FACE DETECTION

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import cv2
def draw matches between image and video(image, video,
frame skip=1):
  resized image = cv2.resize(image, (800, 700)) # Set the
desired width and height
  gray image = cv2.cvtColor(resized image, cv2.COLOR BGR2GRAY)
  sift = cv2.SIFT create()
  sift.setContrastThreshold(0.03)
  sift.setEdgeThreshold(5)
   keypoints image, descriptors image =
sift.detectAndCompute(gray image, None)
  bf = cv2.BFMatcher(cv2.NORM L1, crossCheck=False)
  cap = cv2.VideoCapture(video)
  if not cap.isOpened():
  output width, output height = 640, 480
  output fps = cap.get(cv2.CAP PROP FPS) if cap.isOpened() else
  output fourcc = cv2.VideoWriter fourcc(*'mp4v')
  out = cv2.VideoWriter('facedetection.mp4', output fourcc,
output fps, (output width, output height))
  frame count = 0
```

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while cap.isOpened():
      if not ret:
          break
      frame count += 1
       if frame count % frame skip != 0:
           continue
      gray frame = cv2.cvtColor(frame, cv2.COLOR BGR2GRAY)
      keypoints_frame, descriptors_frame =
sift.detectAndCompute(gray frame, None)
      matches = bf.match(descriptors_image, descriptors_frame)
      matches = sorted(matches, key=lambda x: x.distance)
original-sized frame
      img matched = cv2.drawMatches(resized image,
keypoints image, frame, keypoints frame, matches[:50], None,
      cv2.namedWindow('Matches Between Image and Video',
cv2.WINDOW NORMAL) # Create window with resizable flag
600) # Set window size (width, height)
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# Write the frame to the output video
    out.write(cv2.resize(img_matched, (output_width,
output_height)))

# Display the result
    cv2.imshow('Matches Between Image and Video', img_matched)

# Break the loop if 'q' is pressed
    if cv2.waitKey(1) & 0xFF == ord('s'):
        break

# Release video capture and VideoWriter
    cap.release()
    out.release()
    cv2.destroyAllWindows()

# Load the image and video
image_path = 'face.jpg'
video_path = 'vdface.mp4'
image = cv2.imread(image_path)

# Set frame_skip to control video speed
frame_skip = 5 # Adjust this value to control video speed
draw_matches_between_image_and_video(image, video_path,
frame_skip)

**D Media Player**
```

