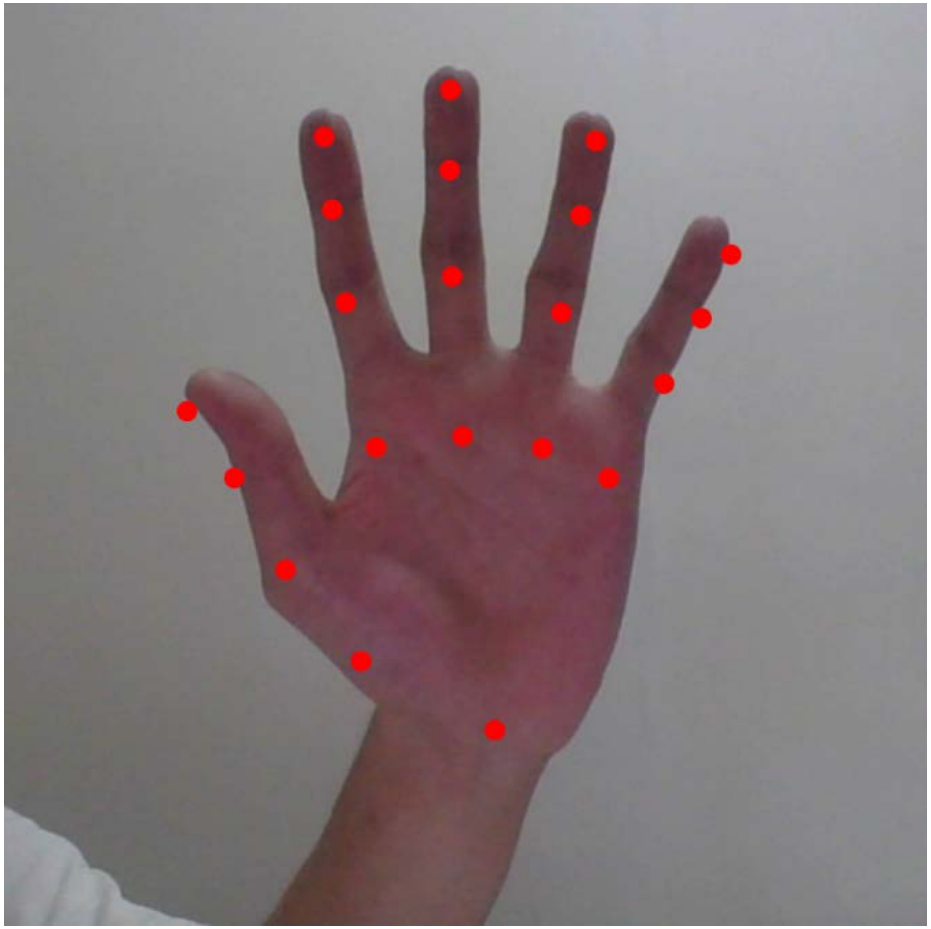
Handpose model



Example

```
let handpose, video, detections;
function setup() {
    createCanvas(625, 437);
    video = createCapture(VIDEO);
    video.size(width, height);
    video.hide();
    handpose = ml5.handpose(video, modelReady);
}
function modelReady(){handpose.on('hand', gotResults);}
function gotResults(results){detections = results;}
function draw() {
  image(video, 0, 0, width, height);
  if (detections) {if (detections.length > 0) drawKeypoints();}
}
function drawKeypoints(){
    noStroke();
    fill(255, 0, 0);
    for(let i=0; i<detections.length; i++){
        const detection = detections[i];
        for (let j = 0; j < detection.landmarks.length; j++) {
          const keypoint = detection.landmarks[j];
          ellipse(keypoint[0], keypoint[1], 10, 10);
        }
     }
  }
```

ml5.handpose()

- Load handpose model
- Usage:
  - handpose= ml5.handpose([video], modelReady);
- Parameters
  - video: input video sequence.
  - modelReady: a callback function to be executed when the model is ready.

on()

- This method serves as an event listener for specific hand detection events.
- Usage: handpose.on(event, gotResults);
  - gotResults: a callback function to process detection results.
- Example

```
function gotResults(results){
    detections = results;
}
```

drawKeypoints()

- Called by draw() to draw key points on the detected hand.

```
function drawKeypoints(){
    noStroke();
    fill(255,0,0);
    for(let i=0; i<detections.length; i++){
        const detection = detections[i];
        for (let j = 0; j < detection.landmarks.length; j++) {
            const keypoint = detection.landmarks[j];
            ellipse(keypoint[0], keypoint[1], 10, 10);
        }
    }
}
```