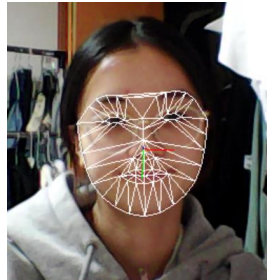


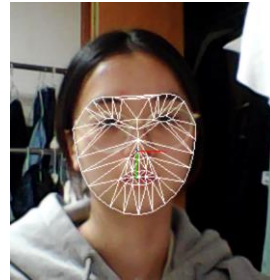
# Emotion Circle

20201030  
KwonBomi

## My Motive



smiling



expressionless

When I saw the face tracking algorithm, I first come up with emotion thing. In life, our Emotion is the most important thing. If we can detect our feeling by visual works, and then it will be more helpful to understand my own.



About design type, I got a motive from some geometry diagram. It give more direct feelings with simple design. I developed more from this type of geometry form.

## Code

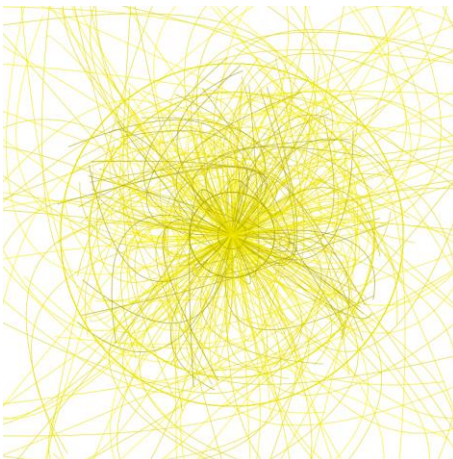
```
oscP5 = new OscP5(this, 8338);  
oscP5.plugin(this, "found", "/found");  
oscP5.plugin(this, "mouthWidthReceived", "/gesture/mouth/width");  
float drawWidth = map(mouthWidth, 10, 25, 0, width);
```

The reference is from [FaceOSC-Templates-master\processing\FaceOSCsmiley](#) file. It detect the amount of smiling from user face.

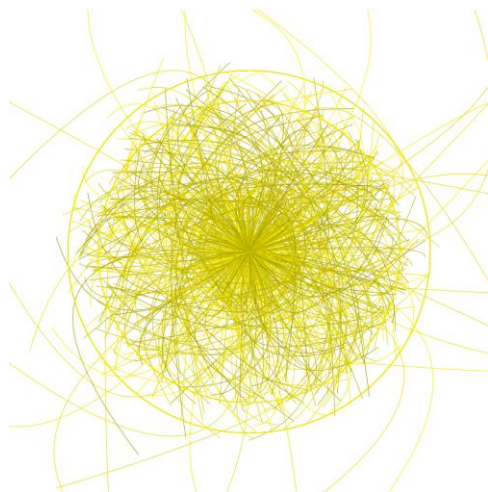
```
Pointx[n]=400+cos(alpha)*drawWidth*1.7;  
Pointy[n]=400+sin(alpha)*drawWidth*1.7;  
  
if(n>4){  
  if(Pointx[n]>150&Pointx[n]<650&Pointy[n]>150&Pointy[n]<650){  
    stroke(64,400,random(250,340));  
    beginShape();  
    vertex(400,400);  
    quadraticVertex(Pointx[n-4],Pointy[n-4],Pointx[n-3],Pointy[n-3]);  
    endShape();  
    push();  
    circle(400,400,50);  
    circle(400,400,150);  
    pop();  
  }  
}
```

And I made kind of circle shape consist of many curve vertex. I use quadraticVertex and make it determined by the amount of smiling.

## Screenshot



Many Smiling



Less Smiling