



Lectures

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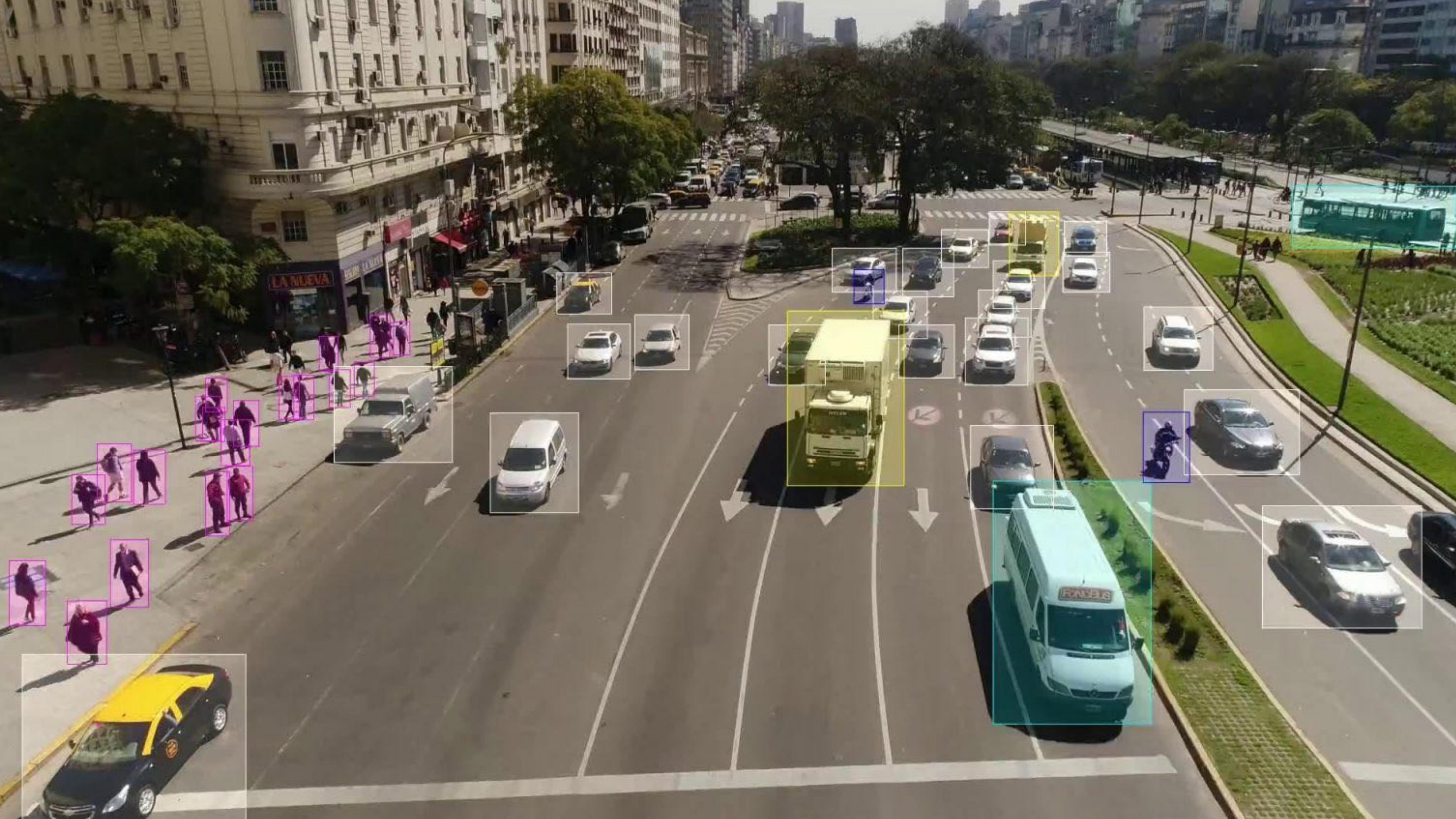
Introduction to Computer Vision

Introduction to Computer Vision for Creative Coding











<https://processing.org/download>

The screenshot shows a web browser window displaying the Processing.org website. The page is titled "Video" and contains information about the Video library, its source code on GitHub, and a table of methods for the Capture datatype. The "Capture" section is highlighted with a light gray background.

Video

The Video library plays movie files and captures video data from a camera. Video can be captured from USB Cameras, IEEE 1394 (Firewire) Cameras, or Video Cards with composite or S-video input devices connected to the computer. Movies can be loaded from files located on your computer or anywhere on the Internet. It is based on the GStreamer multimedia framework, and uses the gstreamer-java bindings to interface GStreamer from Java to support a wide range of media formats. We recommend using H.264, but many other formats will work as well.

The source code is available on the [processing-video GitHub repository](#). Please report bugs here.

Capture

<code>Capture</code>	Datatype for storing and manipulating video frames from an attached capture device such as a camera.
<code>available()</code>	Returns "true" when a new frame from the device is available to read.
<code>frameRate()</code>	Sets how often frames are read from the capture device.
<code>read()</code>	Reads the current frame of the device.
<code>start()</code>	Starts capturing frames from an attached device.

A screenshot of a web browser displaying the p5.js.org website. The page title is "Video Capture". On the left, there is a vertical navigation menu with links: Home (highlighted in red), Editor, Download, Donate, Get Started, Reference, Libraries, Learn, Teach, Examples (highlighted in red), and Contribute. A large red graphic element is positioned to the left of the navigation menu. The main content area features a large black video feed placeholder. Below the feed are three buttons: "run", "reset", and "copy". At the bottom of the code editor, the line of code "let capture;" is visible. The browser's address bar shows "p5js.org". The top right corner of the browser window has icons for sharing, adding to the home screen, and closing.

Processing p5.js Processing.py Processing for Android Processing for Pi

Processing Foundation

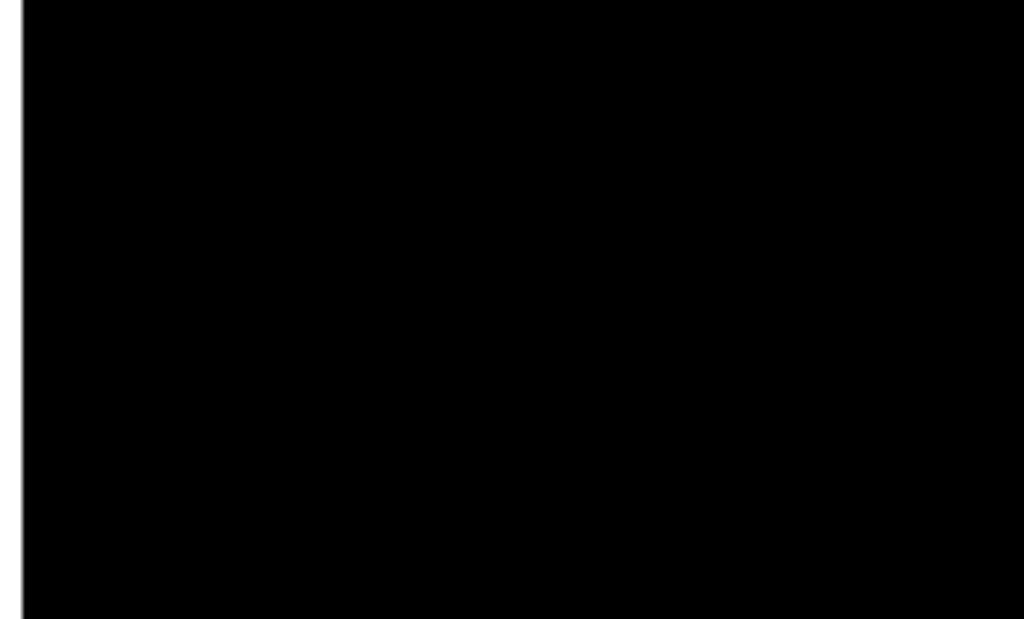
English Español 简体中文 한국어 हिन्दी

p5.js

Video Capture

< Back to Examples

Capture video from the webcam and display on the canvas as well with invert filter. Note that by default the capture feed shows up, too. You can hide the feed by uncommenting the `capture.hide()` line.



run reset copy

```
let capture;
```

<https://p5js.org/examples/dom-video-capture.html>

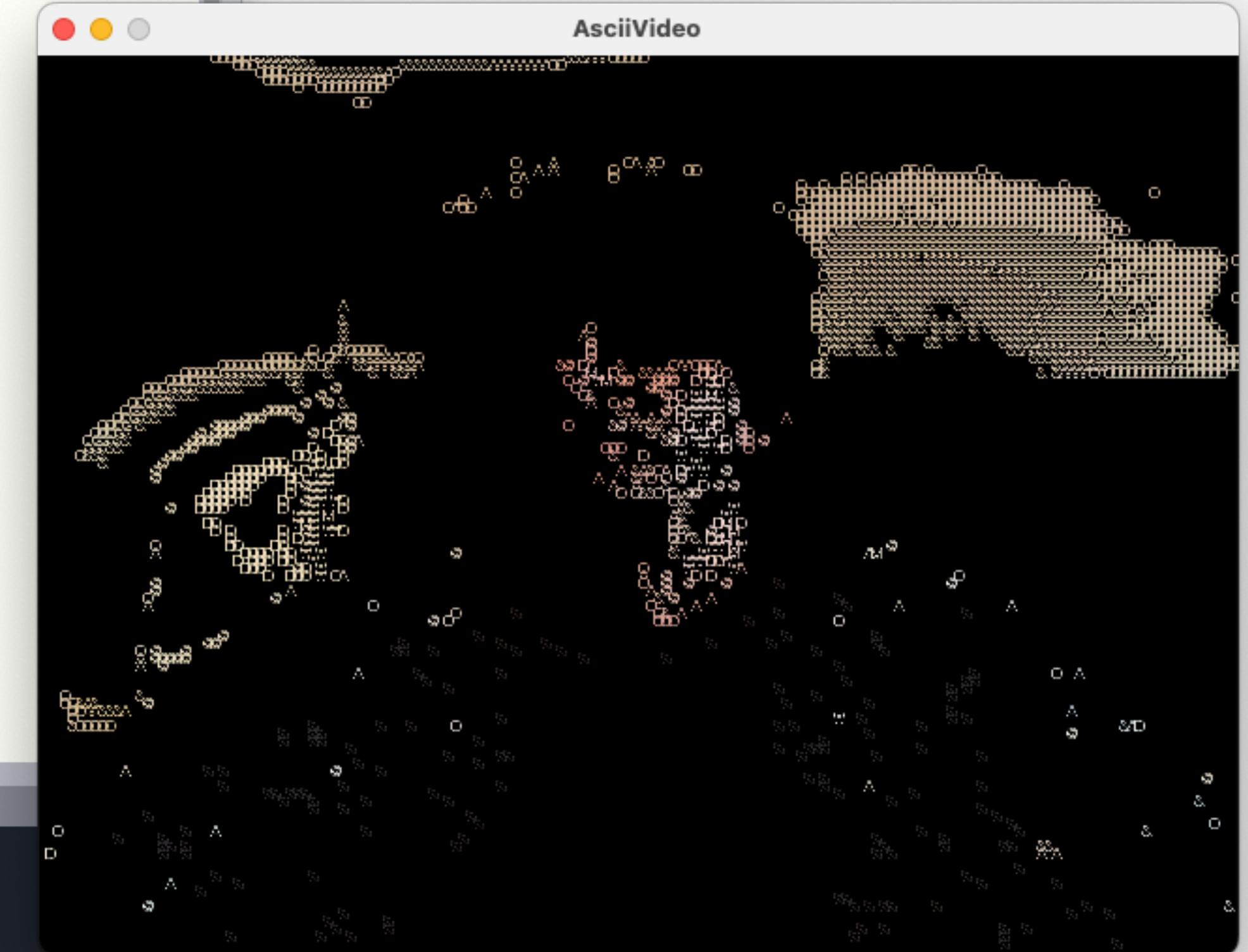
AsciiVideo | Processing 4.2

AsciiVideo

```
9  */
10
11 import processing.video.*;
12
13 Capture video;
14 boolean cheatScreen;
15
16 // Characters sorted according to their visual density
17 String letterOrder =
18 " .-_':;^=+/\\"|)\{\>)iv\xclrs{*\}!?\][ltaeo/zjLU" +
19 "nT#JCwfy325Fp6mqSghVd4EgXPGZbYkOA&8U$@KHDBWNMR0Q";
20 char[] letters;
21
22 float[] bright;
23
24 PFont font;
25 float fontsize = 1.5;
26
27
28 void setup() {
29   size(640, 480);
30
31   // This the default video input, see the GettingStartedCapture
32   // example if it creates an error
33   video = new Capture(this, 160, 120);
34
35   // Start capturing the images from the camera
36   video.start();
37
38   int count = video.width * video.height;
```

Java ▾

Console Errors



Live Video

The screenshot shows the Processing 4.2 IDE interface. The title bar reads "VideoCapture | Processing 4.2". The main code editor window has a tab titled "VideoCapture" which is currently selected. The code itself is as follows:

```
17 Capture cam;
18
19 void setup() {
20     size(1280, 720);
21
22     String[] cameras = Capture.list();
23
24     if (cameras.length == 0) {
25         println("There are no cameras available for capture.");
26         exit();
27     } else {
28         println("Available cameras:");
29         printArray(cameras);
30
31         cam = new Capture(this, 1280, 720, cameras[0], 30);
32         cam.start();
33     }
34     frameRate(30);
35 }
36
37 void draw() {
38     if (cam.available() == true) {
39         cam.read();
40         image(cam, 0, 0);
41     }
42 }
43
```

Below the code editor, a status bar displays the message "Auto Format finished.". The bottom half of the screen is a dark-colored terminal window showing the output of the code execution:

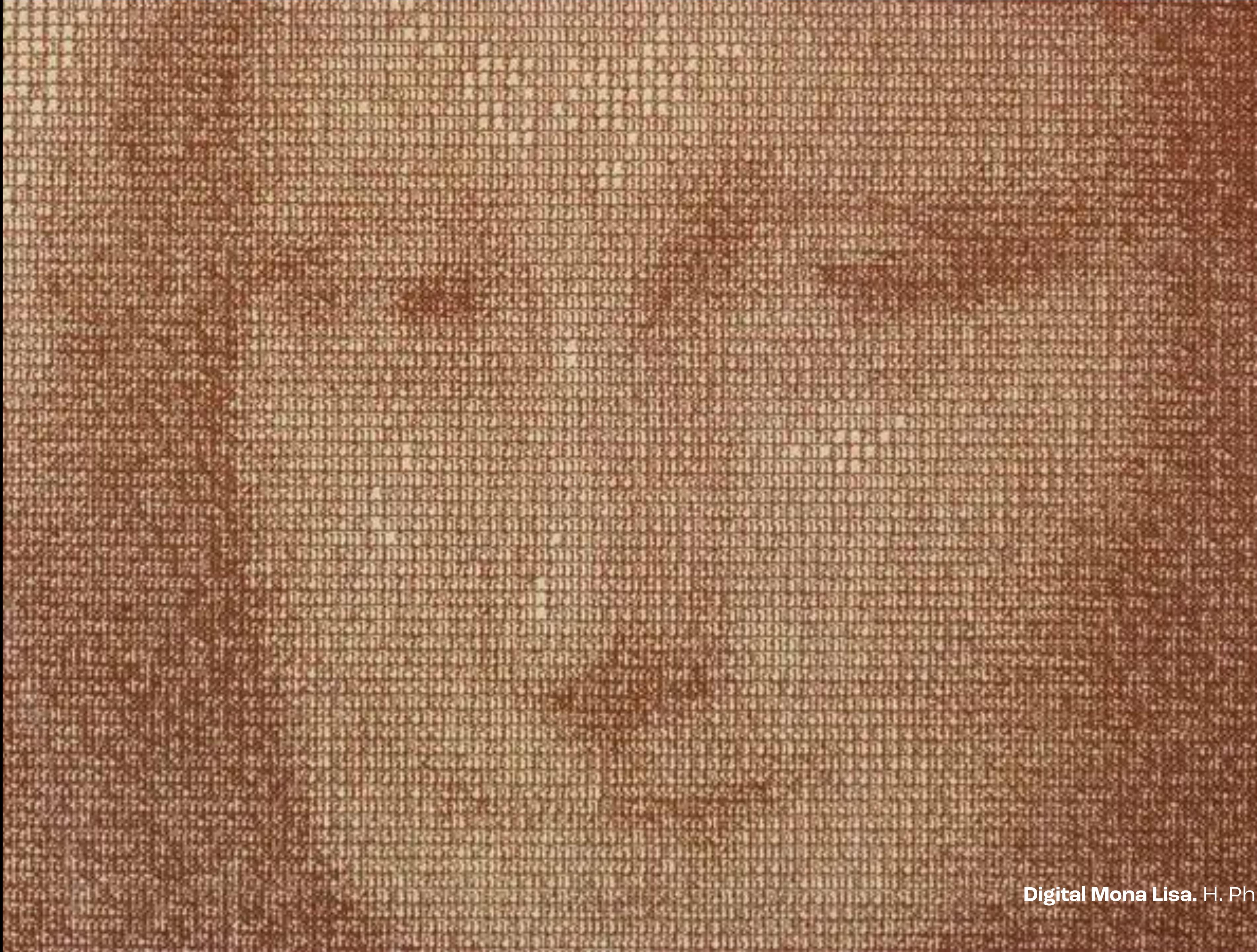
```
Scanning GStreamer plugins... Done.
Available cameras:
[0] "FaceTime HD Camera"
[1] "Sérgio Rebelo Camera"
```

At the very bottom of the interface, there are two tabs: "Console" (which is currently selected) and "Errors".

Code: <https://github.com/sergiomrebelo/workshop-cv/tree/main/Boilerplates/VideoCaptureBoilerplate>

or Video library examples → Capture → GettingStartedCapture.

Software Mirrors

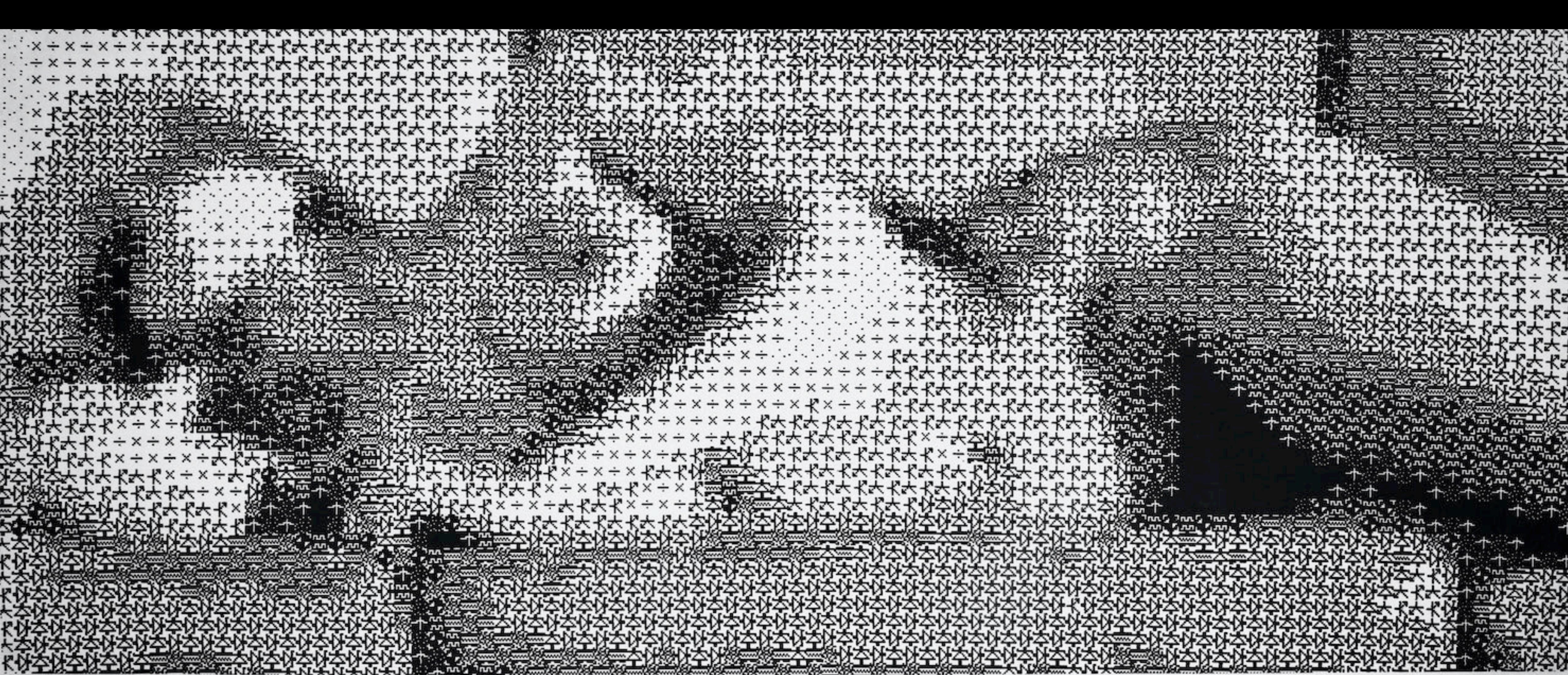


Digital Mona Lisa. H. Philip Peterson (1965)



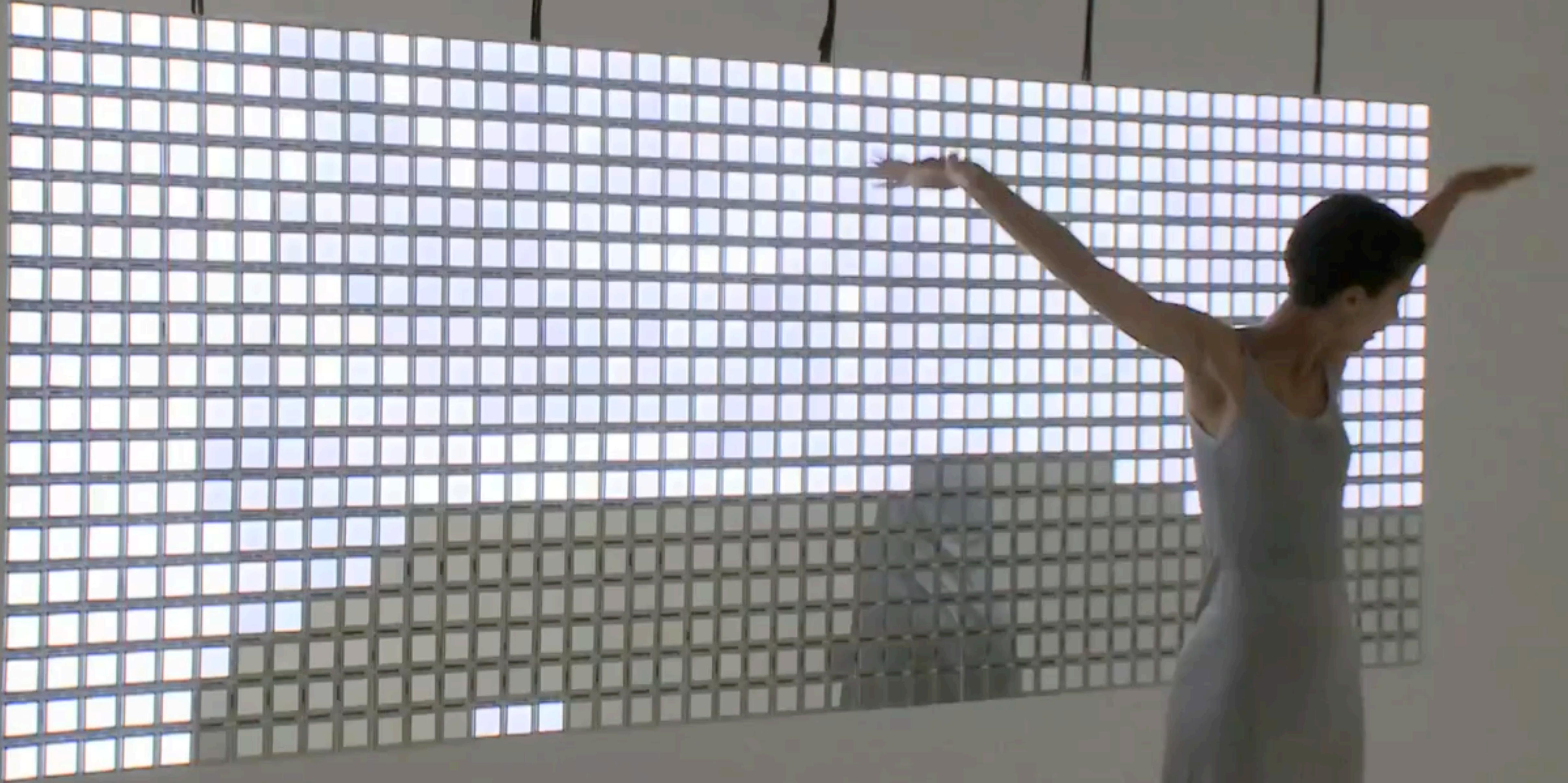
Studies in Perception.

Kenneth C. Knowlton and Leon D. Harmon,
BELFIX. (1968)



Studies in Perception.

Kenneth C. Knowlton and Leon D. Harmon,
BELFIX. (1968)





Peg Mirror.
Daniel Rosin (2007)

V i i g A V o P
G o V o G o V o
N Q N Q N Q N Q
O o O o O o O o
P P P P P P P P
Q Q Q Q Q Q Q Q
R R R R R R R R
S S S S S S S S
T T T T T T T T
U U U U U U U U
V V V V V V V V
W W W W W W W W
X X X X X X X X
Y Y Y Y Y Y Y Y
Z Z Z Z Z Z Z Z

Photomaton.

Sérgio M. Rebelo, Tiago Martins, et al. (2020)



Magro, de olhos azuis, carão moreno, / Bem servido de pés, meão na altura, / Triste de facha, o mesmo de figura, / Nariz alto no meio, e não pequeno; // Incapaz de assistir num só terreno / Mais propenso ao furor do que à ternura, / Bebendo em níveis mãos por taça escura / De zelos infernais letal veneno;



Fundação
ERNESTO DE
SOUZA BRAGA

Português - 2015/01/15 - 1000

www.digitais.ufpb.br/erste/



José maria nicolau fugiu. Quem o apanha? / Nunca ele pedalou tanto como agora / Decerto vai chegar antes da hora / A etapa era decisiva e está ganha // Ele que várias vezes deu a volta a portugal / deu desta vez a volta a quê? Talvez à vida



Fundação
ERNESTO DE
SOUZA BRAGA

Português - 2015/01/15 - 1604

www.digitais.ufpb.br/erste/



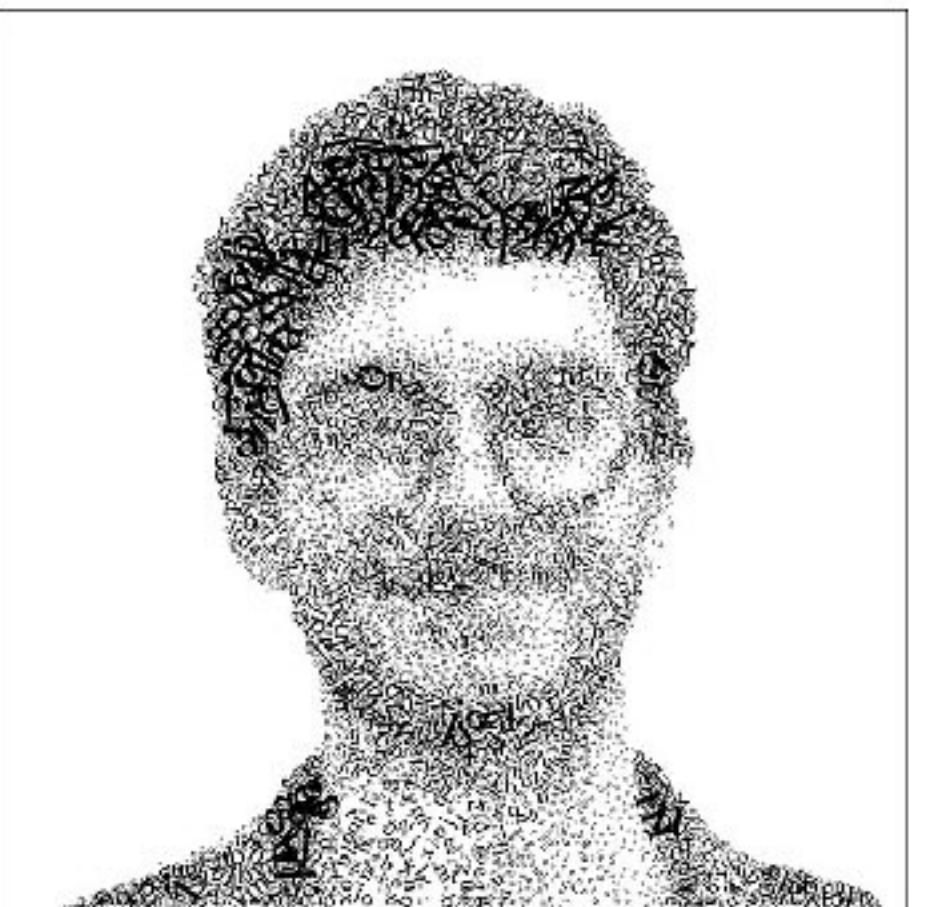
Só! / Ai do Lusiada, coitado, / Que vem de tão longe, coberto de pó. / Que não ama, nem é amado, / Lúgubre Outono, no mês de Abril! / Que triste foi o seu fado! / Antes fosse pra soldado, / Antes fosse pró Brasil...



Fundação
ERNESTO DE
SOUZA BRAGA

Português - 2015/01/15 - 1000

www.digitais.ufpb.br/erste/



Não sei porquê, acordei com este poema na cabeça // Olha, Daisy: quando eu morrer tu hás de / dizer aos meus amigos af de Londres, / embora não o sintas, que tu escondes / a grande dor da minha morte.

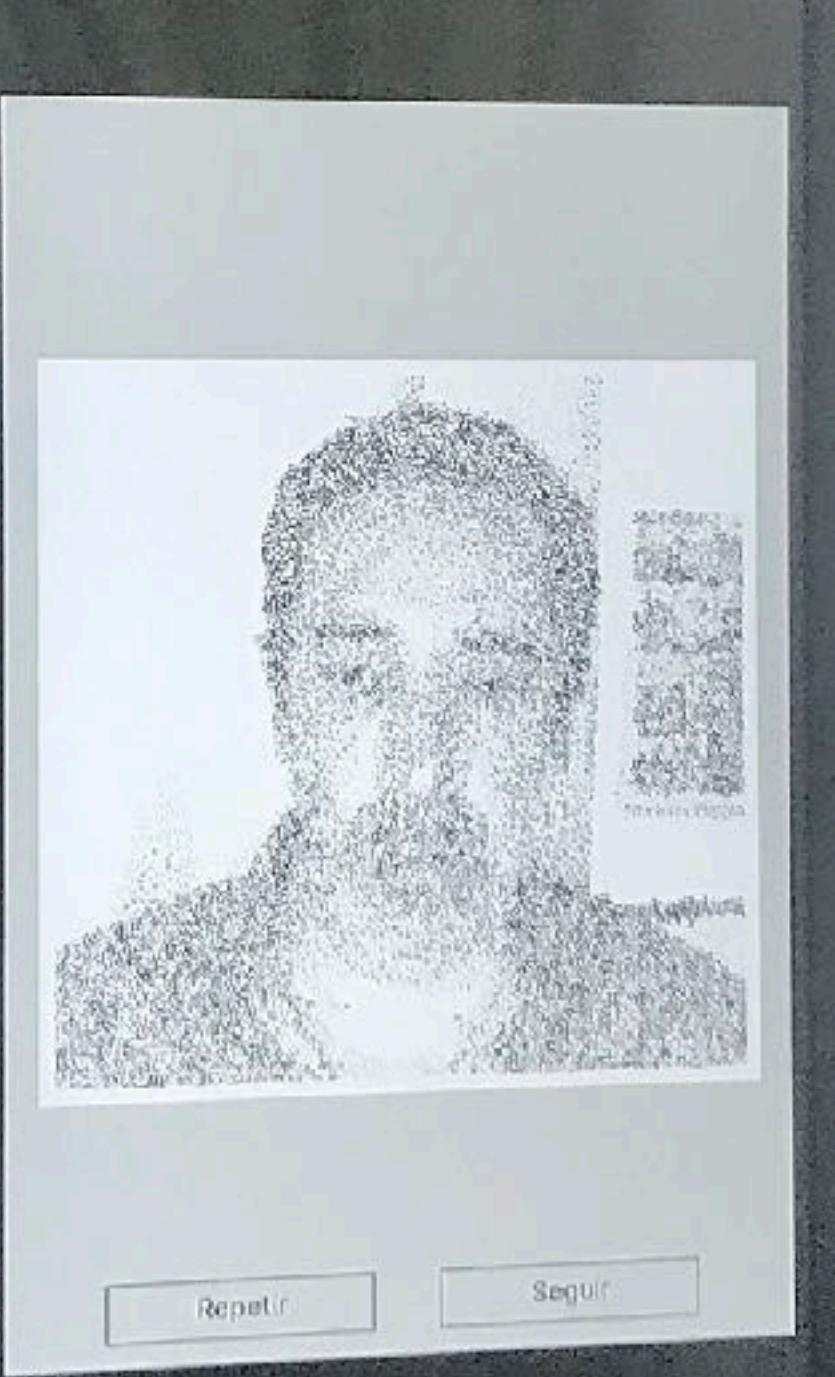


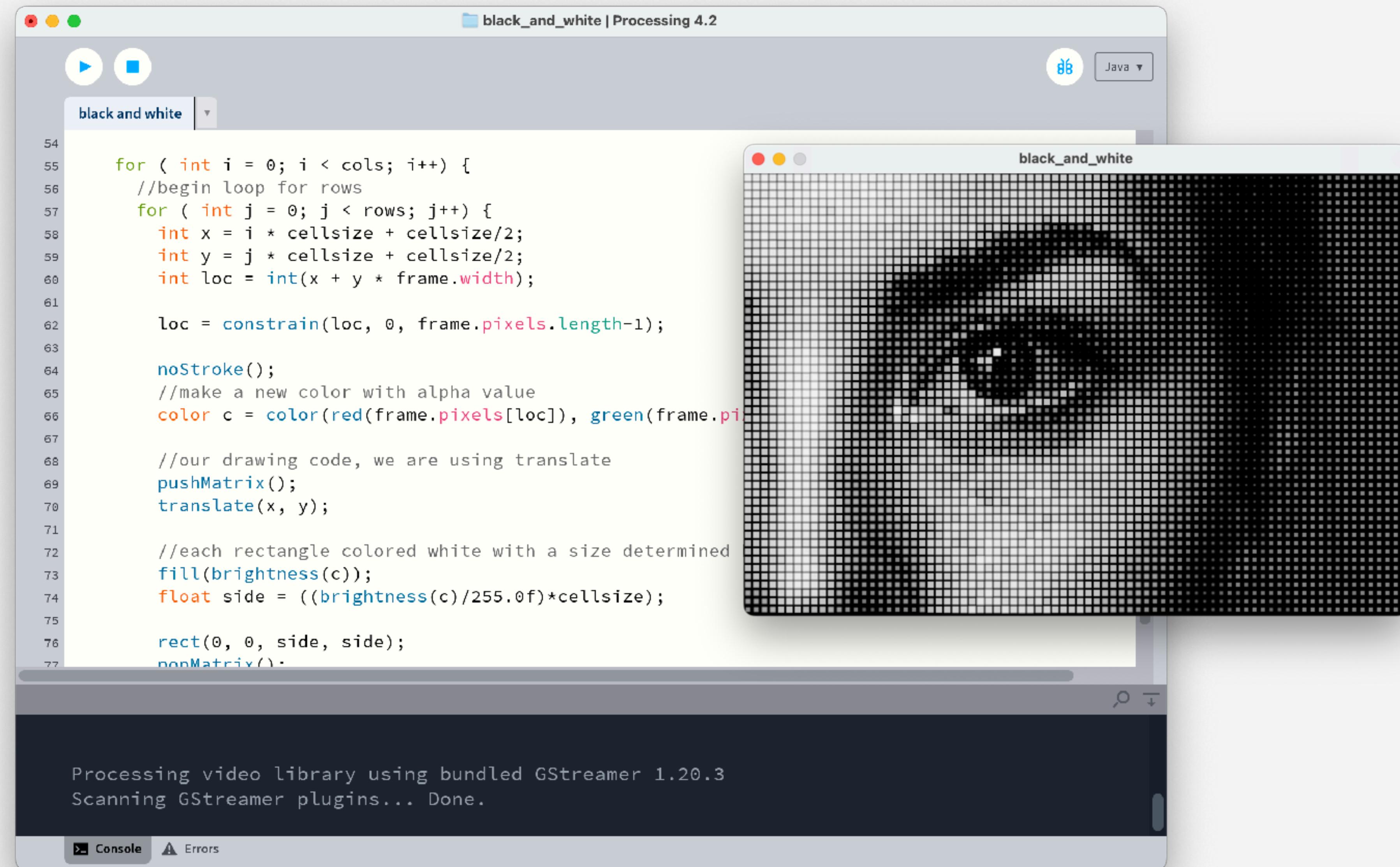
Fundação
ERNESTO DE
SOUZA BRAGA

Português - 2015/01/15 - 1448

www.digitais.ufpb.br/erste/







The screenshot shows the Processing 4.2 IDE interface. The top window is titled "black_and_white | Processing 4.2". The code editor contains the following sketch code:

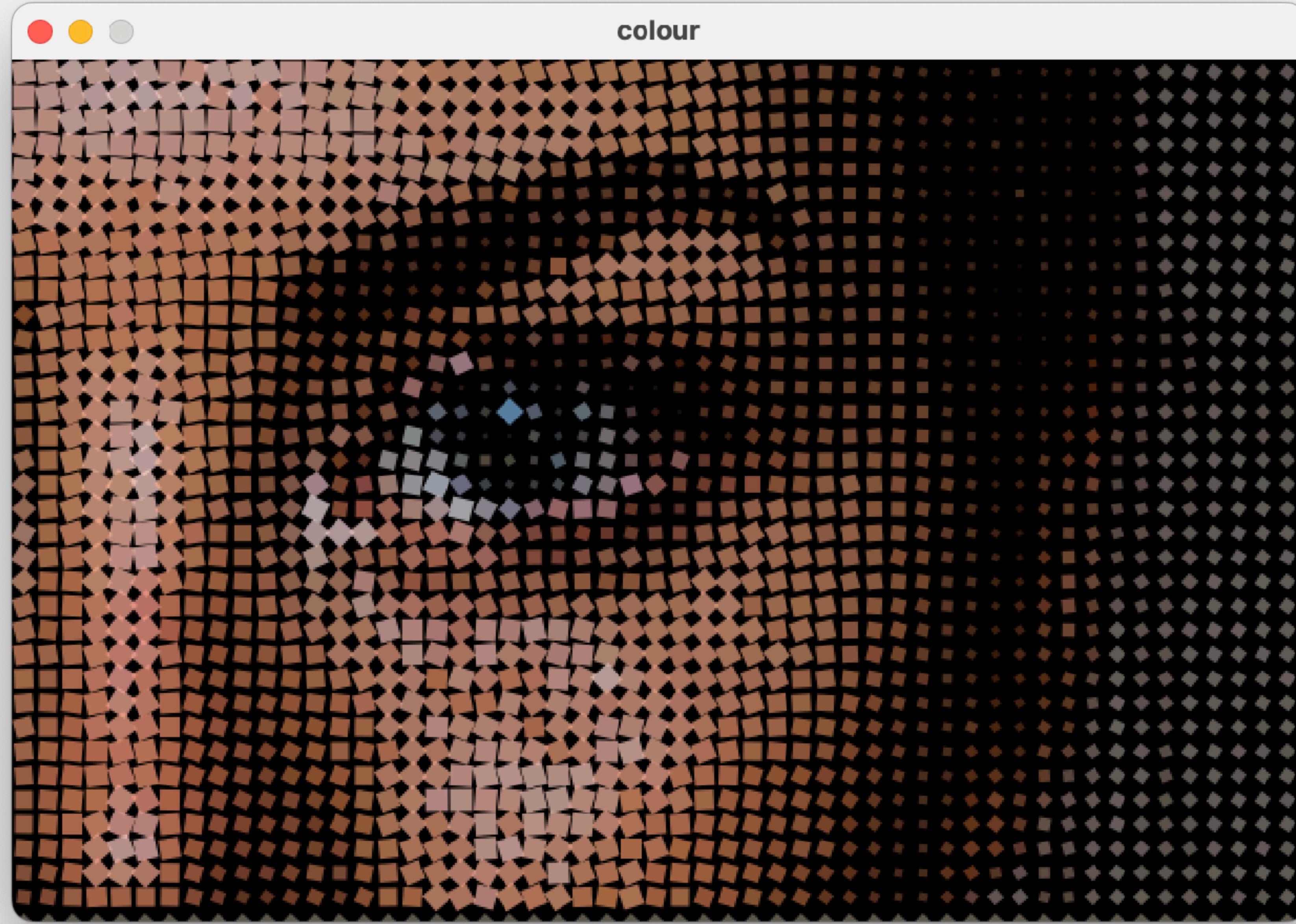
```
54
55     for ( int i = 0; i < cols; i++) {
56         //begin loop for rows
57         for ( int j = 0; j < rows; j++) {
58             int x = i * cellsize + cellsize/2;
59             int y = j * cellsize + cellsize/2;
60             int loc = int(x + y * frame.width);
61
62             loc = constrain(loc, 0, frame.pixels.length-1);
63
64             noStroke();
65             //make a new color with alpha value
66             color c = color(red(frame.pixels[loc]), green(frame.pi
67
68             //our drawing code, we are using translate
69             pushMatrix();
70             translate(x, y);
71
72             //each rectangle colored white with a size determined
73             fill(brightness(c));
74             float side = ((brightness(c)/255.0f)*cellsize);
75
76             rect(0, 0, side, side);
77             nonMatrix();
```

The bottom window shows the output of the sketch, which is a grayscale halftone pattern of a person's face. The console output at the bottom of the IDE indicates:

```
Processing video library using bundled GStreamer 1.20.3
Scanning GStreamer plugins... Done.
```

Code: <https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/1-Mirrors/BlackAndWhite>

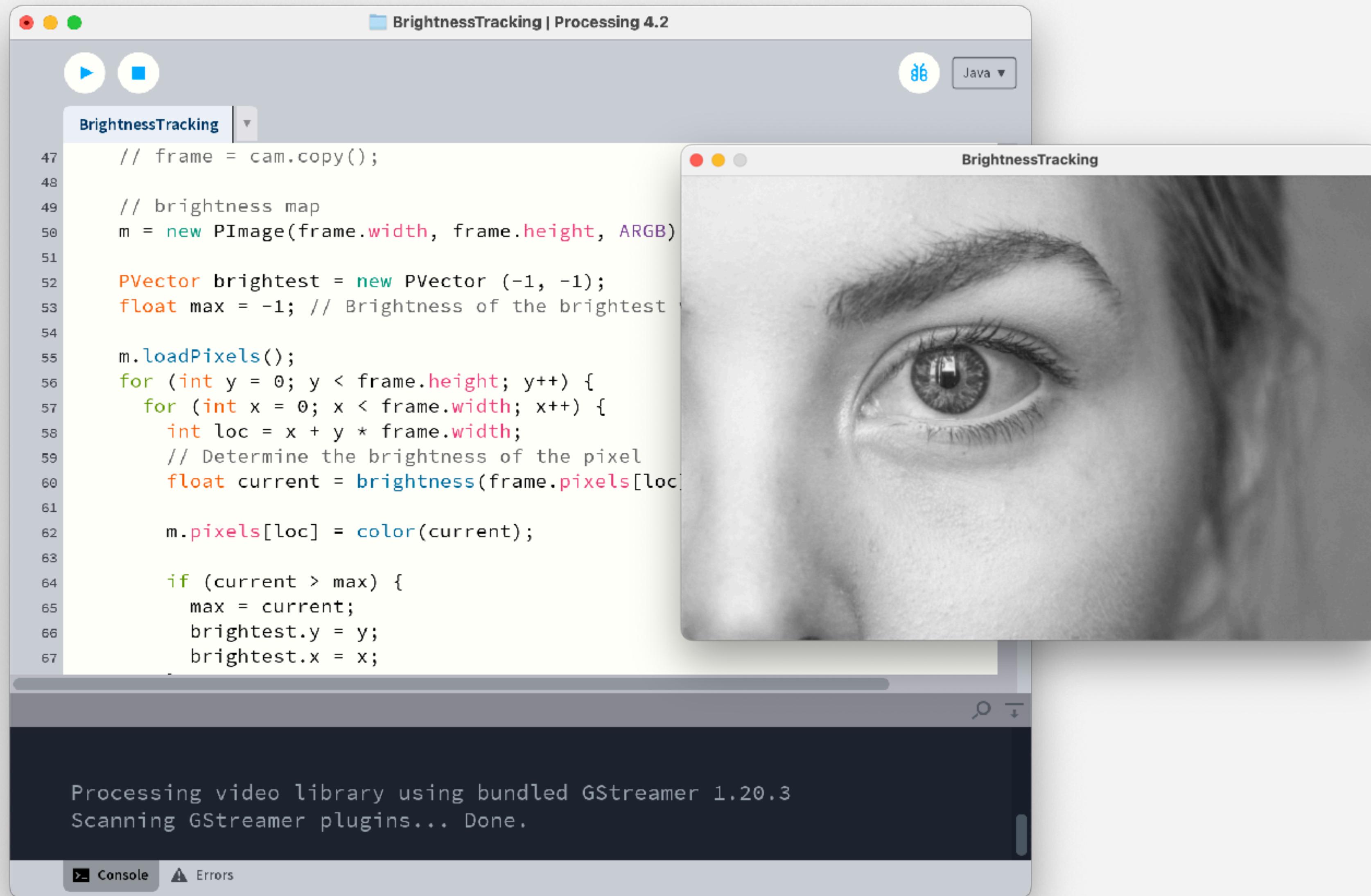




Code: <https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/1-Mirrors/Colour>

Video Tracking

Brightness



Code: <https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/2-Tracking/Brightness>

BrightnessTracking | Processing 4.2

Java ▾

BrightnessTracking

```
// frame = cam.copy();

// brightness map
m = new PImage(frame.width, frame.height, ARGB);

PVector brightest = new PVector (-1, -1);
float max = -1; // Brightness of the brightest

m.loadPixels();
for (int y = 0; y < frame.height; y++) {
    for (int x = 0; x < frame.width; x++) {
        int loc = x + y * frame.width;
        // Determine the brightness of the pixel
        float current = brightness(frame.pixels[loc]);

        m.pixels[loc] = color(current);

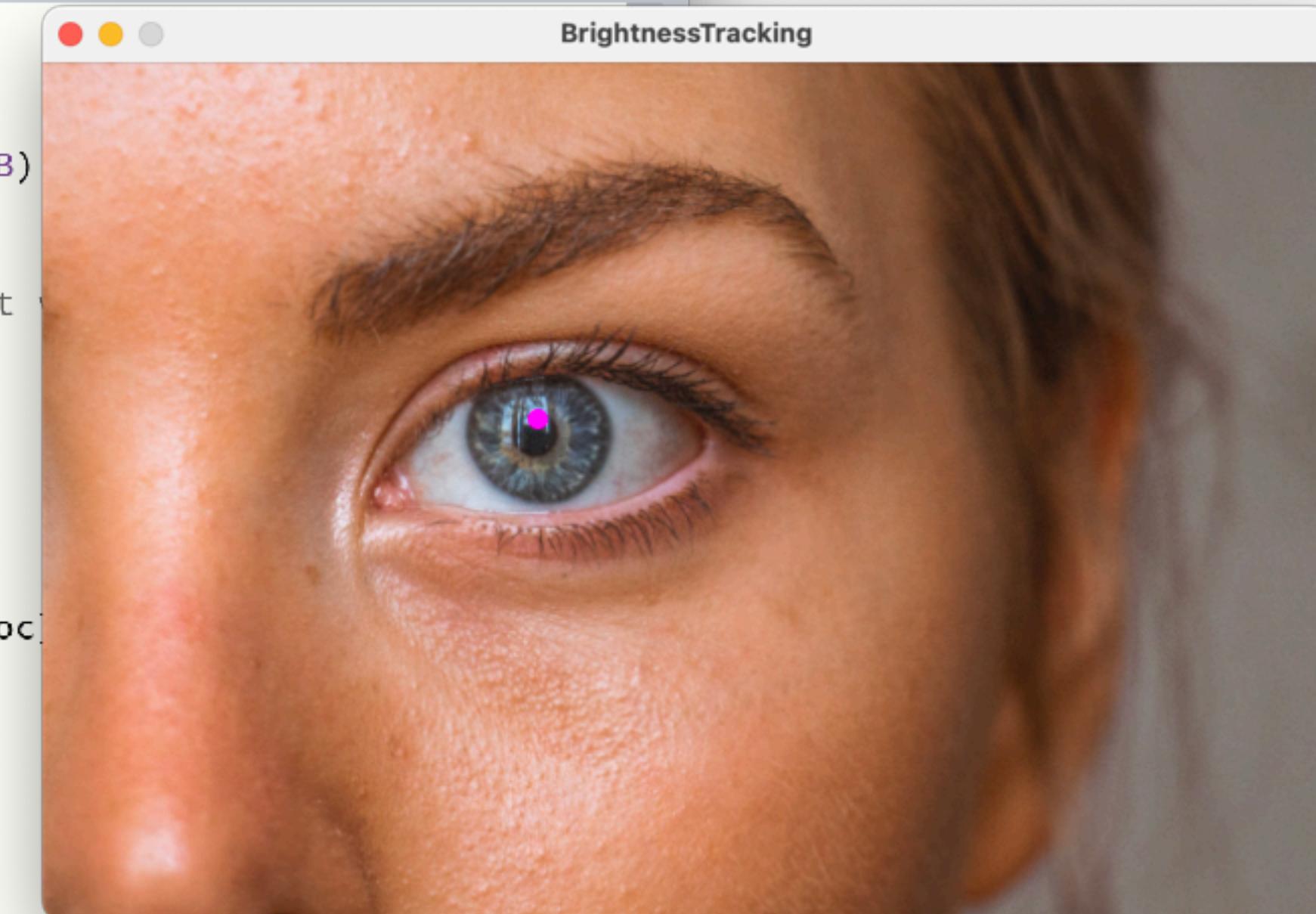
        if (current > max) {
            max = current;
            brightest.y = y;
            brightest.x = x;
        }
    }
}

m.updatePixels();
```



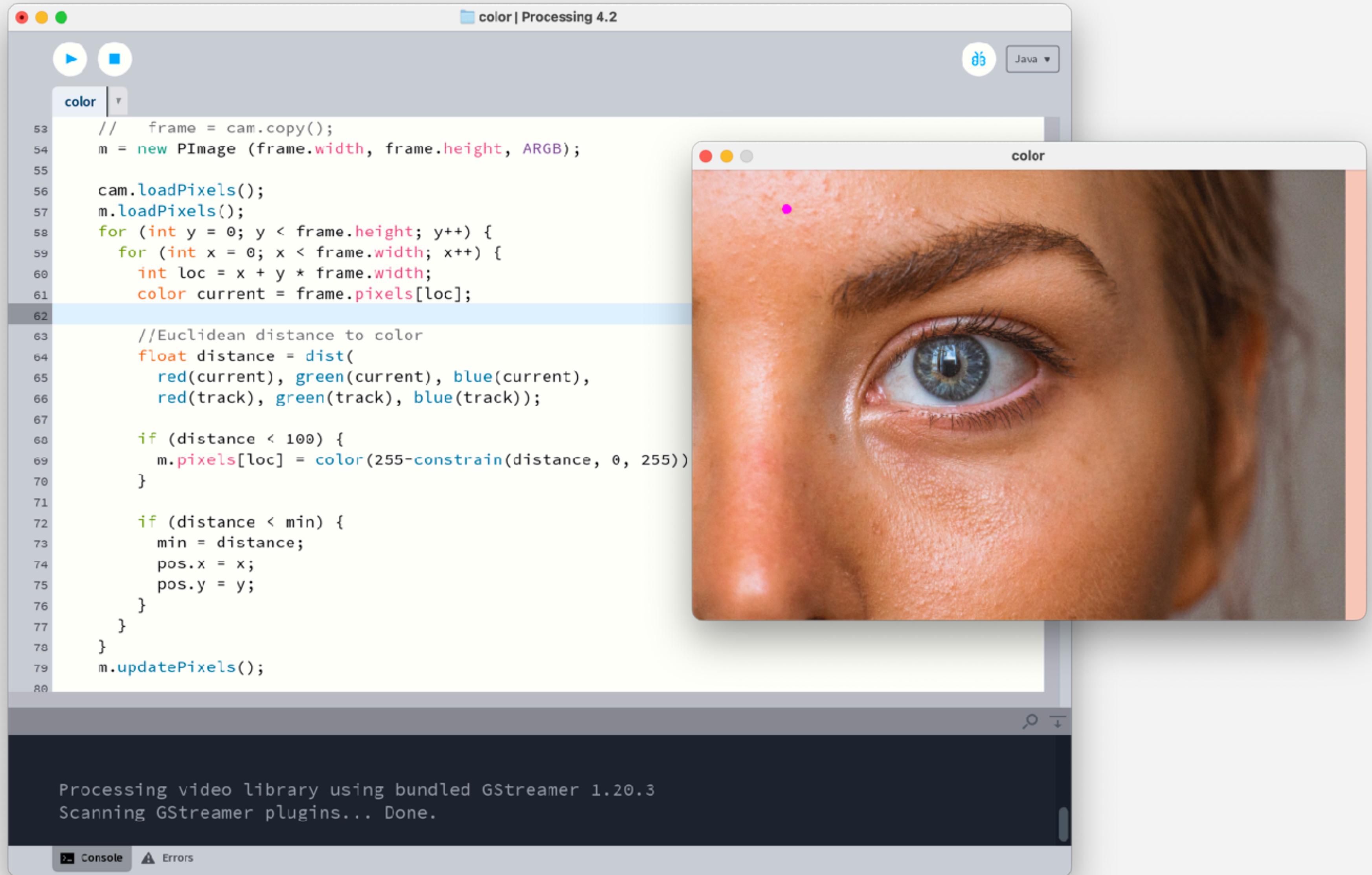
Processing video library using bundled GStreamer 1.20.3
Scanning GStreamer plugins... Done.

Console Errors

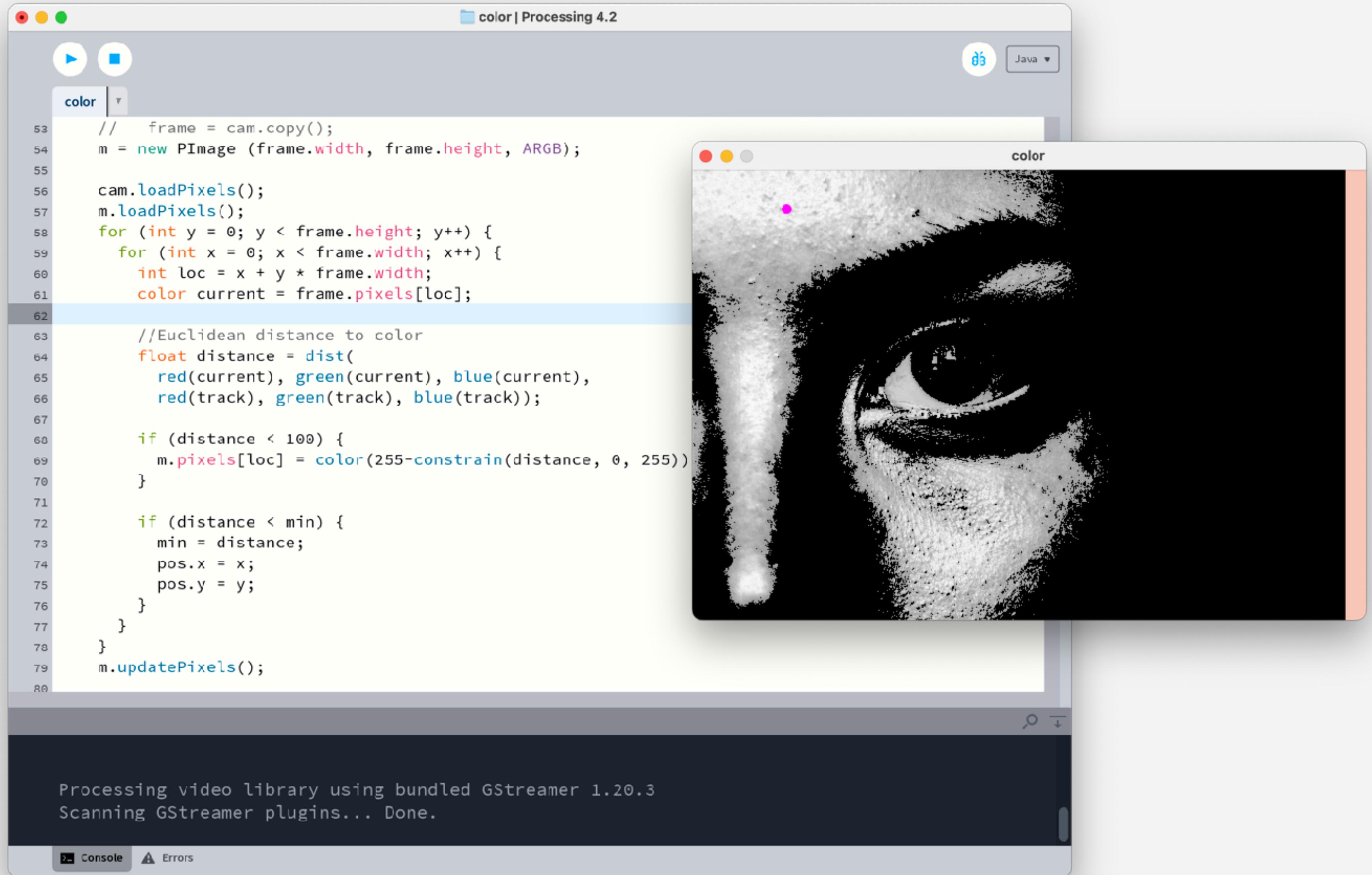


Code: <https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/2-Tracking/Brightness>

Colour

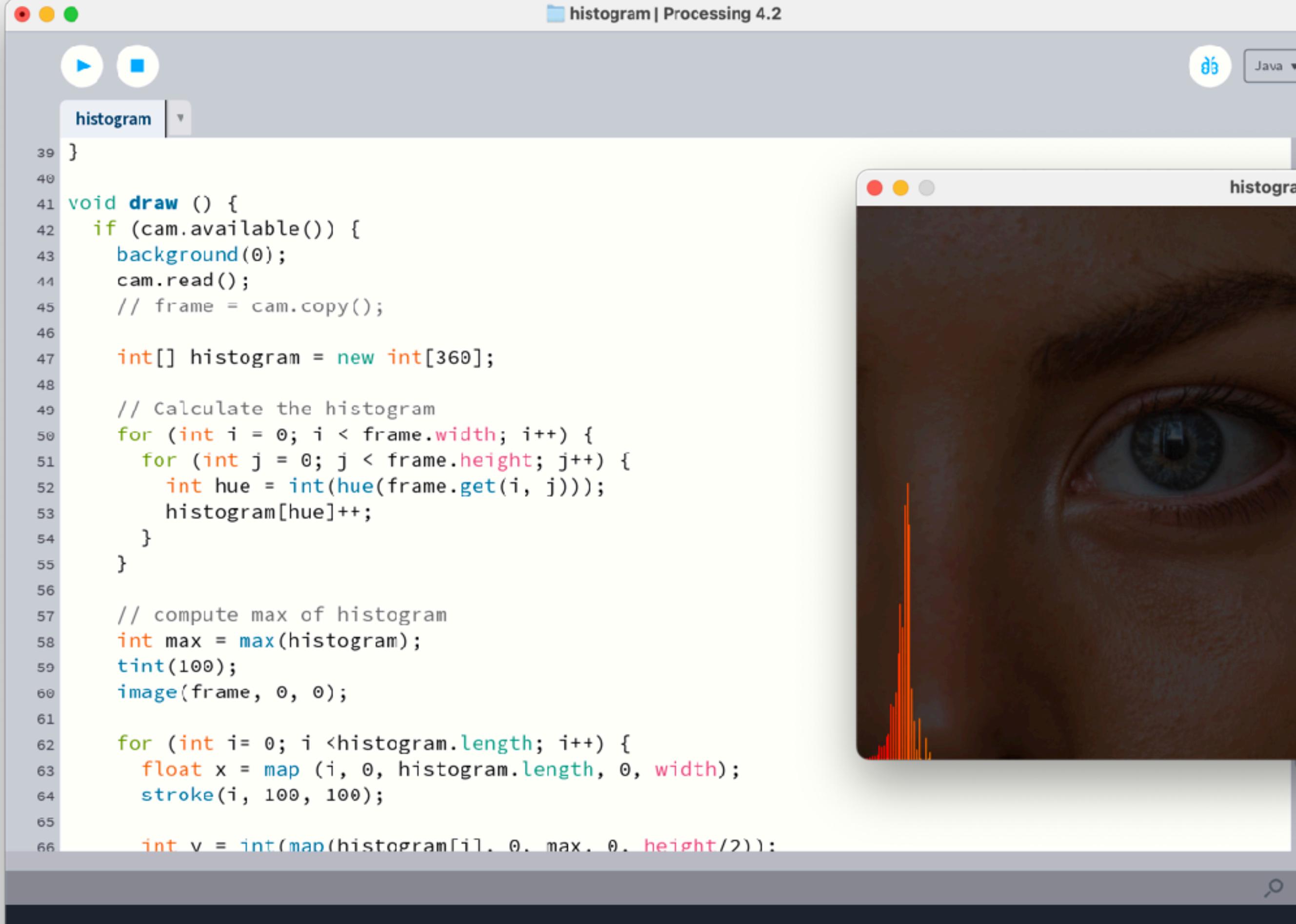


Code: <https://github.com/sengiomrebelo/workshop-cv/tree/main/Demos/2-Tracking/Color>



Code: <https://github.com/sengiomrebelo/workshop-cv/tree/main/Demos/2-Tracking/Color>

Histogram

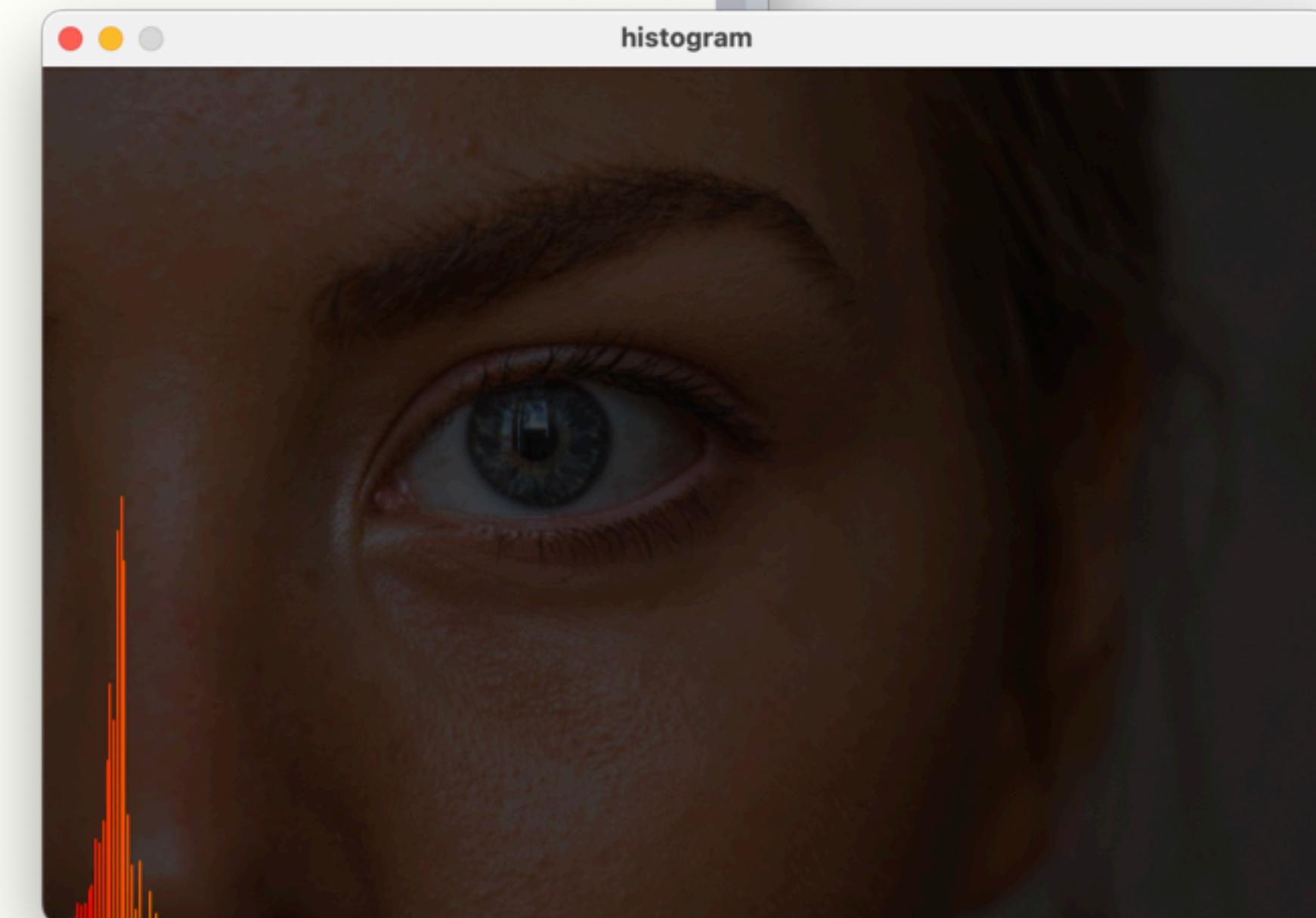


The screenshot shows the Processing 4.2 IDE with a sketch titled "histogram". The code in the editor is as follows:

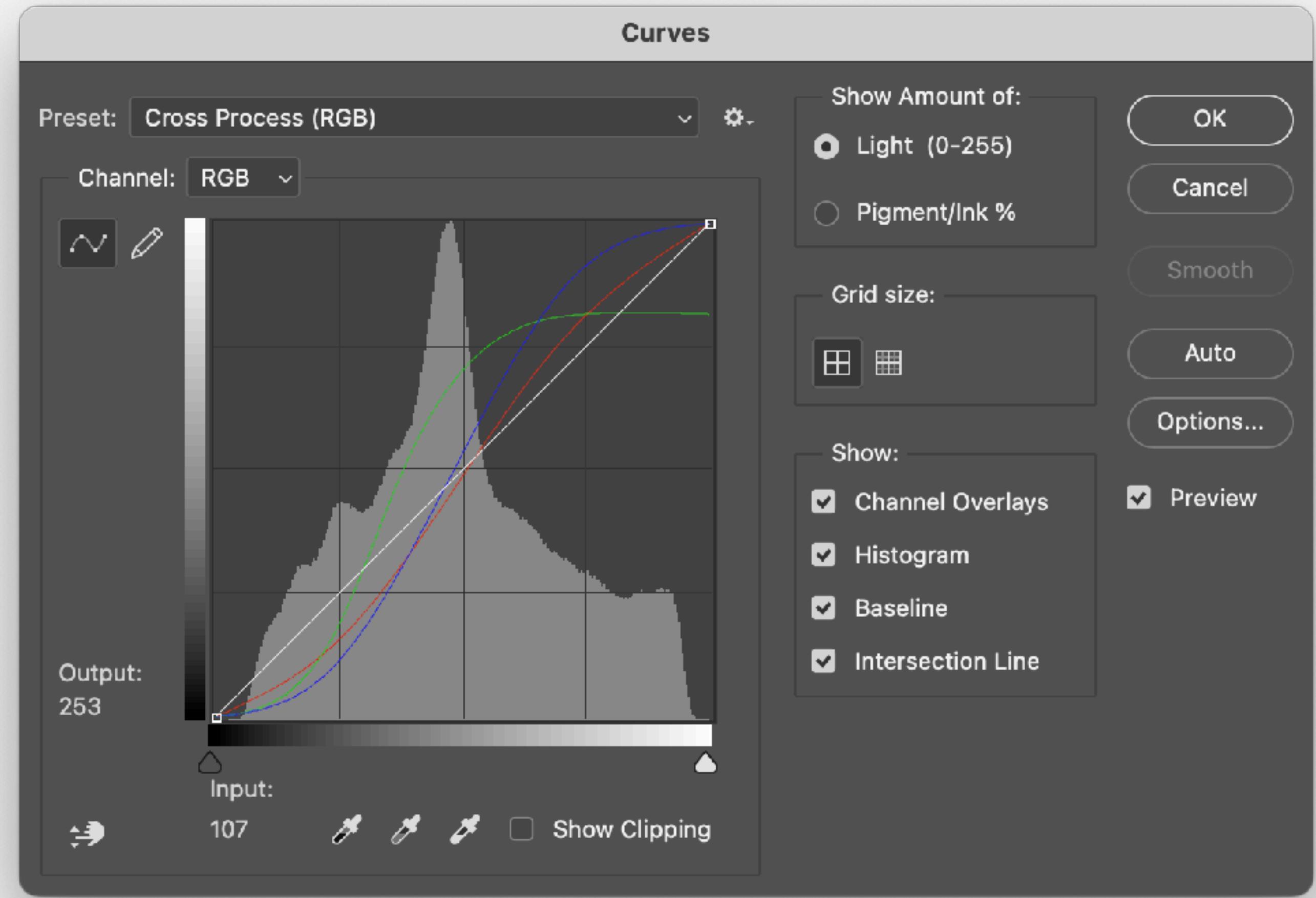
```
histogram
```

```
39 }
40
41 void draw () {
42     if (cam.available()) {
43         background(0);
44         cam.read();
45         // frame = cam.copy();
46
47         int[] histogram = new int[360];
48
49         // Calculate the histogram
50         for (int i = 0; i < frame.width; i++) {
51             for (int j = 0; j < frame.height; j++) {
52                 int hue = int(hue(frame.get(i, j)));
53                 histogram[hue]++;
54             }
55         }
56
57         // compute max of histogram
58         int max = max(histogram);
59         tint(100);
60         image(frame, 0, 0);
61
62         for (int i= 0; i < histogram.length; i++) {
63             float x = map (i, 0, histogram.length, 0, width);
64             stroke(i, 100, 100);
65
66             int v = int(map(histogram[i], 0, max, 0, height/2));
```

The sketch displays a close-up image of a person's eye on the left side of the window. On the right side, there is a vertical histogram bar chart representing the color distribution of the image. The bars are primarily red, indicating a high concentration of red pixels in the image.



Code: <https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/2-Tracking/Histogram>



1526999

Video differencing algorithms

Background Subtraction

backgroundSubtraction | Processing 4.2

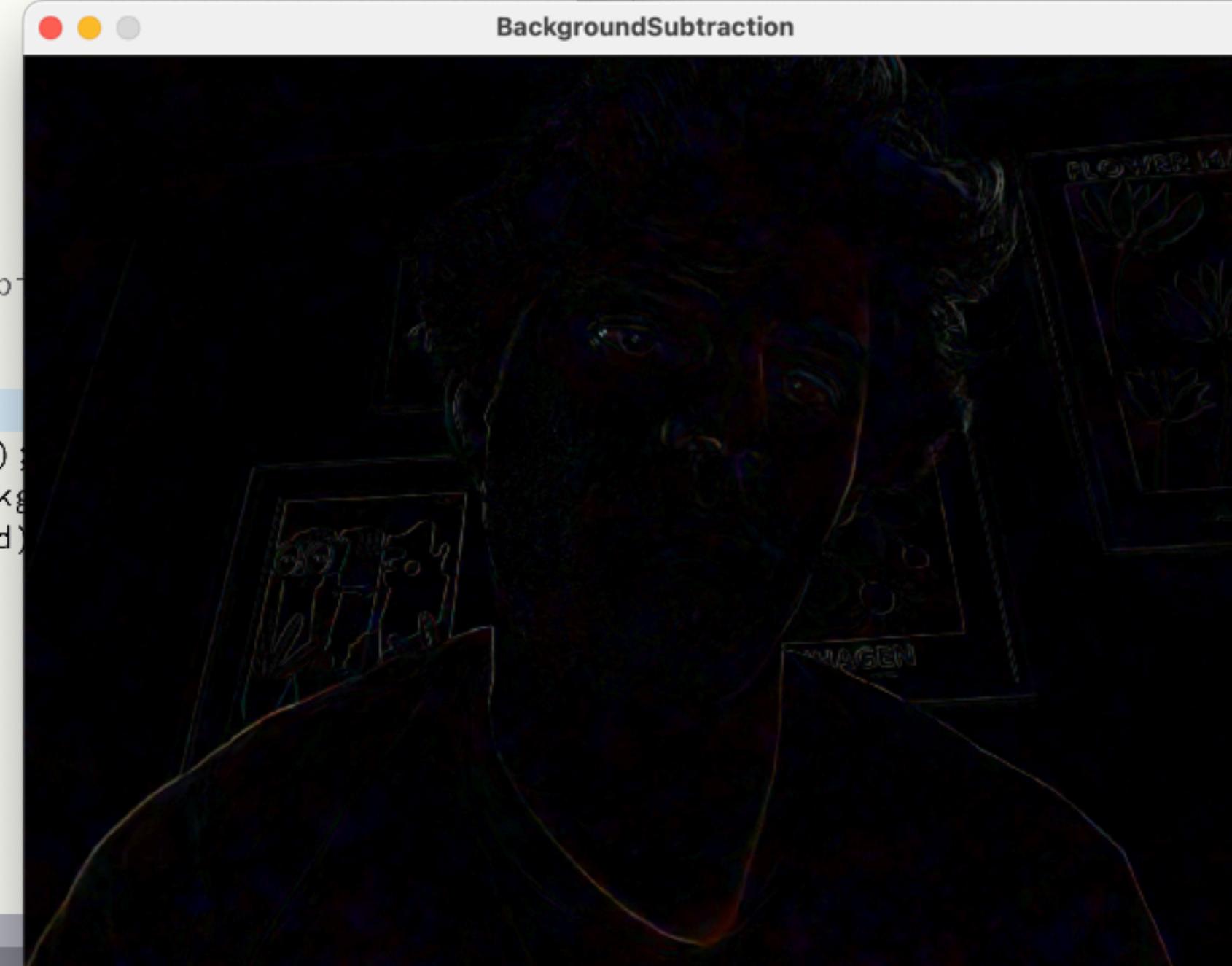
BackgroundSubtraction

```
42
43 void draw() {
44     if (cam.available()) {
45         cam.read();
46         cam.loadPixels();
47         // Difference between the current frame
48         // and the stored background
49         int movement = 0;
50         for (int i = 0; i < numPixels; i++) { // For each p
51             color current = cam.pixels[i];
52             color bkgd = backgroundPixels[i];
53
54             int diffR = (int) abs(red(current) - red(bkgd));
55             int diffG = (int) abs(green(current) - green(bkgd));
56             int diffB = (int) abs(blue(current) - blue(bkgd));
57
58             movement += diffR + diffG + diffB;
59
60             pixels[i] = color(diffR, diffG, diffB);
61         }
62         updatePixels();
63         // Print out the total amount of movement
64         // println(movement);
    }

Done saving.
```

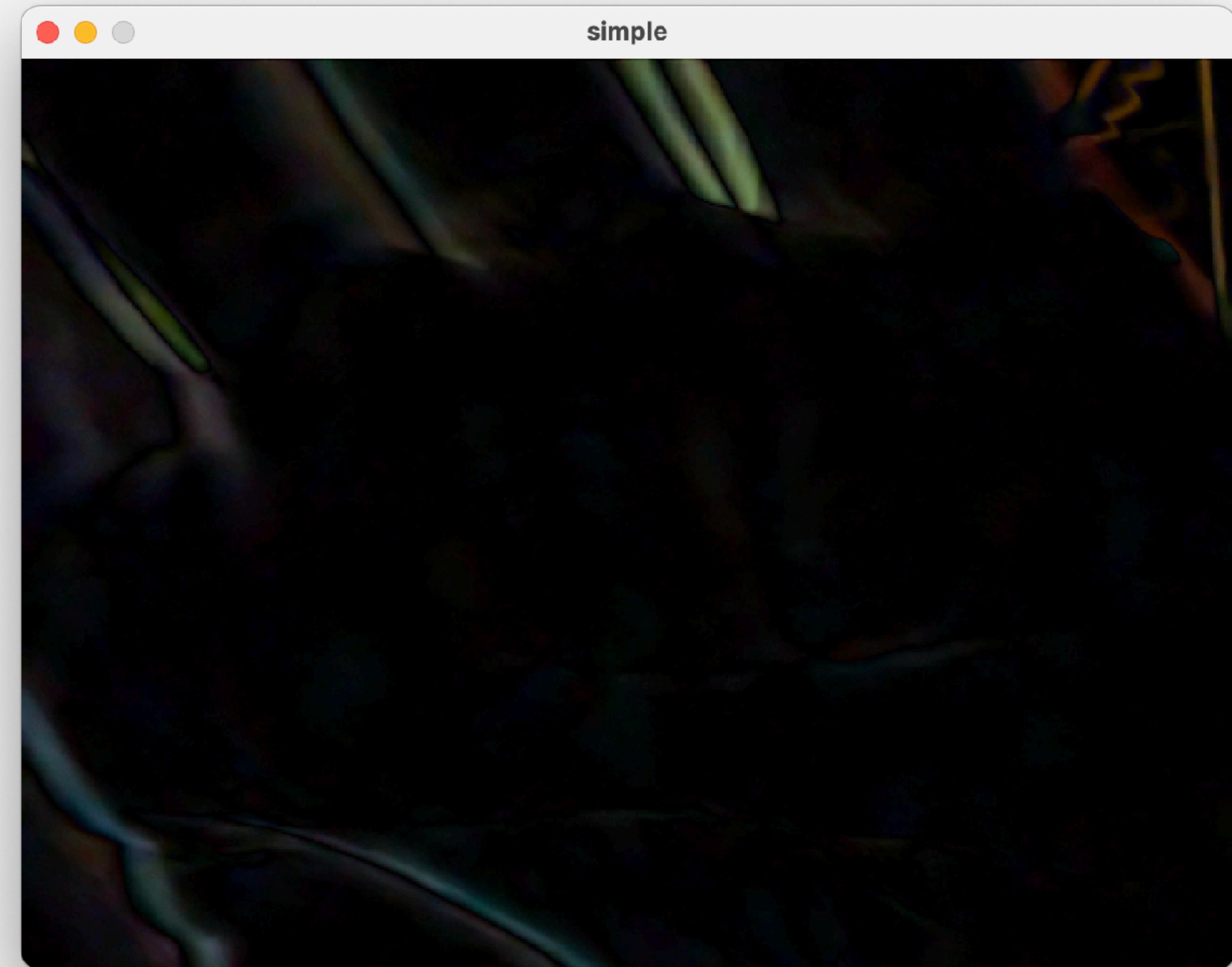
Processing video library using bundled GStreamer 1.20.3
Scanning GStreamer plugins... Done.

Java ▾



Code: <https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/3-Differencing/BackgroundSubtraction>

Frame differencing



simple

Frame differencing sketch

The screenshot shows the Processing 4.2 IDE interface. The top bar displays "simple | Processing 4.2". The main area contains the following Java code:

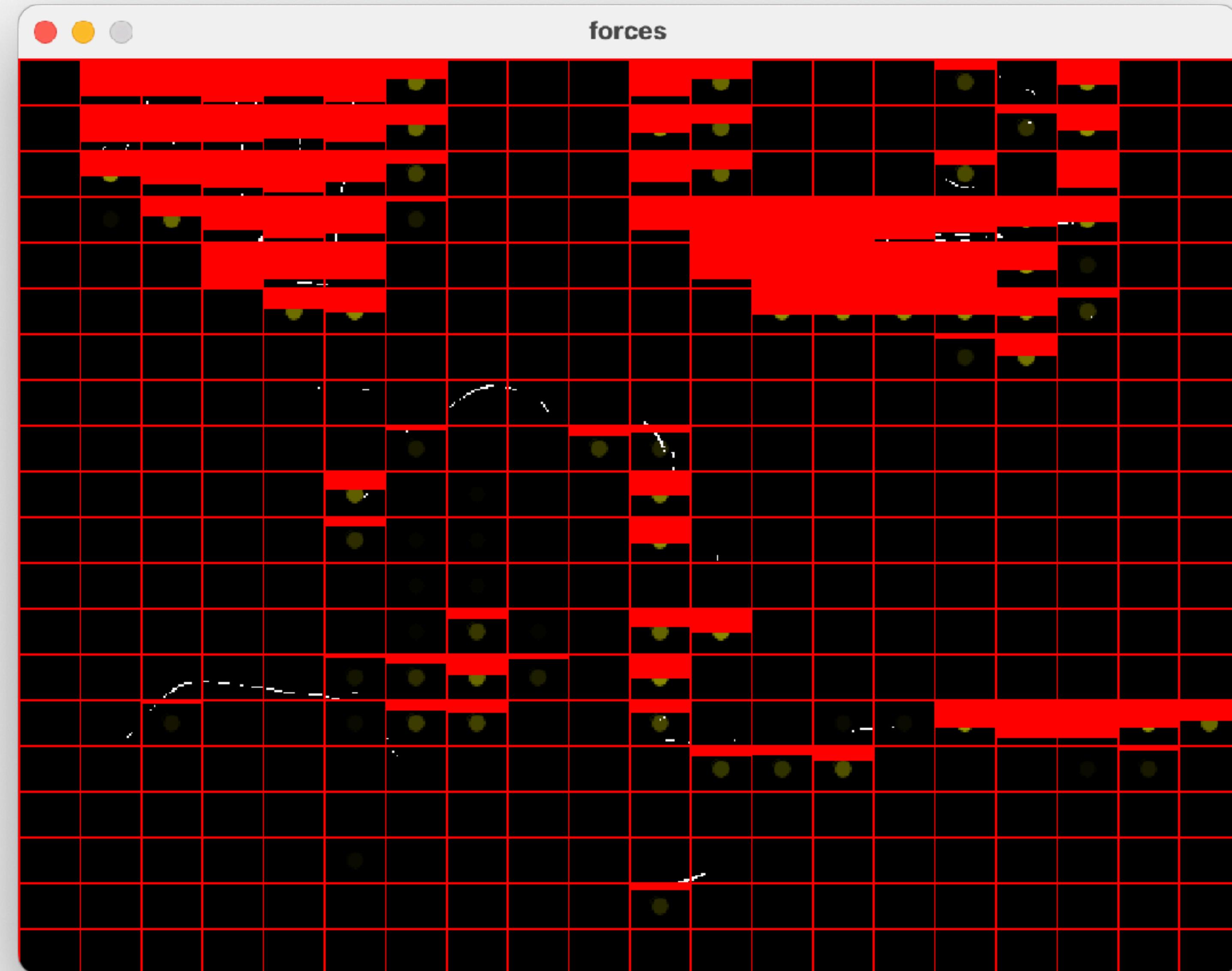
```
33 previous = new PImage (cam.width, cam.height, ARGB);
34 }
35
36 void draw() {
37     if (cam.available()) {
38         background(0);
39         PImage dif = new PImage (cam.width, cam.height, ARGB);
40
41         cam.read();
42         cam.loadPixels();
43         dif.loadPixels();
44
45         for (int i = 0; i < cam.pixels.length; i++) {
46             color current = cam.pixels[i];
47
48             int diffR = (int) abs(red (current) - red (previous));
49             int diffG = (int) abs(green (current) - green (previous));
50             int diffB = (int) abs(blue (current) - blue (previous));
51
52             int movement = diffR + diffG + diffB;
53
54             if (movement > threshold) {
55                 dif.pixels[i] = color(diffR, diffG, diffB);
56             }
57         }
58         previous = cam.copy();
59         dif.updatePixels();
60     }
61 }
```

A message at the bottom left says "Done saving.". To the right, a preview window titled "simple" shows a dark video feed with some motion detection highlights.

Code: <https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/3-Differencing/Frame%20Differencing/Simple>



Code: <https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/3-Differencing/Frame%20Differencing/Forces>



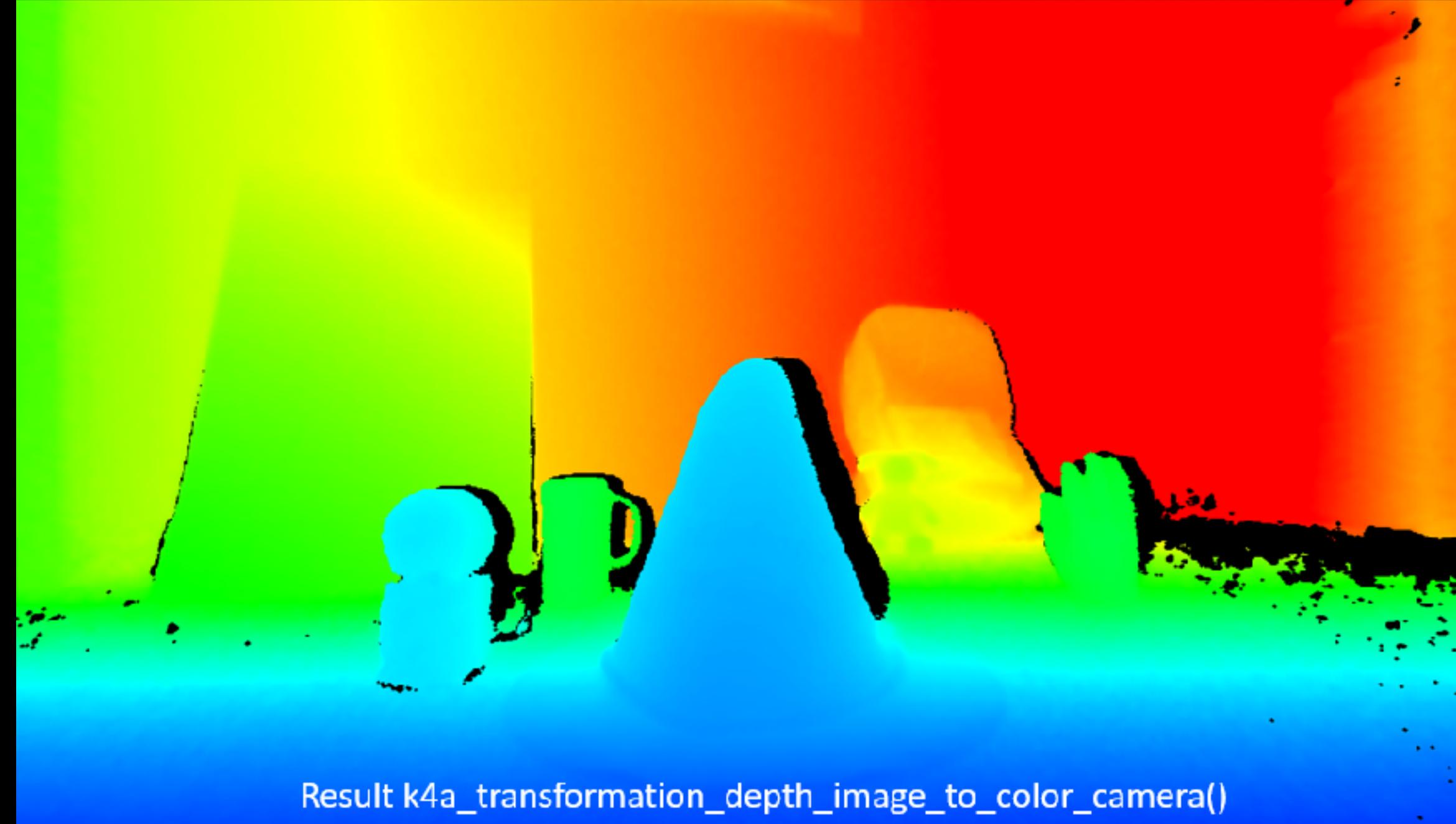
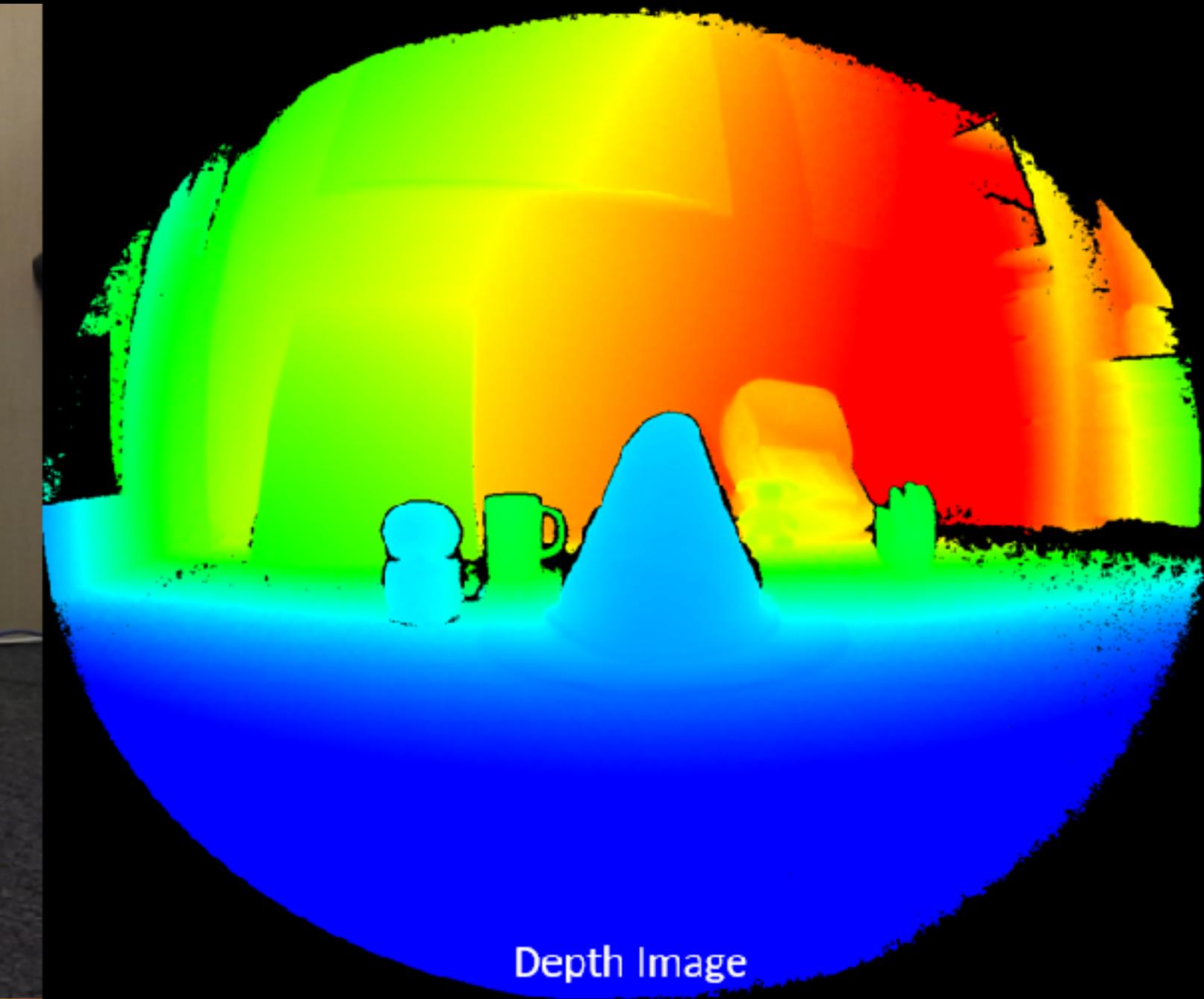
motion sensing devices

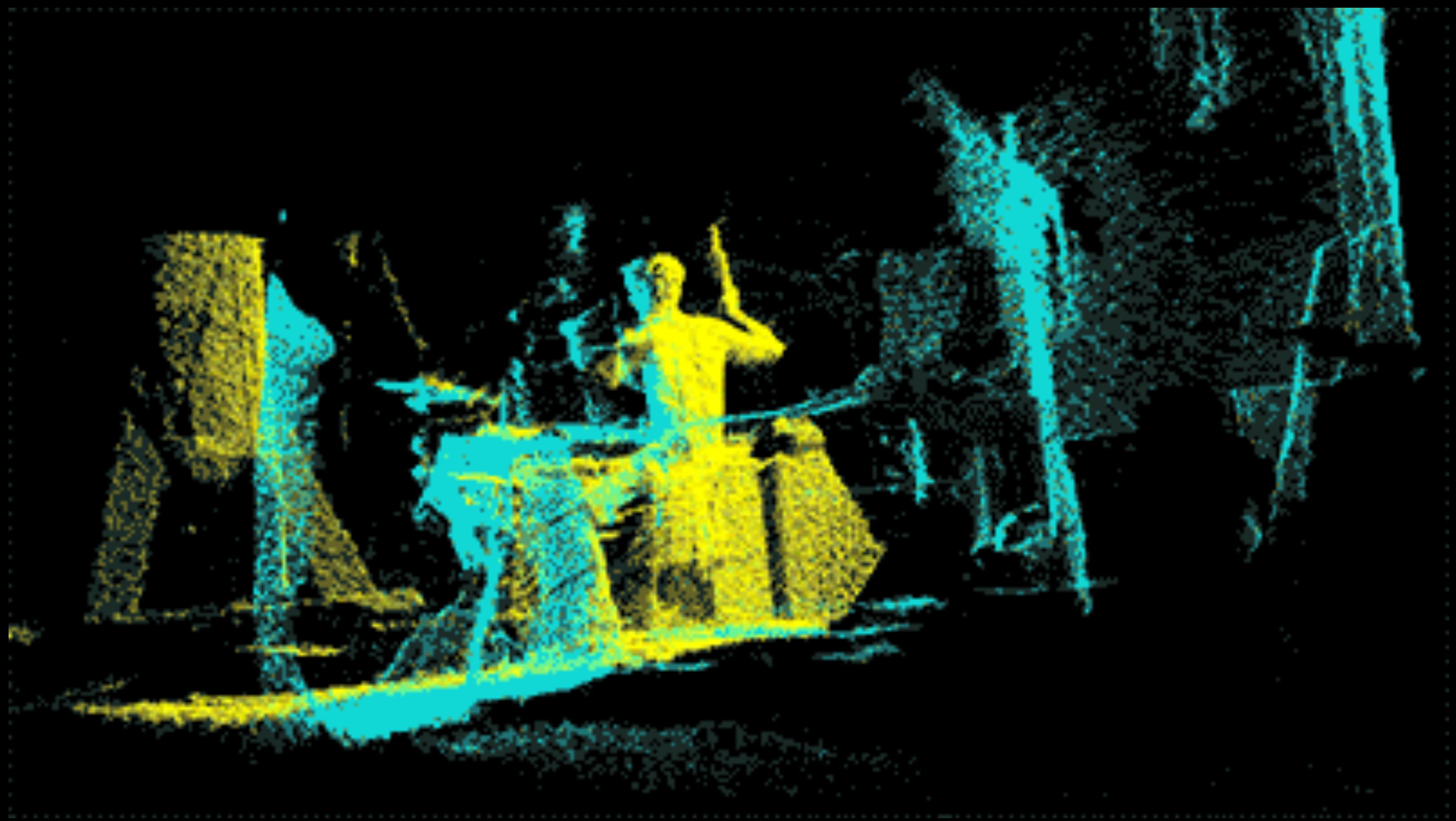


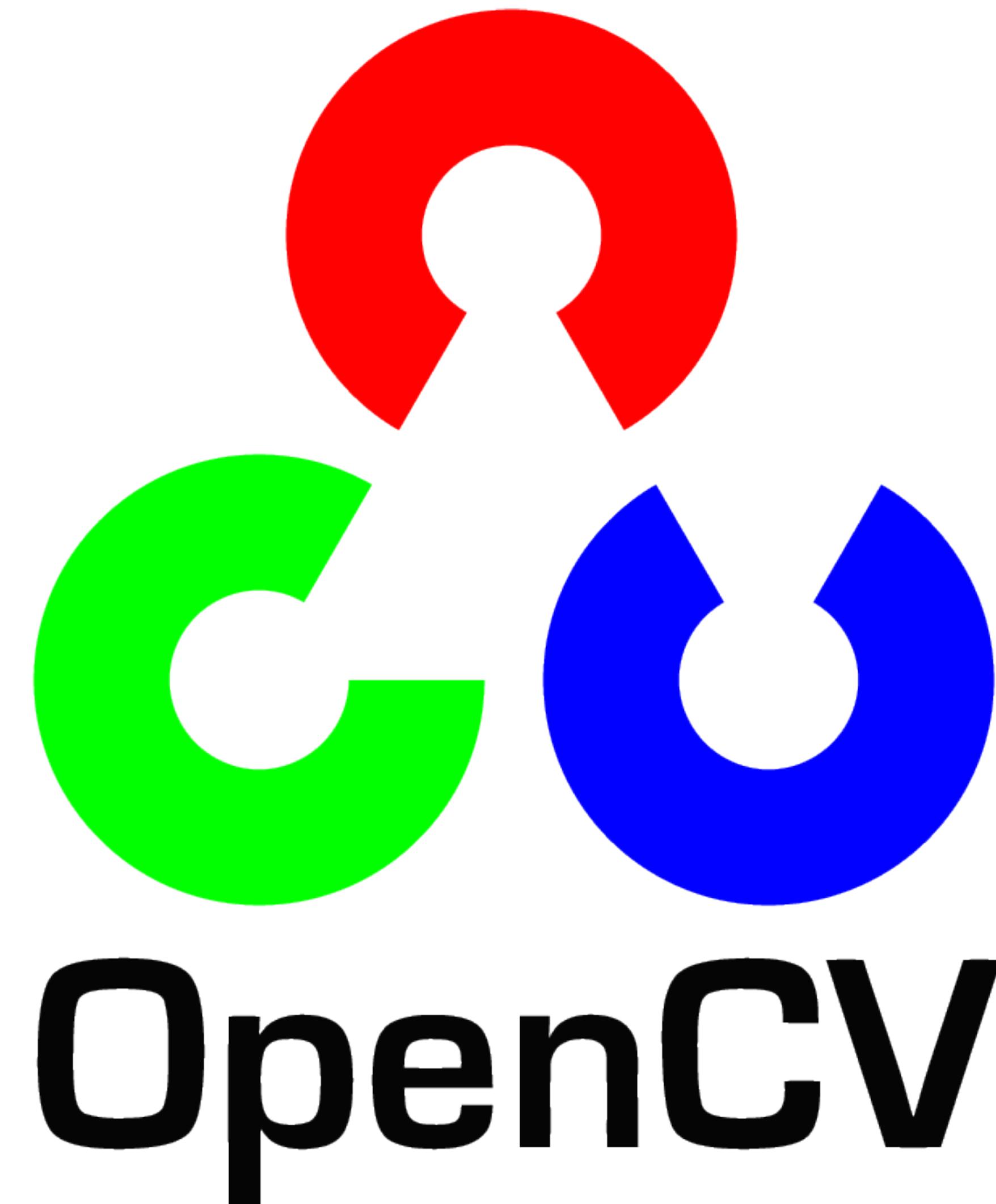
Kinect 2 for Xbox 360 (2014)



Azure Kinect DK (2020)







<https://github.com/opencv/opencv>

Original image



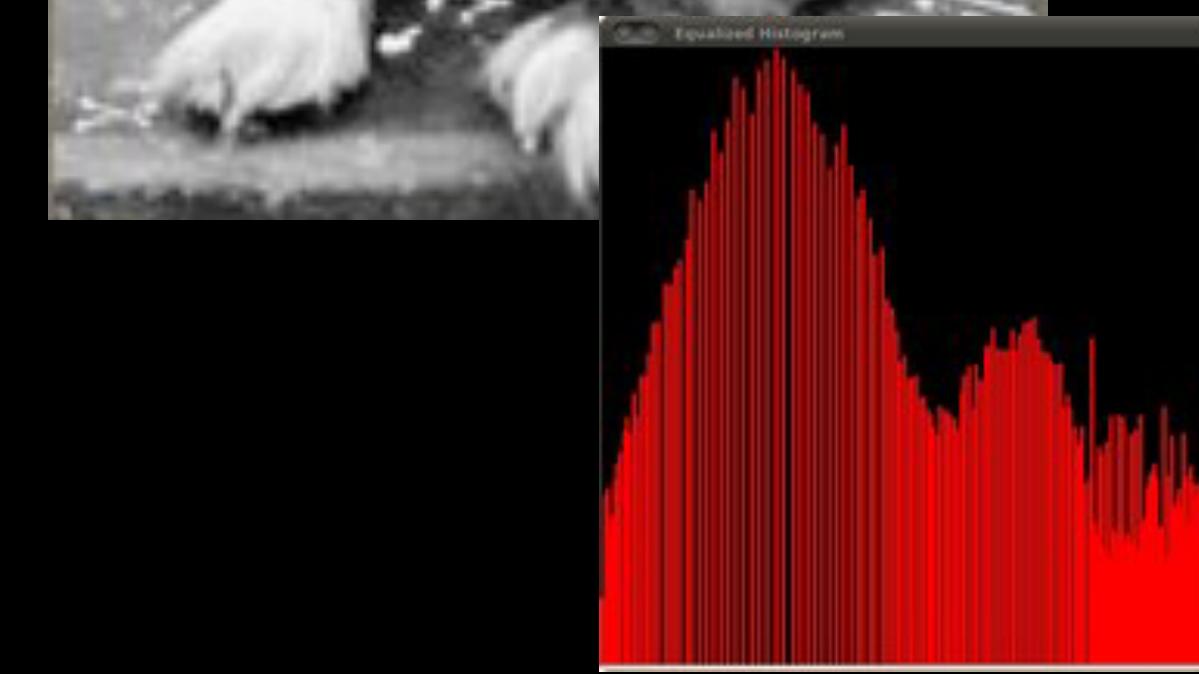
Erosion



Dilation



Image processing filters



Color processing

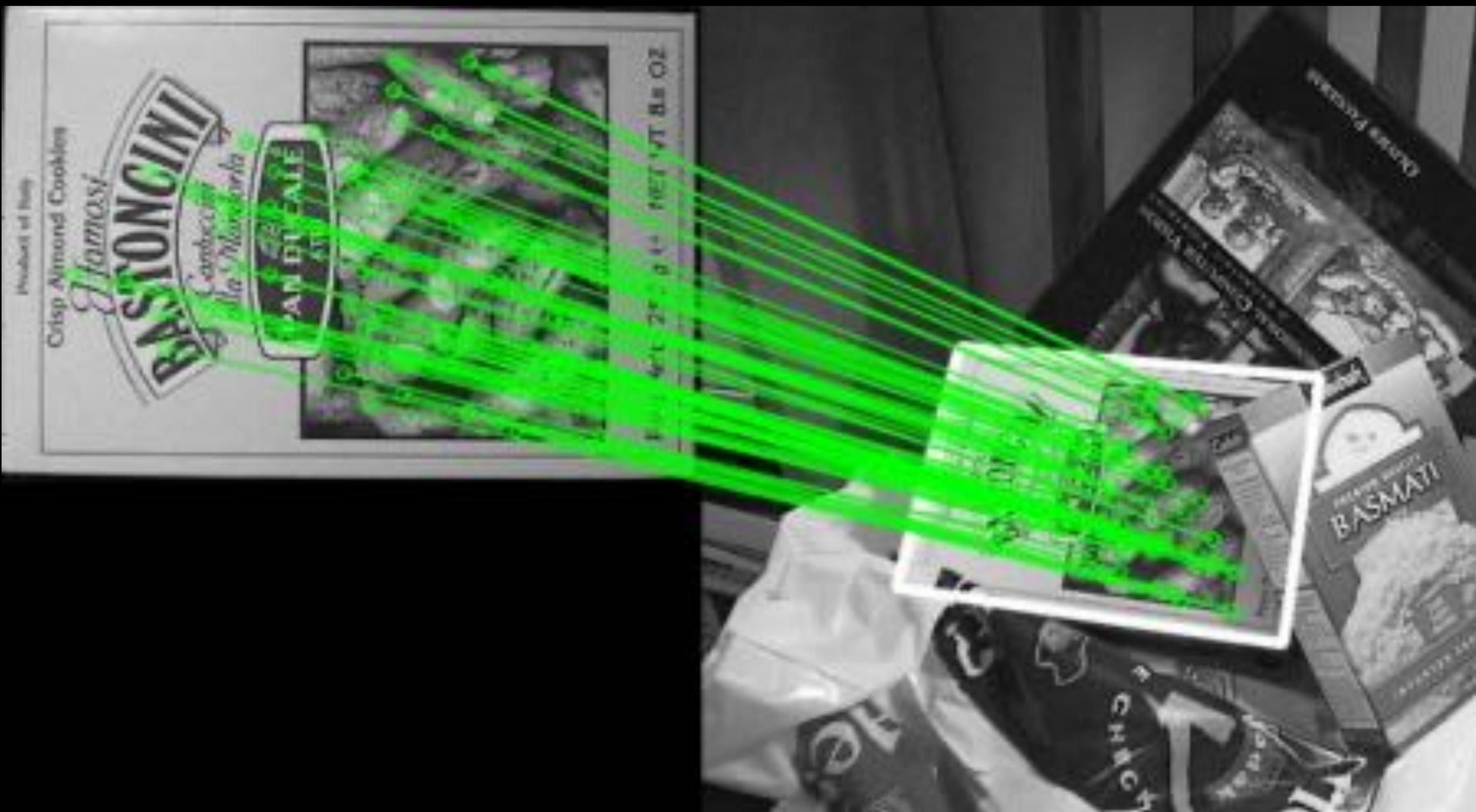
Original image



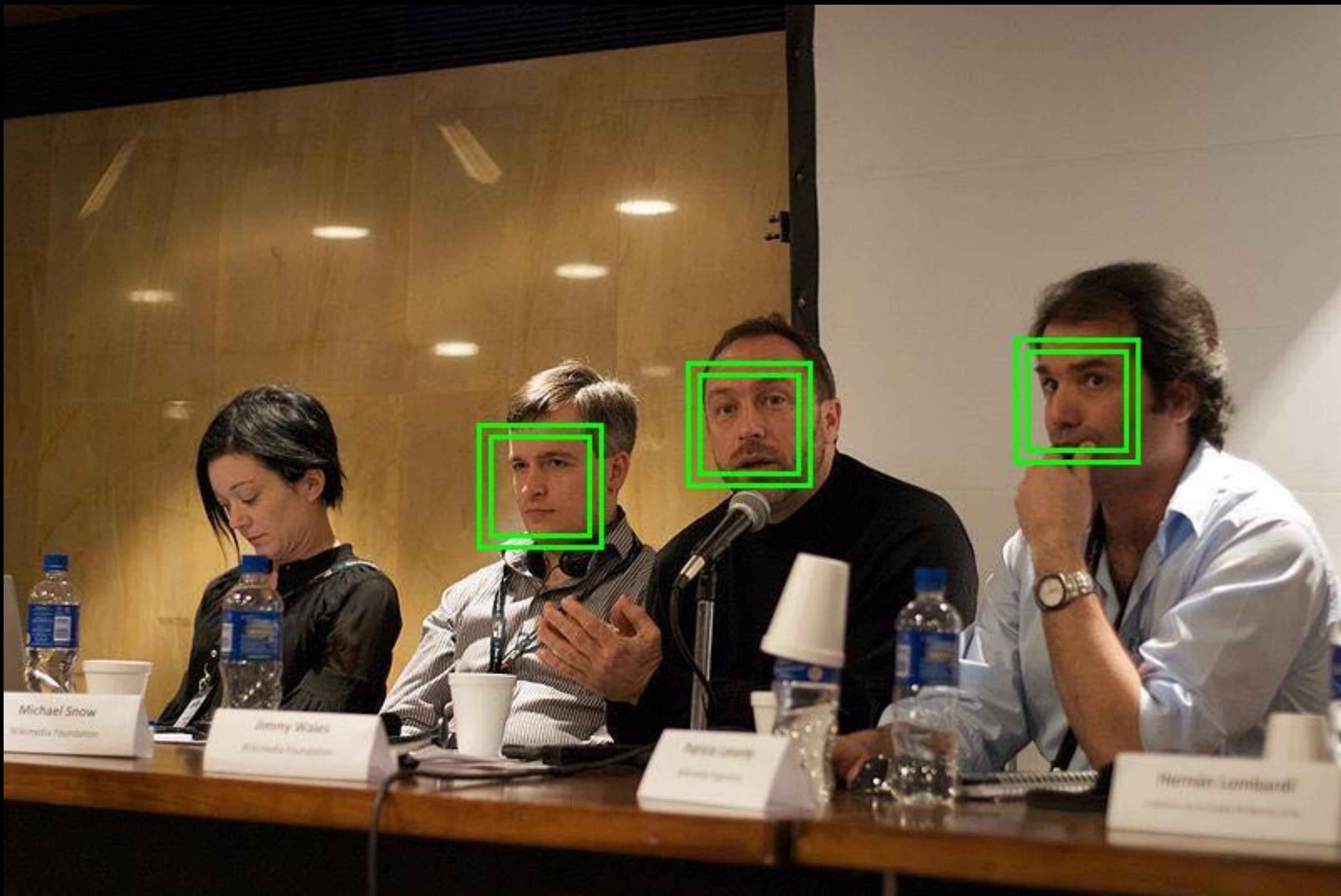
Canny Edge Image



Edge detection filters



Feature-extraction for homography



Pattern matching with machine-learning, using cascading algorithms.

The screenshot shows a GitHub repository page for the user `atduskgreg` with the repository name `opencv-processing`. The repository is public and has 45 issues, 1 pull request, and 155 commits. It has 3 branches and 15 tags. The `Code` tab is selected. The repository description is: "OpenCV for Processing. A creative coding computer vision library based on the official OpenCV Java API". It has 1.3k stars, 471 forks, and 115 watching. The latest release is 0.5.4 (Latest) on May 22, 2017. The repository URL is <https://github.com/atduskgreg/opencv-processing>.

atduskgreg / opencv-processing Public

Code Issues 45 Pull requests 1 Actions Projects Wiki Security Insights

master 3 branches 15 tags Go to file Code

atduskgreg merge in a couple of extra pull requests from devin e1fc182 on May 22, 2017 155 commits

data Updating for working export on mac os, working on widows, and e... 10 years ago

examples merge in a couple of extra pull requests from devin 6 years ago

lib Fix rpath on linux-armv6hf files 8 years ago

resources merge in a couple of extra pull requests from devin 6 years ago

src/gab/opencv Merge pull request #77 from qwzybug/morphological-closing 6 years ago

web initial commit 10 years ago

.classpath Updated loading of native lib for the new processing 2.1 export m... 10 years ago

.gitignore add libs back to gitignore, remove local paths from classpath 9 years ago

.project Replace instances of OpenCVPro in readme. 10 years ago

license.txt initial commit 10 years ago

readme.md Support for morphological operations like opening/closing et al. 8 years ago

About

OpenCV for Processing. A creative coding computer vision library based on the official OpenCV Java API

Readme View license 1.3k stars 115 watching 471 forks Report repository

Releases 14

0.5.4 Latest on May 22, 2017 + 13 releases

Packages

<https://github.com/atduskgreg/opencv-processing>

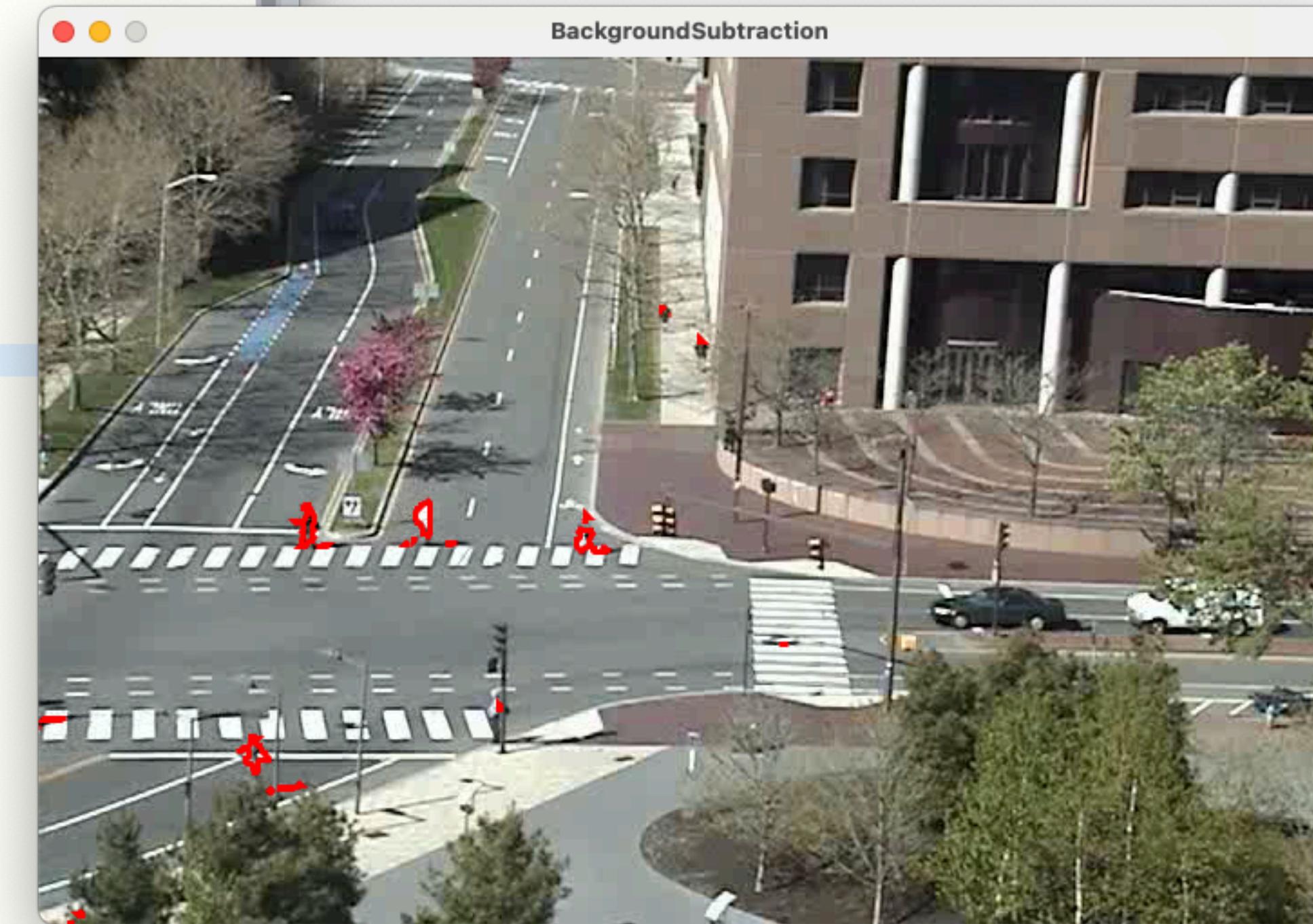
BackgroundSubtraction | Processing 4.2

BackgroundSubtraction

```
1 import gab.opencv.*;
2 import processing.video.*;
3
4 Movie video;
5 OpenCV opencv;
6
7 void setup() {
8     size(720, 480);
9     video = new Movie(this, "street.mov");
10    opencv = new OpenCV(this, 720, 480);
11
12    opencv.startBackgroundSubtraction(5, 3, 0.5);
13
14    video.loop();
15    video.play();
16 }
17
18 void draw() {
19     image(video, 0, 0);
20
21     if (video.width == 0 || video.height == 0)
22         return;
23
24     opencv.loadImage(video);
25     opencv.updateBackground();
26
27     opencv.dilate();
28     opencv.erode();
29
30     noFill();
31     stroke(255, 0, 0);
32     strokeWeight(3);
33     
```

Processing video library using bundled GStreamer 1.20.3
Scanning GStreamer plugins... Done.
Java OpenCV 4.6.0

Console Errors



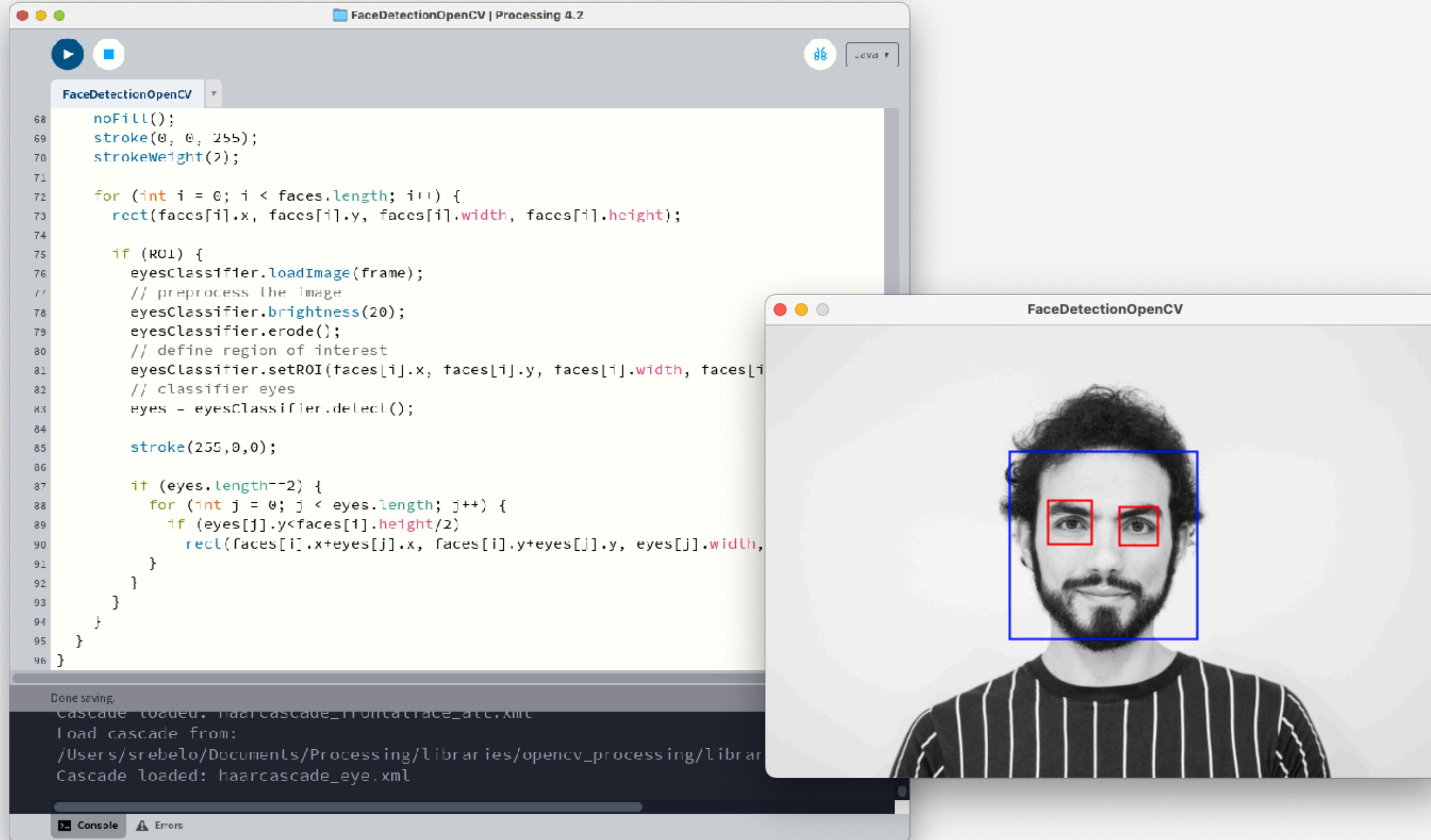
FaceDetectionOpenCV | Processing 4.2

FaceDetectionOpenCV

```
68 noFill();
69 stroke(0, 0, 255);
70 strokeWeight(2);
71
72 for (int i = 0; i < faces.length; i++) {
73     rect(faces[i].x, faces[i].y, faces[i].width, faces[i].height);
74
75     if (ROI) {
76         eyesClassifier.loadImage(frame);
77         // preprocess the image
78         eyesClassifier.brightness(20);
79         eyesClassifier.erode();
80         // define region of interest
81         eyesClassifier.setROI(faces[i].x, faces[i].y, faces[i].width, faces[i].height);
82         // classifier eyes
83         eyes = eyesClassifier.detect();
84
85         stroke(255,0,0);
86
87         if (eyes.length>2) {
88             for (int j = 0; j < eyes.length; j++) {
89                 if (eyes[j].y<faces[1].height/2)
90                     rect(faces[i].x+eyes[j].x, faces[i].y+eyes[j].y, eyes[j].width,
91                         eyes[j].height);
92             }
93         }
94     }
95 }
96 }
```

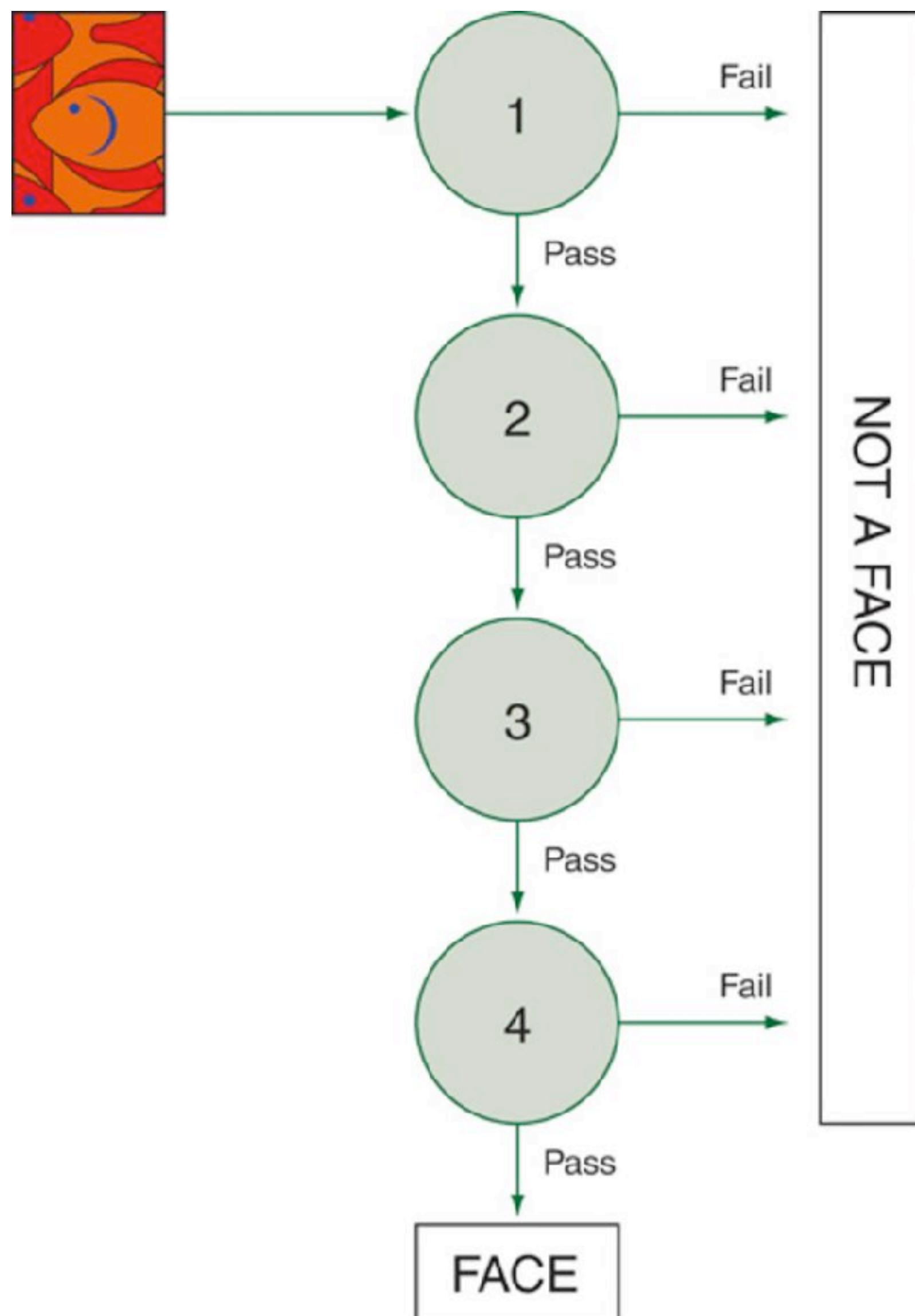
Done saving.
Cascade loaded: haarcascade_frontalface_alt.xml
Load cascade from:
/Users/srebelo/Documents/Processing/libraries/opencv_processing/library
Cascade loaded: haarcascade_eye.xml

Console Errors

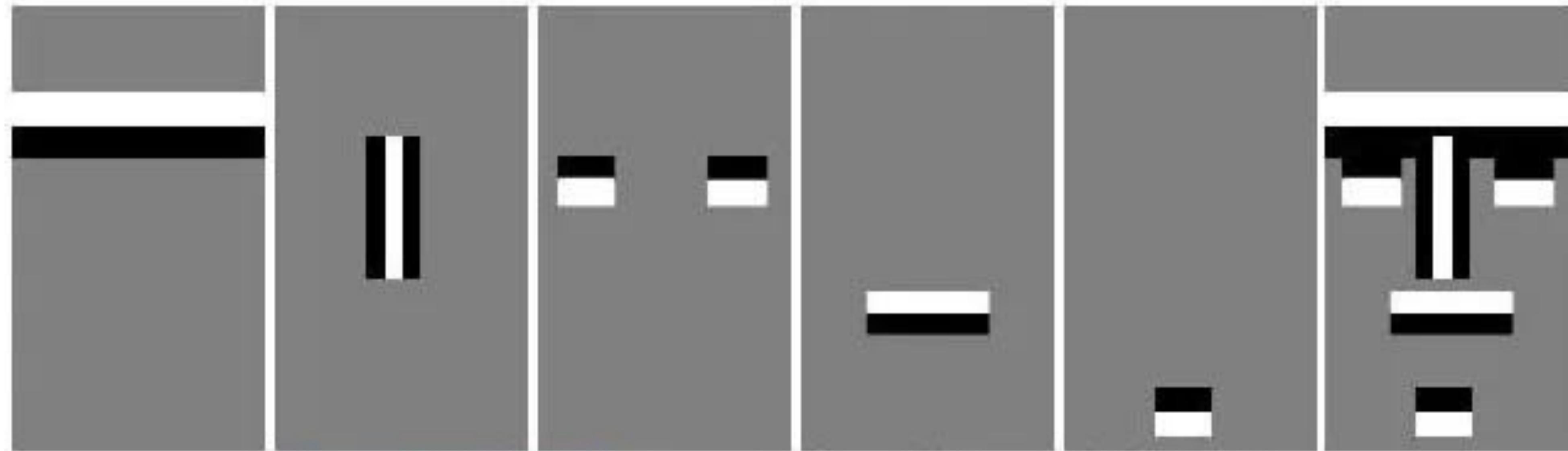


Face Detection

<https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/4-FaceDetection/FaceDetectionOpenCV>



Viola-jones Detector



A comparative study between LBP and Haar-like features for Face Detection using OpenCV. K. Kadir et al. (2014)

FindContours | Processing 4.2

```

63 contours = opencv.findContours();
64 // println("found", contours.size(), "contours");
65
66 image(frame, 0, 0);
67
68 if (mask) {
69   result.filter(INVERT);
70   // ensure that result has the same size than frame
71   result = result.get(0,0, frame.width, frame.height);
72   PImage copiedFrame = frame.copy();
73   copiedFrame.mask(result);
74   image(copiedFrame, frame.width, 0);
75 } else {
76   image(result, frame.width, 0);
77 }
78
79 noFill();
80 strokeWeight(1);
81
82 for (Contour contour : contours) {
83   color c = polygonApproximation ? color(255, 0, 0) : color(0, 255, 0);
84   // draw contour
85   if (!polygonApproximation) {
86     stroke(c);
87     contour.draw();
88   } else {
89     stroke(c);
90     beginShape();
91     for (PVector point : contour.getPolygonApproximation().getPoints()) {
92       vertex(point.x, point.y);
93     }
94     endShape();
95   }
96 }
97
98 }
99 
```

Scanning GStreamer plugins... Done.
[0] "FaceTime HD Camera"
[1] "Sérgio Rebelo Camera"
Java OpenCV 4.6.0

Console Errors



Contour Tracing Algorithms

<https://github.com/sengiomrebelo/workshop-cv/tree/main/Demos/5-FindContours>

github.com

Deep Vision Processing

Build passing

Deep computer-vision algorithms for [Processing](#).

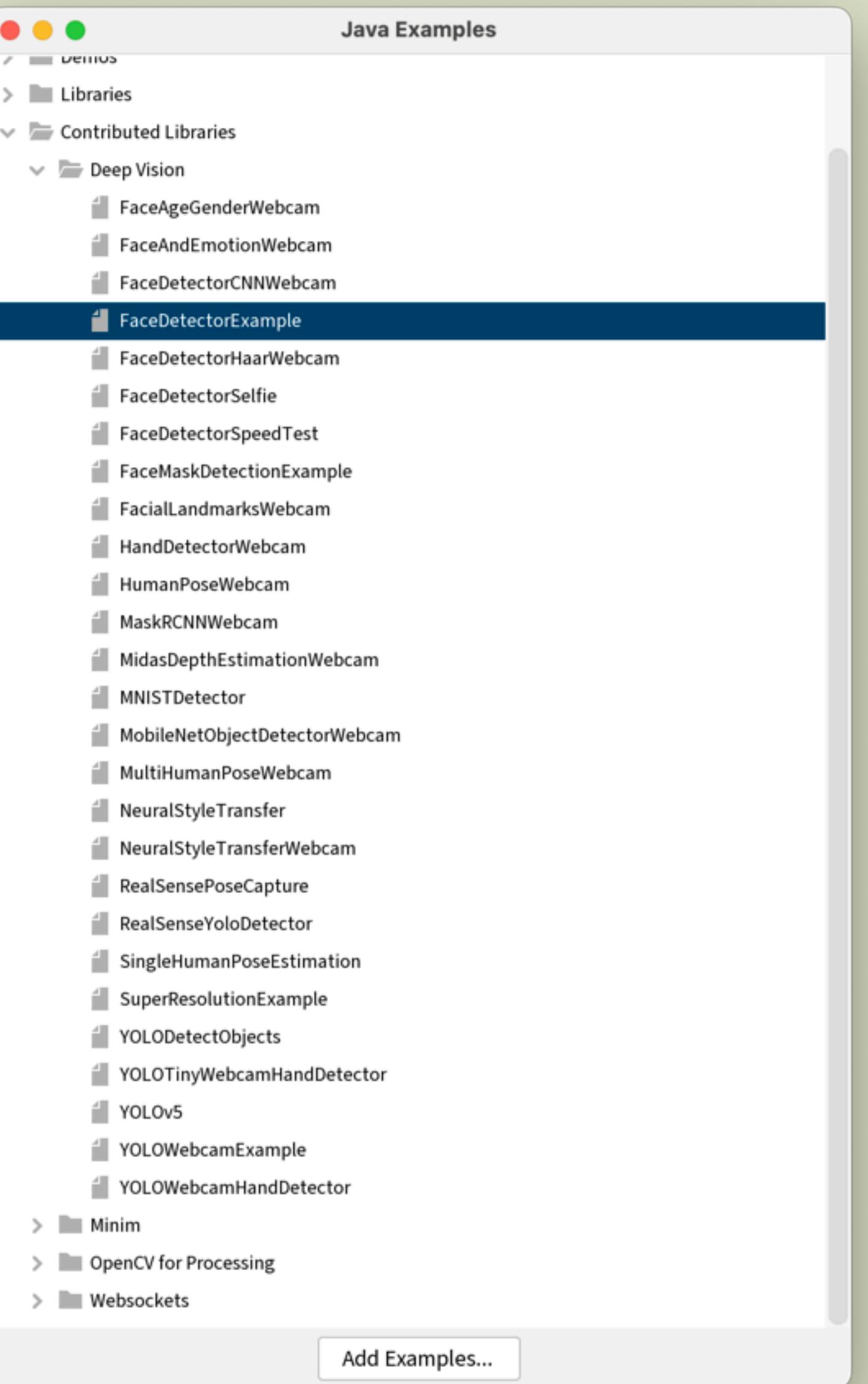
The idea behind this library is to provide a simple way to use (inference) machine learning algorithms for computer vision tasks inside Processing. Mainly portability and easy-to-use are the primary goals of this library. Starting with version `0.6.0` CUDA inferencing support is built into the library (Windows & Linux).

Caution: The API is still in development and can change at any time.

Languages

Java 100.0%

Build passing



FaceDetectorExample | Processing 4.2

FaceDetectorExample

```
37
38 detections = network.run(testImage);
39 image(testImage, 0, 0);

40 noFill();
41 strokeWeight(2f);

42 stroke(200, 80, 100);
43 for (ObjectDetectionResult detection : detections) {
44   rect(detection.getX(), detection.getY(), detection.get
45 }
46
47 surface.setTitle("Face Recognition Test - FPS: " + Math
48
49
50 }
```

face [0.9847959]
face [0.9781659]
face [0.72960687]
found 4 faces!

Java

Face Recognition Test - FPS: 60

Console Errors

Face Detection

Examples → Contributed Libraries → DeepVision → FaceDetectorExample

or <https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/4-FaceDetection/FaceDetectorML>

YOLOv5 | Processing 4.2

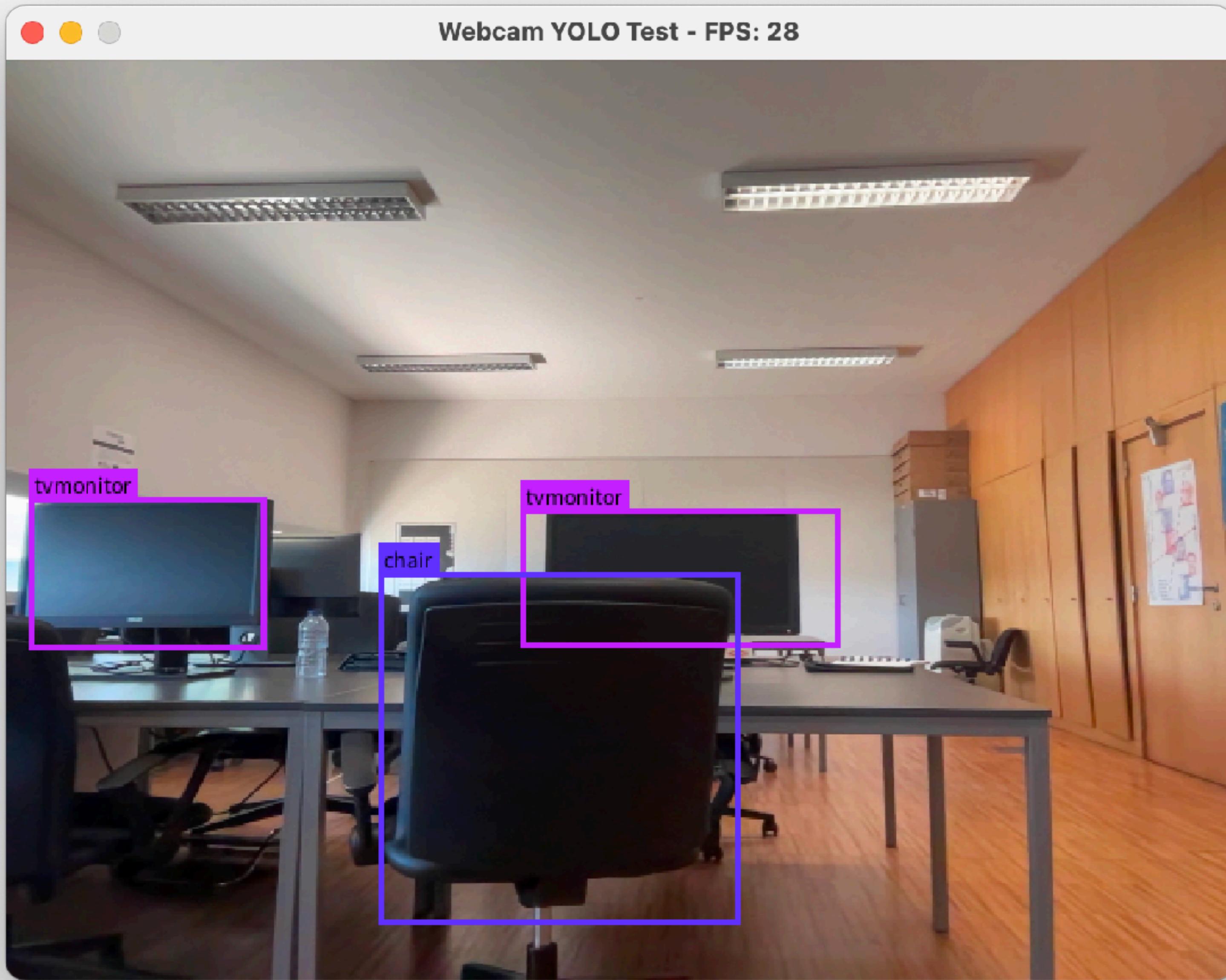
```
1 /**
2 * Tecnologias de Interface, Winter 2023
3 * Universidade de Coimbra
4 * MSc in Design and Multimedia
5 *
6 * Week 9
7 * Object Detection (YOLO)
8 *
9 * @authors: Florian Bruggisser, Sérgio M. Rebelo, Ana Cláudia
10 * @since: 04-05-2023
11 * @based: based FaceDetector Example from DeepVision
12 */
13
14 import ch.bildspur.vision.*;
15 import ch.bildspur.vision.result.*;
16
17 DeepVision deepVision = new DeepVision(this);
18 YOLONetwork yolo;
19 ResultList<ObjectDetectionResult> detections;
20
21 String [] paths = {"image-1.jpg", "image-2.jpg", "image-3.jpg"};
22 int current = 0;
23
24 PImage image;
25 int textSize = 12;
26
27 public void setup() {
28     size(640, 480);
29
30     colorMode(HSB, 360, 100, 100);
31
32     config();
33 }
```

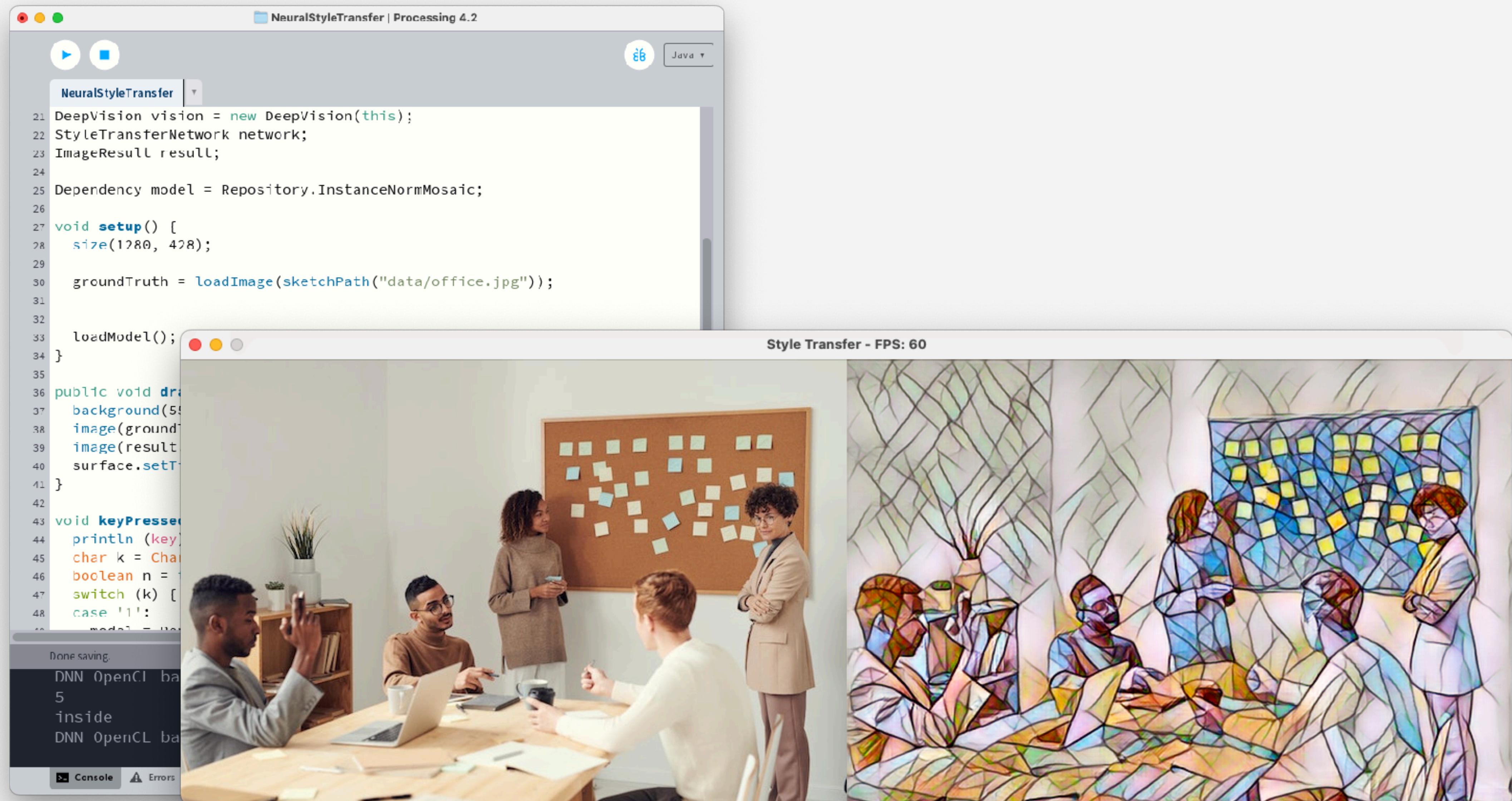
DNN OpenCL backend enabled
DNN OpenCL backend enabled
DNN OpenCL backend enabled
DNN OpenCL backend enabled



Object Detection (YOLO)

<https://github.com/sergiomrebelo/workshop-cv/tree/main/Demos/6-ObjectDetection/YOLO>



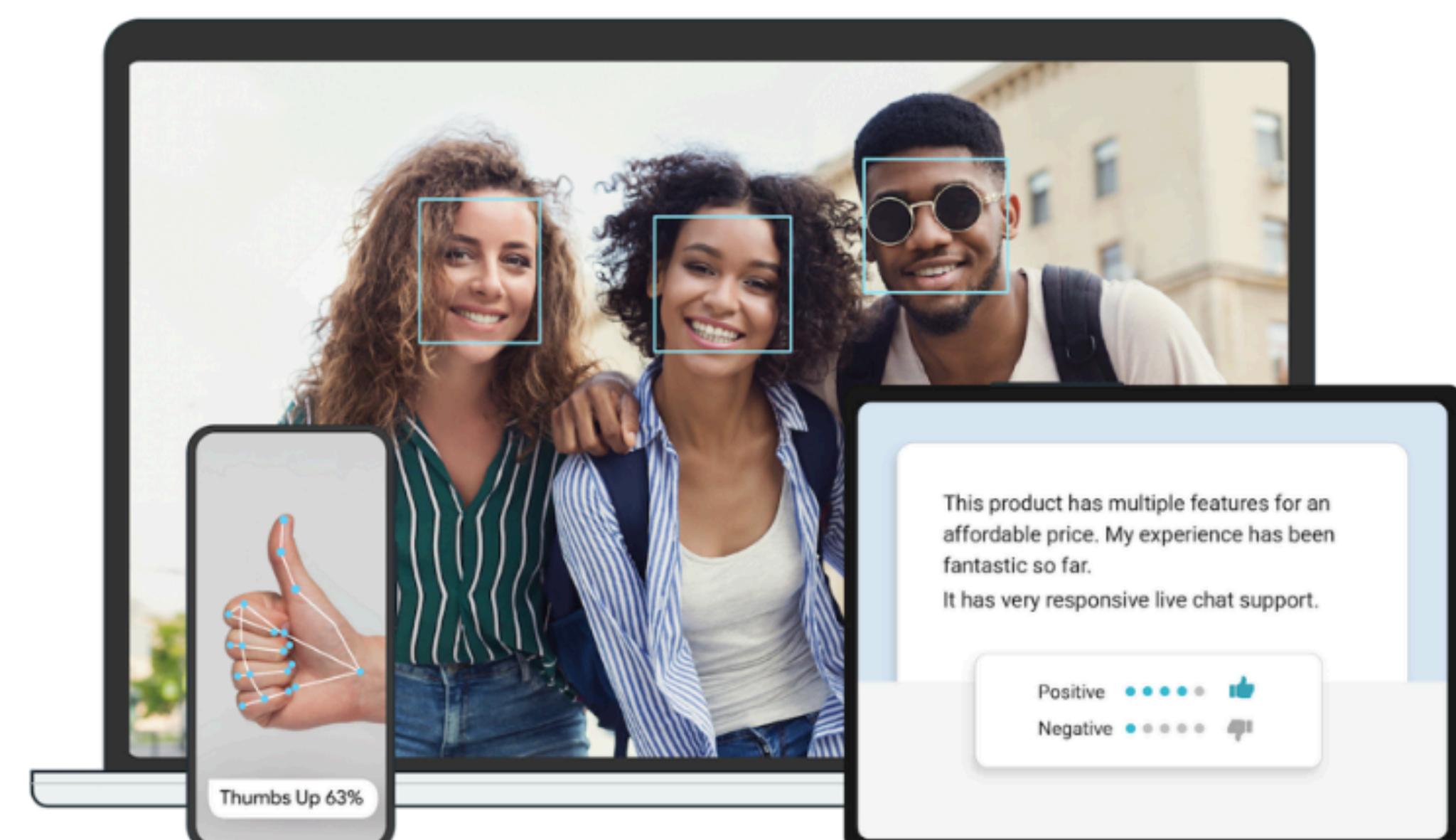


Attention: This MediaPipe Solutions Preview is an early release. [Learn more.](#)

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[See demos](#) [Learn more](#)



Easy to use

Self-serve ML solutions with simple-to-use abstractions. Use low-code APIs or no-code studio to customize, evaluate, prototype, and deploy.

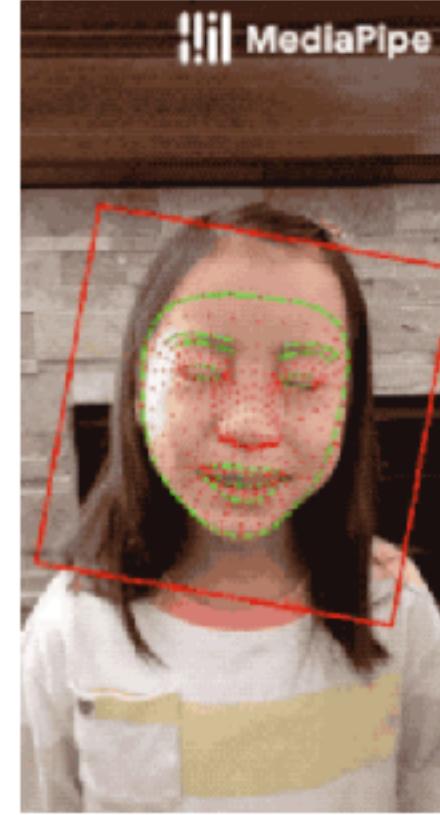
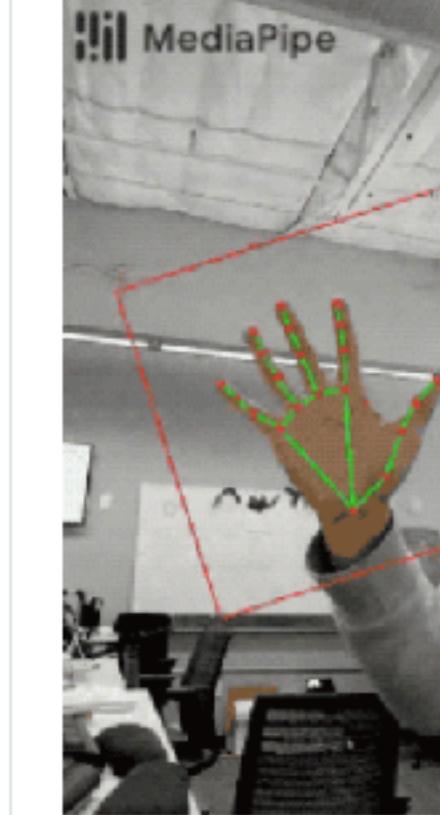
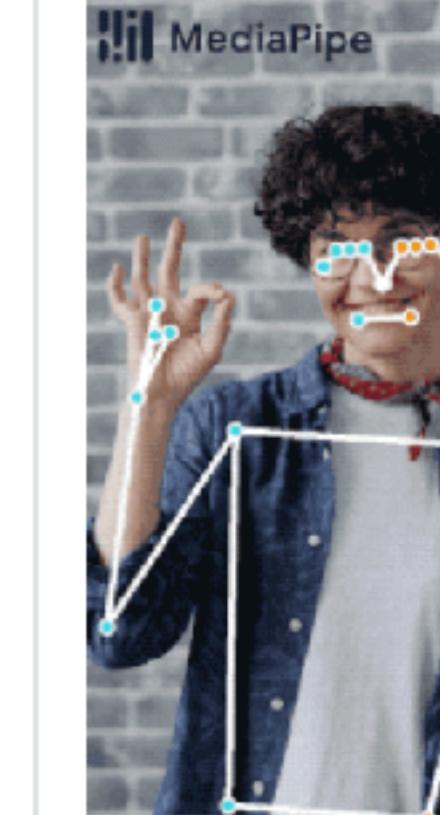
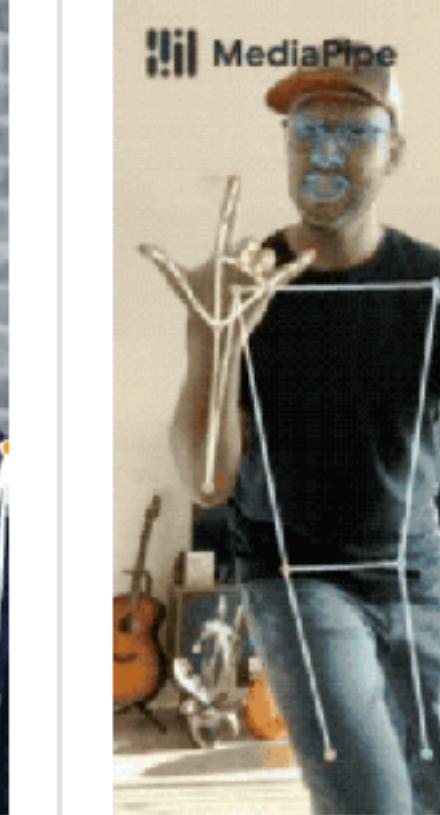
Innovative

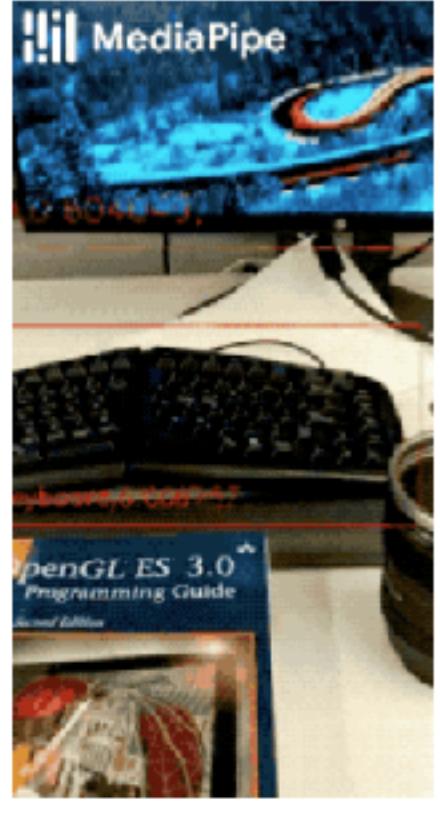
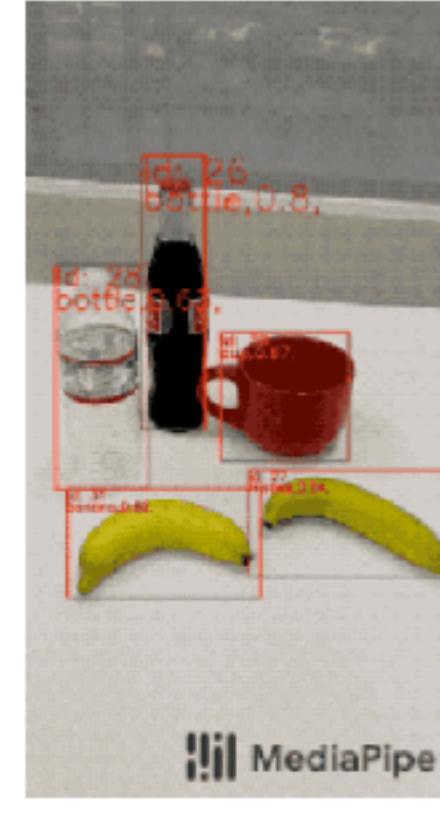
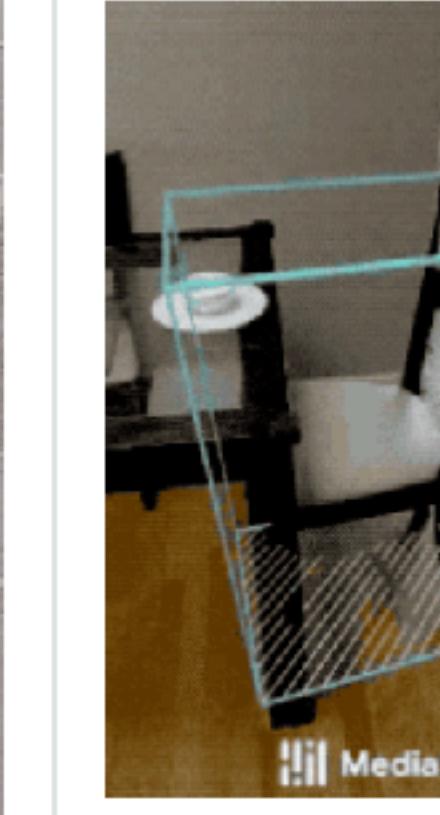
Advanced ML solutions for popular tasks, crafted with Google ML expertise.

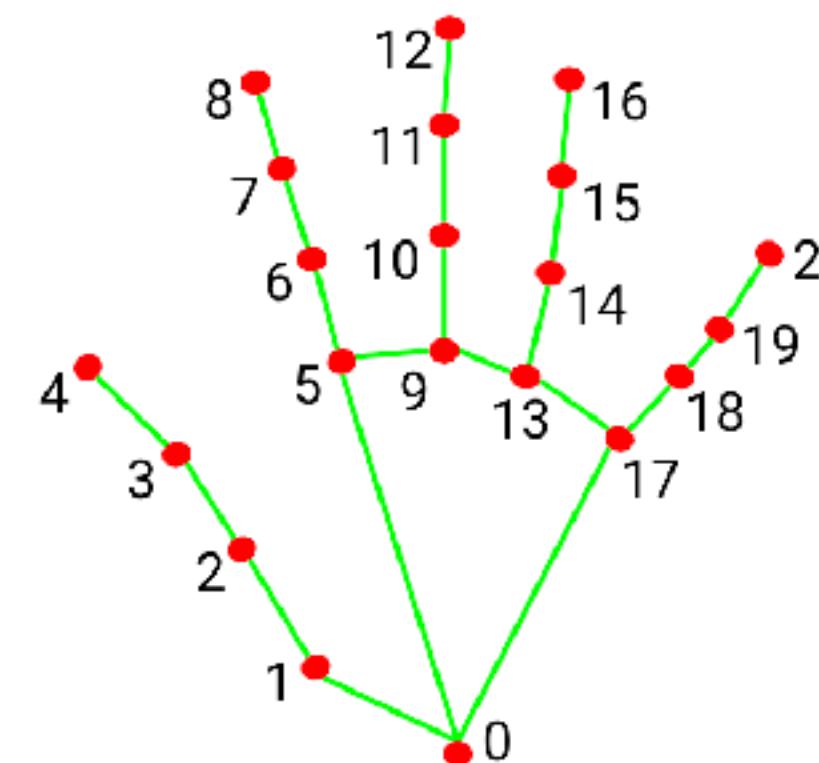
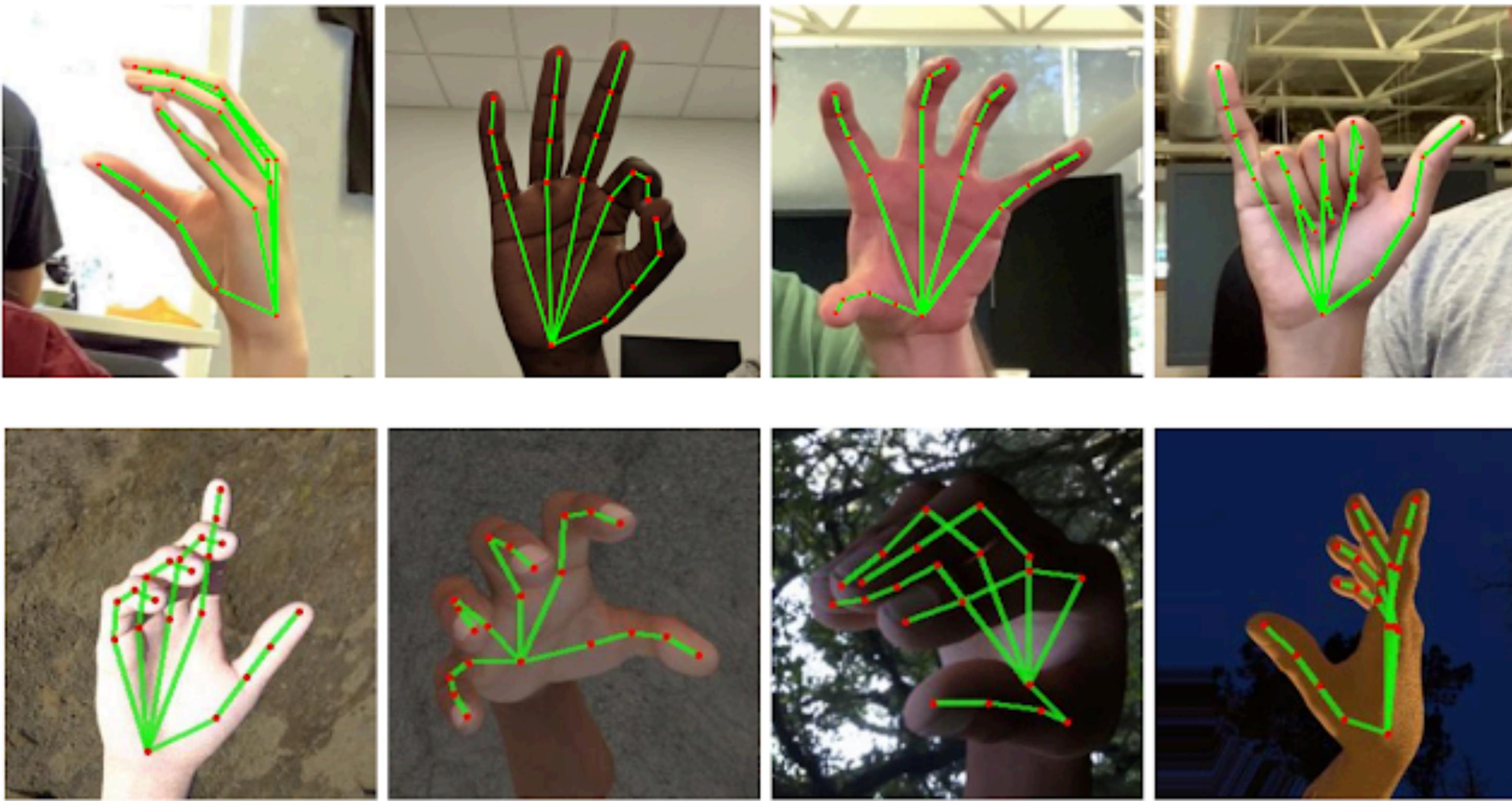
Fast, really fast

End-to-end optimization, including hardware acceleration, all while lightweight enough to run well on battery-powered devices.

ML solutions in MediaPipe

Face Detection	Face Mesh	Iris	Hands	Pose	Holistic
					

Hair Segmentation	Object Detection	Box Tracking	Instant Motion Tracking	Objectron	KNIFT
					



- | | |
|-----------------------|-----------------------|
| 0. WRIST | 11. MIDDLE_FINGER_DIP |
| 1. THUMB_CMC | 12. MIDDLE_FINGER_TIP |
| 2. THUMB_MCP | 13. RING_FINGER_MCP |
| 3. THUMB_IP | 14. RING_FINGER_PIP |
| 4. THUMB_TIP | 15. RING_FINGER_DIP |
| 5. INDEX_FINGER_MCP | 16. RING_FINGER_TIP |
| 6. INDEX_FINGER_PIP | 17. PINKY_MCP |
| 7. INDEX_FINGER_DIP | 18. PINKY_PIP |
| 8. INDEX_FINGER_TIP | 19. PINKY_DIP |
| 9. MIDDLE_FINGER_MCP | 20. PINKY_TIP |
| 10. MIDDLE_FINGER_PIP | |

The screenshot shows a browser window with the URL <https://justadudewhohacks.github.io/face-api.js/docs/index.html>. The page title is "face-api.js". The main content area displays the "face-api.js" documentation, which includes a brief introduction, a table of contents, and a sidebar of global symbols.

face-api.js

JavaScript API for face detection and face recognition in the browser implemented on top of the tensorflow.js core API ([tensorflow/tfjs-core](#))

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 - [Running the Examples](#)
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 - [Face Detection Models](#)
 - [68 Point Face Landmark Detection Models](#)
 - [Face Recognition Model](#)
 - [Face Expression Recognition Model](#)
- [Getting Started](#)
 - [face-api.js for the Browser](#)
 - [face-api.js for Nodejs](#)
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 - [Loading the Models](#)
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Globals

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- [Box](#)
- [BoxWithText](#)
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- [FaceMatcher](#)

The screenshot shows the homepage of the [ml5.js](https://ml5js.org) website. The page has a white background with various hand-drawn style illustrations related to machine learning and web development. At the top left is the [ml5.js](https://ml5js.org) logo. At the top right are navigation links: **Getting Started**, **Reference**, **Learn**, **Community**, and **About**. The main title **Friendly Machine Learning for the Web** is centered in a large, bold, dark font. Below it is a subtitle: **A neighborly approach to creating and exploring artificial intelligence in the browser.** In the center, there is a **Get Started** button. The page is filled with icons such as a person at a computer, a brain with binary code, a neural network, a rocket ship, a speech bubble with a question mark, puzzle pieces, hands, a lightbulb, a bird, a book labeled "ml5.js", and a brain with a smiley face. A small downward arrow is located at the bottom center of the page.

ml5.js

Getting Started Reference Learn Community About

Friendly Machine Learning for the Web

A neighborly approach to creating and exploring artificial intelligence in the browser.

Get Started

<https://ml5js.org>

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ImageClassifier

The illustration shows a neural network architecture. On the left, a stack of horizontal grey bars represents input data. In the center, a rectangular frame contains a landscape scene with mountains and a sun. A magnifying glass is positioned over the frame, focusing on the scene. To the right, a grid of circles represents the output or hidden layers of the network.

Image Credit: Naveen | Contribute ❤️

Description

The ml5.js imageClassifier is a pre-trained model that can recognize the content of an image. It can identify objects, animals, and even people in a picture. The image classifier uses a neural network to analyze the image and provide a list of possible labels for the content of the image in its entirety.

The ml5.js imageClassifier uses the pre-trained MobileNet model by default. You can optionally load and use other models such as Darknet as well as a custom-trained model DoodleNet which is also built.

docs.ml5js.org

Getting Started Reference Learn Community About

BodyPose



Image Credit: sentya irma | Contribute ❤️

Description

The ml5.js BodyPose is a pretrained full-body pose estimation model that can estimate poses and track key body parts in real-time. It is developed leveraging TensorFlow's [MoveNet](#) and [BlazePose](#) models.

It offers flexibility for:

- Multi-person detection: Estimate poses for single or multiple people in the frame.

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Body Segmentation

The ml5.js BodySegmentation provides two models, `SelfieSegmentation` and `BodyPix`. The `SelfieSegmentation` model focuses on segmenting the human subject from the background. The `BodyPix` model is primarily used for detailed body part segmentation (e.g., distinguishing between different limbs) in images and videos. Although `BodyPix` can also perform person/background segmentation, it is more computationally intensive.

Image Credit: [ibrandify](#) | [Contribute](#) ❤️

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- + + + + +
- + + + + +
- + + + + +
- + + + + +
- + + + + +

Image Credit: DinosoftLabs | Contribute ❤️

Description

HandPose is a machine-learning model that allows for palm detection and hand-skeleton finger tracking in the browser. It can detect multiple hands at a time and for each hand, and provides 21 2D and 3D hand keypoints that describe important locations on the palm and fingers.

The ml5.js HandPose model is based on the [HandPose implementation by TensorFlow.js](#).

docs.ml5js.org

FaceMesh



Image Credit: Paweł Gieru | Contribute ❤️

Description

FaceMesh is a machine-learning model that allows for facial landmark detection in the browser. It can detect multiple faces at once and provides 468 3D facial landmarks that describe the geometry of each face. FaceMesh works best when the faces in view take up a large percentage of the image or video frame and it may struggle with small/distant faces.

The ml5.js FaceMesh model is ported from the [TensorFlow.js FaceMesh implementation](#).

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≡

SoundClassifier



A stylized illustration featuring a vintage-style microphone on a stand. A magnifying glass is positioned over the microphone's grille. Above the microphone is a grey cross-shaped puzzle piece. To the right of the microphone are several wavy, horizontal lines of varying shades of grey, resembling sound waves or frequency patterns.

Image Credit: Kantor Tegalsari | Contribute ❤️

Description

SoundClassifier is a machine-learning model that allows you to classify audio.

It provides the following functionalities:

- Sound identification: Detect whether a certain noise (e.g., clapping) was made or a certain word

docs.ml5js.org

Sentiment

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ml5 + Teachable Machine

Image + Teachable Machine

Train your own model!

NeuralNetwork

Learn

ML Classifiers

Sentiment

The illustration features two circular icons: one with a sad expression and another with a happy expression. Arrows connect these two icons, indicating a transformation or comparison process. The background includes abstract shapes like diagonal hatching and a grid of dots.

Image Credit: [kartini 1](#) | Contribute ❤️

Description

Sentiment is a model trained to predict the sentiment of any given text. For example, it can predict how positive or negative a review is with a value between 0 ("negative") and 1 ("positive").

The model is trained using IMDB reviews that have been truncated to a maximum of 200 words, only the 20000 most used words in the reviews are used.

teachablemachine.withgoogle.com

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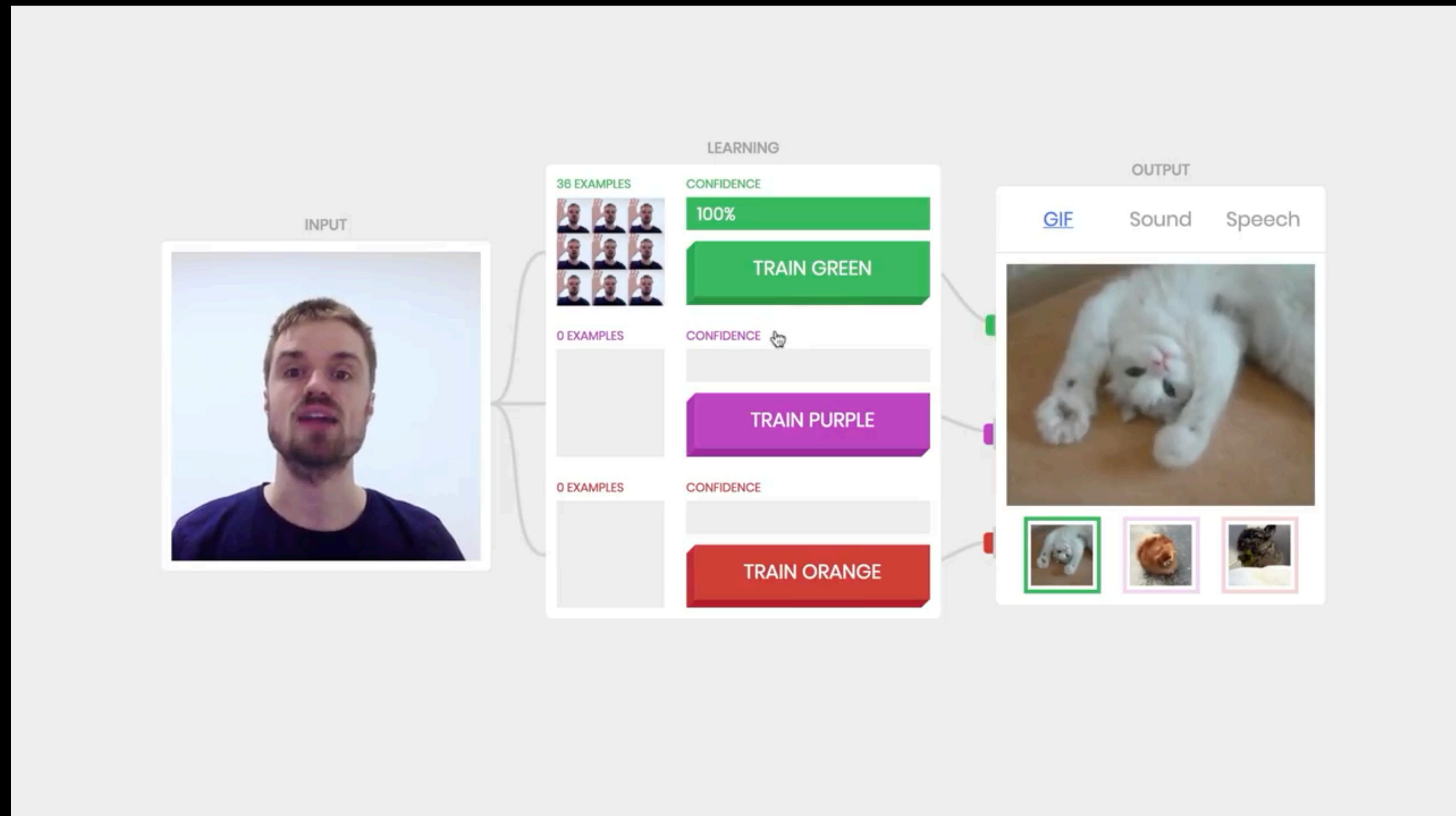
Get Started

↑ ml5.js p5.js Coral nodejs TensorFlow ARDUINO



Metal 94%

Not Metal



<https://www.youtube.com/watch?v=3BhkeY974Rg>

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M Image + Teachable Machine

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ml5 + Teachable Machine

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Train your own model!

NeuralNetwork

Learn

The ml5.js Image + Teachable Machine model allows you to create a model that can recognize the content of an image from a set of labels that you define. For example, you can train a model to tell the difference between a cat and a dog, happy and sad faces, or even between a hot dog and a sandwich.

The ml5.js Image + Teachable Machine model is a combination of the ml5.js imageClassifier and the

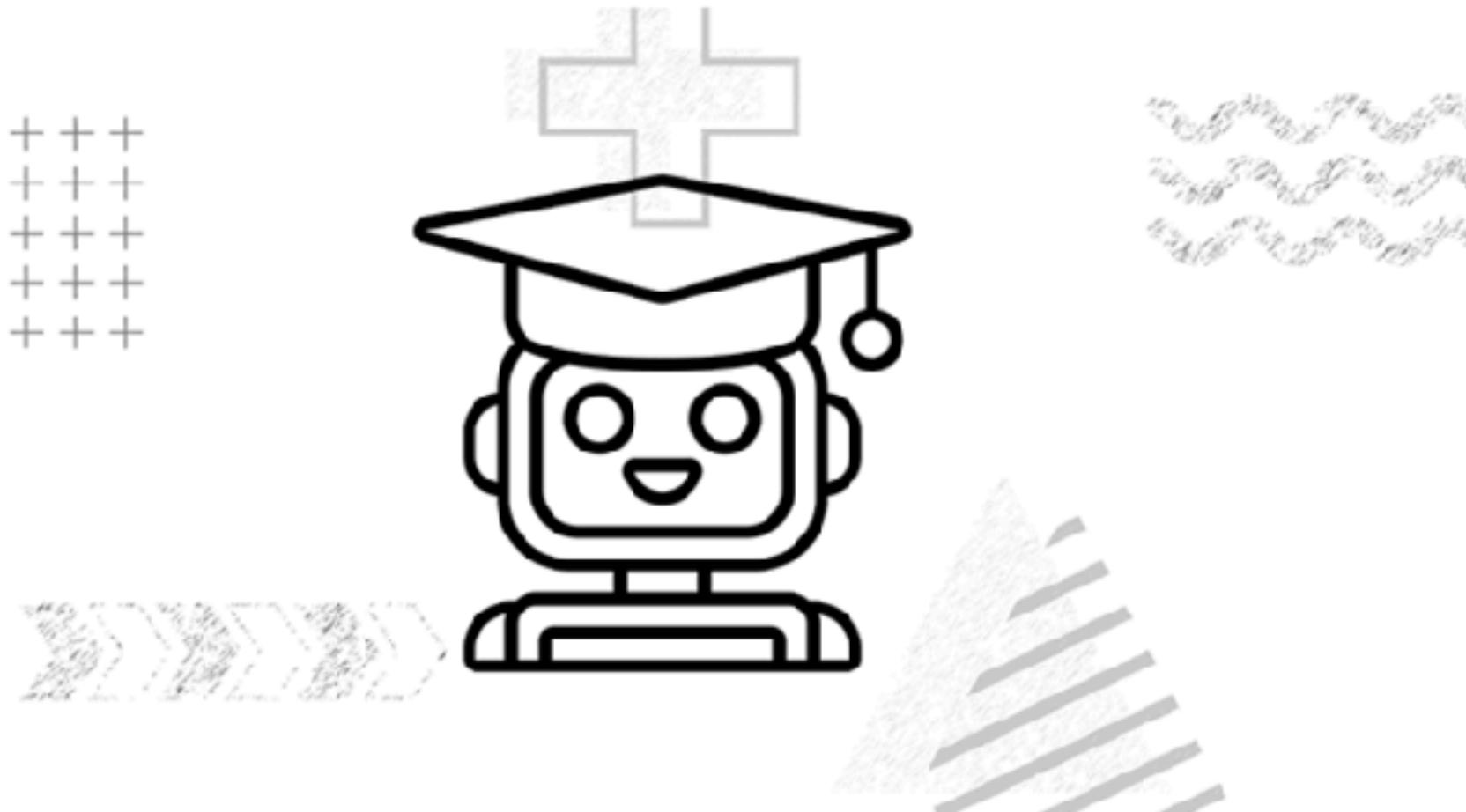


Image Credit: Juicy Fish | Contribute ❤️

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amazing robots

