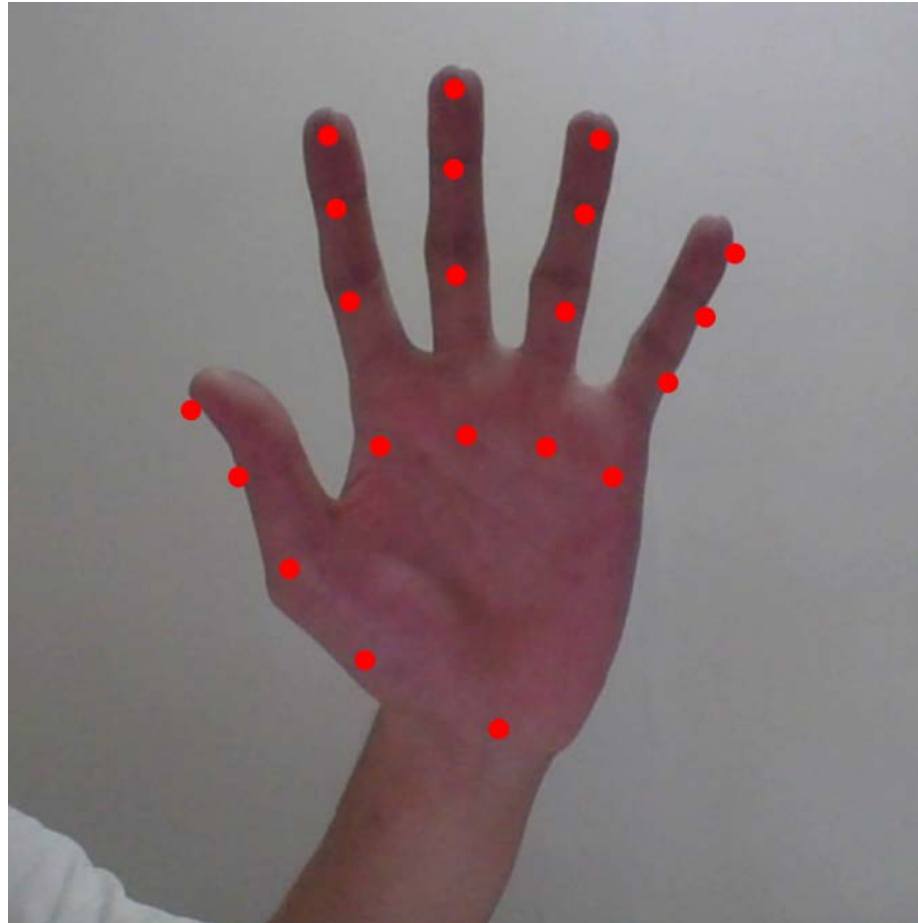


Handpose model



Example

```
let handpose, video, detections;

function setup() {
  createCanvas(625, 437);
  video = createCapture(VIDEO);
  video.size(width, height);
  video.hide();
  handpose = ml5.handpose(video, modelReady);
  handpose.on("hand", gotResults);
}

function modelReady(){console.log('model ready');}

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);  
    }  
  }  
}
```