Agenda 10/11

- Project 2: Augmented Projections
 - DUE 10/21: Electronic Art & Intermedia Showcase
 - Homework
- Arrays Review
- PoseNet: A library for using the body for interactions



Jenny Holzer: https://www.youtube.com/watch?v=QeOOFKzQxS0





Krzysztof Wodiczko: https://www.youtube.com/watch?v=bxyWkfluSJo

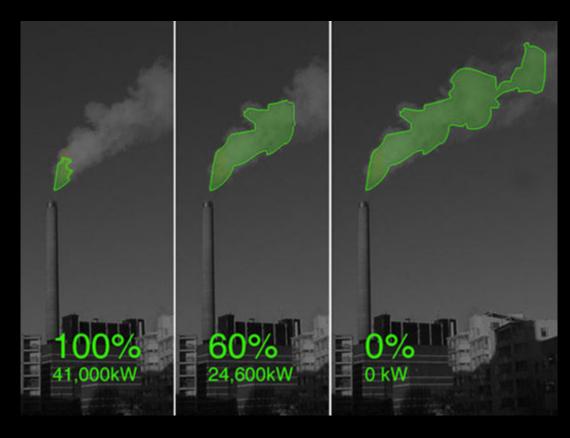


Michael Naimark - Displacements(1980) https://www.youtube.com/watch?v=-15vr70cVYM



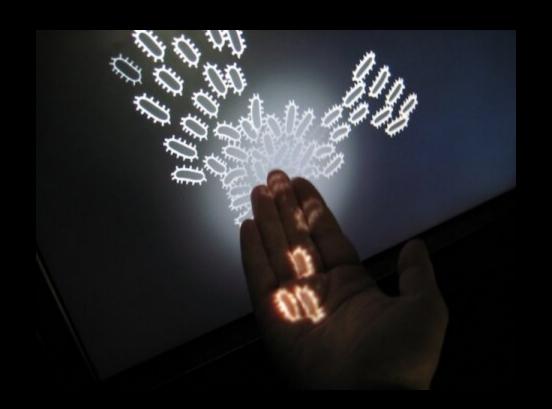
Sunset Solitaire by Joe McKay: https://www.youtube.com/watch?v=DchBgy8yCd0





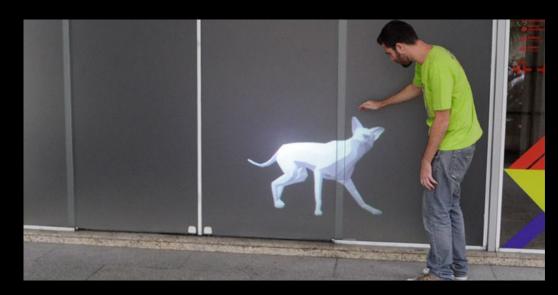


Keyfleas by Miles Hiroo Peyton: https://www.youtube.com/watch?v=-VvTcBDFhtY



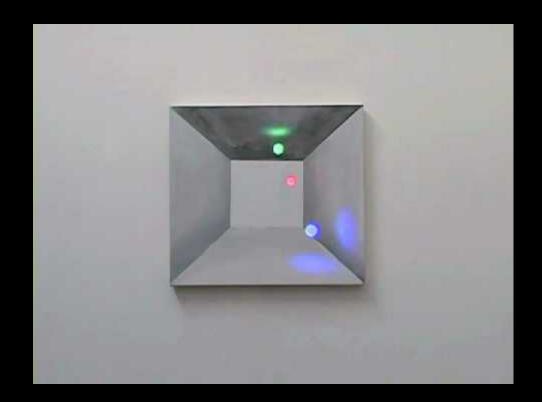
Delicate Boundaries by Chris Surge: https://www.youtube.com/watch?v=QJ-uUnsFdxg





Karolina Sobecka: https://www.youtube.com/watch?v=lpju7FtSJ7U





Homework DUE 10/13

- Bring Proposals for Project 2 to class
 - Sketches, Drawings, Images
 - Example p5js code
 - Anything else that indicates that you have thought through this project
- You will be asked to present this to class
- We will also walk outside to look at which surfaces you want to project onto

Site Visit: Summer Courtyard Circle

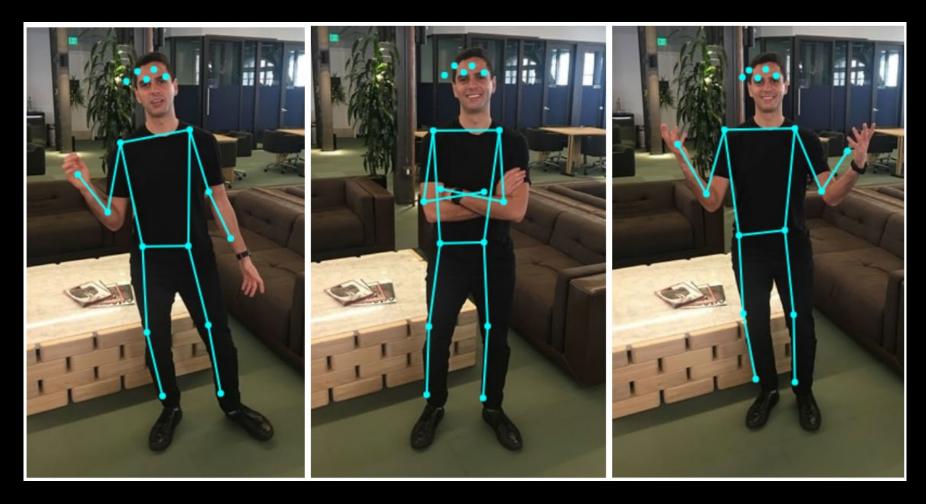
What is a Site Visit? – A tour of the location where you want to do your illuminated projection intervention

Why? This project is requiring you to create something sitespecific i.e. it is custom made for a specific location. We must understand the various aspects on the space

How?

- Walk around, Take Notes, Take Pictures
- Examine the Architecture, surfaces texture, people, objects, nature. All of these constitute as space.
- Sit down for 5 mins and see how all the above are interacting with each other

PoseNet (ml5 js)



A Javascript library that can be used to estimate body poses in real time video. Using this library, we can create interactive new media projects that respond to the body. Posnet is developed using Machine Learning wherein algorithms are trained with body posture dataset to "learn" to "see" the body.

PoseNet (ml5 js) - How to add the library?

Click on the caret to see all the files in your sketch

```
☐ Auto-refresh Posenet Hand Follow  by scotchANDsolder
                 <
Sketch Files
                      sketch.js®
index.html
1 let video;
                  2 let poseNet;

    style.css

                  3 let pose;
                  5 let handx = 0;
                  6 let handy = 0
                  8 ▼ function setup() {
                       createCanvas(640, 480);
                     video = createCapture(VIDEO);
                 11 video.hide();
                 12 poseNet = ml5.poseNet(video, modelLoaded);
                 poseNet.on('pose', gotPoses);
                 14
                 15 }
                 16
                 17 v function gotPoses(poses) {
                       //console.log(poses);
                 19▼ if (poses.length > 0) {
                         pose = poses[0].pose;
                 21
                 22 }
                 23
                 24
                 25▼ function modelLoaded() {
                       console.log('poseNet ready');
                 27 }
                 28
                 29 v function draw() {
                       image(video, 0, 0);
                 31
                       //background(120)
                 32
                 33 ₹
                       if (pose) {
                 34
                 35
                         handx = pose.rightWrist.x;
                Console
```

PoseNet (ml5 js) - How to add the library?

Open index.html and add the following line: <script src="https://unpkg.com/ml5@0.5.0/dist/ml5.min.js"></script>

```
■ Auto-refresh Posenet Hand Follow  by scotchANDsolder

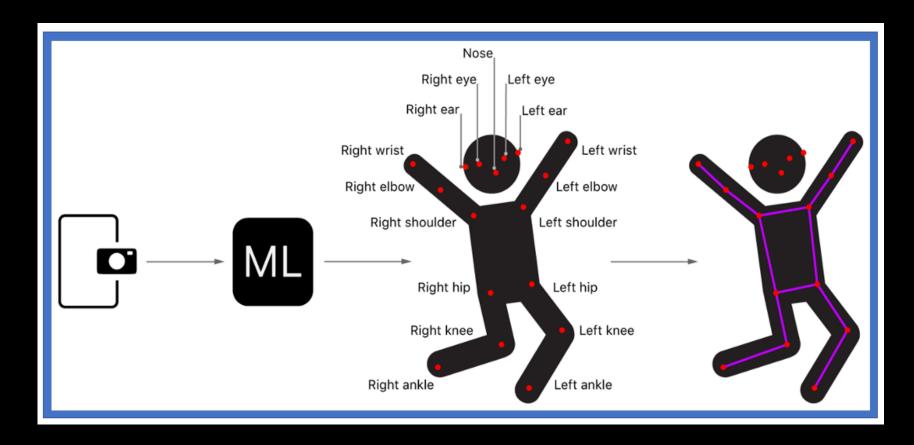
⟨ index.html®
                    1 <!DOCTYPE html>
                      <html lang="en">

☐ style.css

                          <script src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/1.4.0/p5.j</pre>
                          <script src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/1.4.0/addo</pre>
                           <script src="https://unpkg.com/ml5@0.5.0/dist/ml5.min.js"></script>
                          <link rel="stylesheet" type="text/css" href="style.css">
                          <meta charset="utf-8" />
                  10
                        </head>
                        <body>
                         <script src="sketch.js"></script>
                  13
                        </body>
                  14 </html>
```

Open: https://editor.p5js.org/scotchANDsolder/sketches/5HV1aVmcM to start with a basic sketch

PoseNet (ml5 js) – Available body points



Exact Names of points: https://www.tensorflow.org/lite/examples/pose_estimation/overview