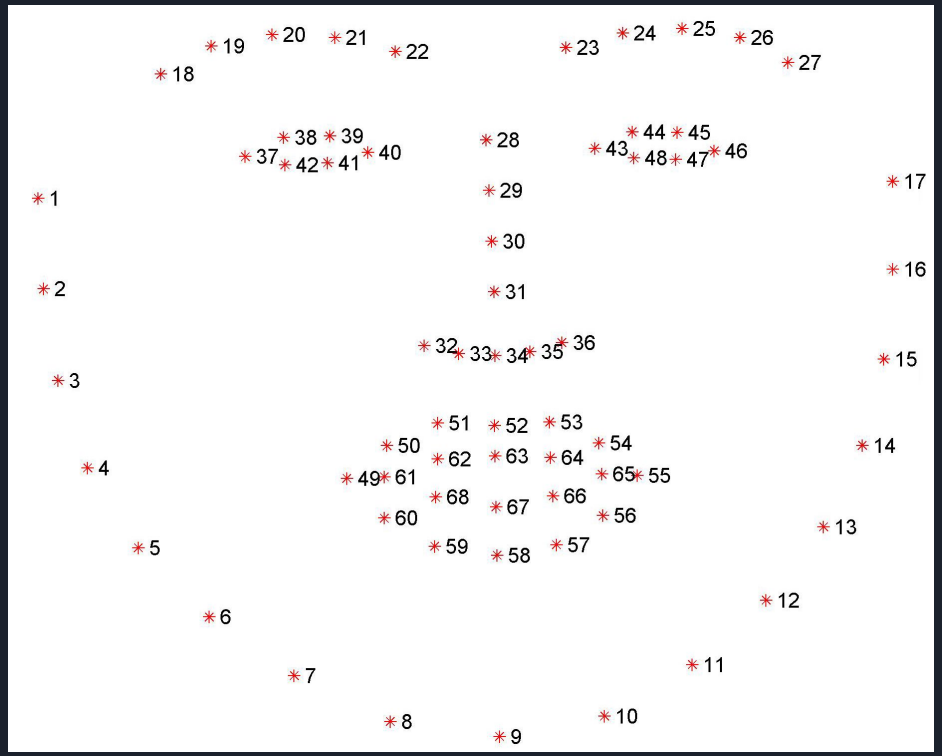
The Histogram of Oriented Gradients(HOG) is a feature descriptor used in computer vision and image processing for the purpose of object detection.



1. Face Detection :

```
import cv2
import dlib

detector = dlib.get_frontal_face_detector()


img = cv2.imread('image.jpg')

rectangles = detector(img)
```

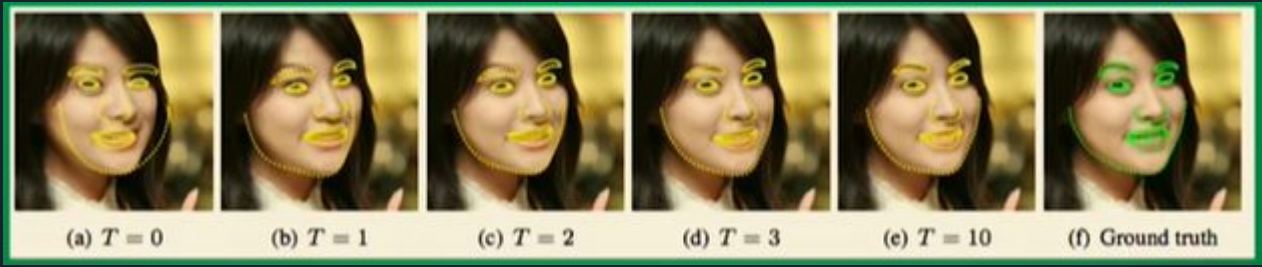
2. Face Landmarks Detection



- dlib Library
- 68 facial landmarks

Face Landmarks Detection

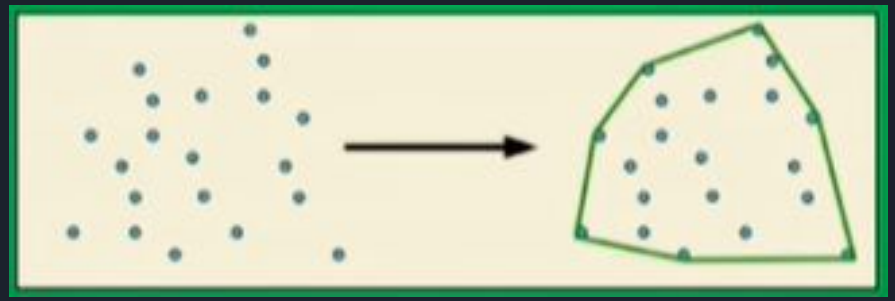
One millisecond Face Alignment



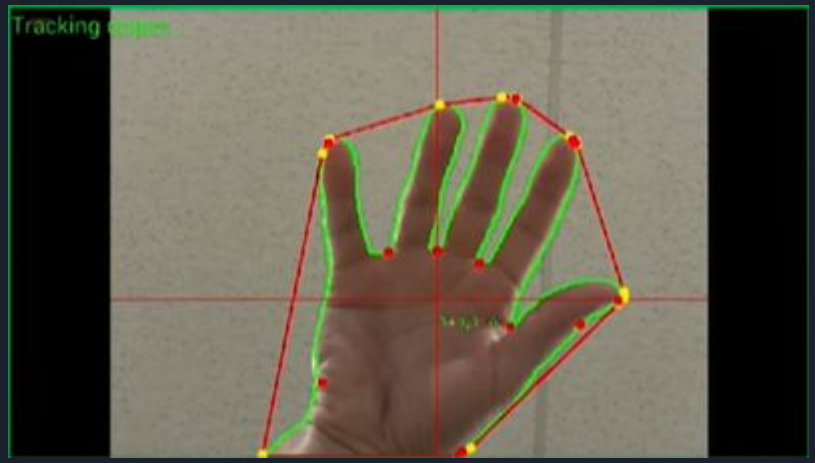

```
import cv2
import dlib

detector = dlib.get_frontal_face_detector()
predictor = dlib.shape_predictor("shape_predictor_68_face_landmarks.dat")


img = cv2.imread('image.jpg')

rectangles = detector(img)

face = max(rectangles, key=lambda r: r.area())
landmarks = predictor(img, face)
```

3. Find face border

Convex hull



Convex hull vs Contour



Face Border

Convex hull

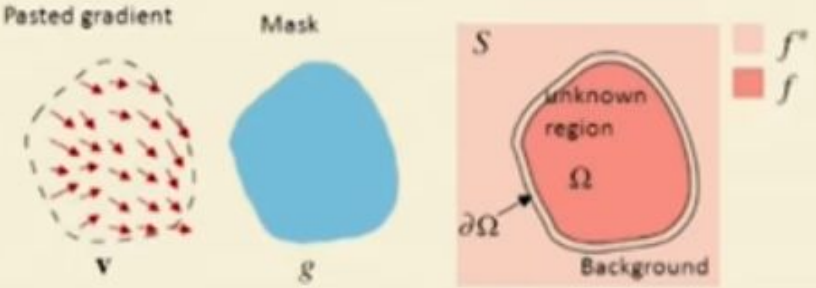
```
...

landmarks = predictor(img, face)

points = [(p.x, p.y) for p in landmarks.parts()]

hull = cv2.convexHull(np.array(points), returnPoints=False)
```

4. Blending two images

Seamless Poisson cloning

- Given vector field *v* (pasted gradient), find the optimize:

$$\min_f \iint_\Omega |\nabla f - \mathbf{v}|^2 \text{ with } f|_{\partial\Omega} = f^*|_{\partial\Omega}$$



In this method, we don't copy the values of pixels, just copy the gradient.

```
dest = cv2.imread("image1.jpg")

source = cv2.imread("image2.jpg")

mask = np.zeros(source.shape[:2], dtype=np.float32)
rect = [(23, 25), (55, 112)]
mask = np.uint8(cv2.rectangle(mask, *rect, (1.0, 1.0, 1.0), -1) * 255)

center = 641, 395

cloned = cv2.seamlessClone(source, dest, mask, center,
cv2.MIXED_CLONE)
```

5. Stabilization

- Stability is one of the most important part.

  To avoid this shakiness Optical Flow with Lucas-Kanade Method is used.

Equation:-

(u,v) = (dx/dt , dy/dt)

Code for Optical Flow :-

```
hull_next, *_ = cv2.calcOpticalFlowPyrLK(img_gray_prev, img_gray, hull_prev, hull)
```

THANK YOU