record

1. TO DO LIST

1. Speed up dlib’s Facial Landmark Detector(working on it)
2. make matlab detector work

2. Get output

command line

1. go to the directory

cd /usr/local/lib/dlib/examples/build

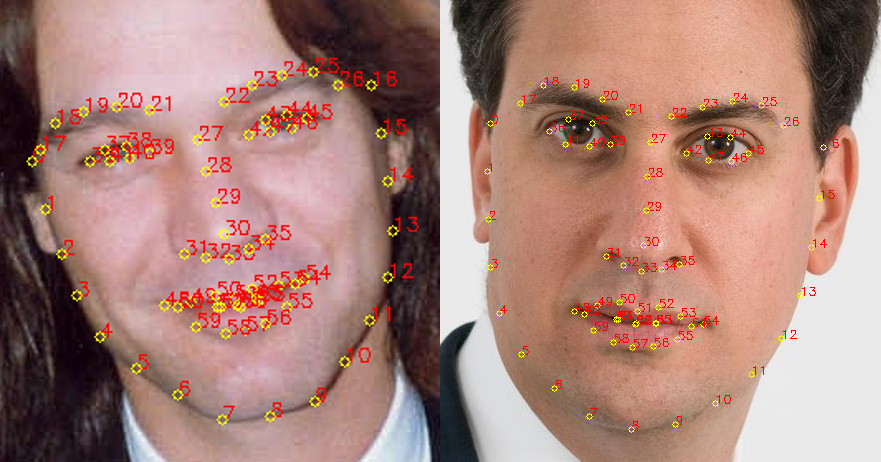
1. if change code, then compile

cmake --build . --config Release

1. run webcam file

./webcam\_face\_pose\_ex

image of landmark



range of landmark

FACE\_POINTS = list(range(17, 68))

MOUTH\_POINTS = list(range(48, 61))

RIGHT\_BROW\_POINTS = list(range(17, 22))

LEFT\_BROW\_POINTS = list(range(22, 27))

RIGHT\_EYE\_POINTS = list(range(36, 42))

LEFT\_EYE\_POINTS = list(range(42, 48))

NOSE\_POINTS = list(range(27, 35))

JAW\_POINTS = list(range(0, 17))

CHIN\_POINTS=list(range(6,11))

example output:

Number of faces detected: 1

number of parts: 68

pixel position of point 0: (507, 271)

pixel position of point 1: (515, 317)

pixel position of point 27: (675, 243)

pixel position of point 30: (683, 338)

pixel position of point 16: (865, 232)

pixel position of point 15: (866, 281)

Number of faces detected: 1

number of parts: 68

pixel position of point 0: (512, 283)

pixel position of point 1: (520, 329)

pixel position of point 27: (680, 245)

pixel position of point 30: (688, 335)

pixel position of point 16: (865, 232)

pixel position of point 15: (867, 281)

Number of faces detected: 1

number of parts: 68

pixel position of point 0: (512, 265)

pixel position of point 1: (517, 318)

pixel position of point 27: (696, 252)

pixel position of point 30: (697, 358)

pixel position of point 16: (885, 244)

pixel position of point 15: (885, 301)

Number of faces detected: 1

number of parts: 68

pixel position of point 0: (527, 287)

pixel position of point 1: (528, 336)

pixel position of point 27: (707, 262)

pixel position of point 30: (708, 362)

pixel position of point 16: (896, 282)

pixel position of point 15: (894, 338)

Number of faces detected: 1

number of parts: 68

pixel position of point 0: (533, 266)

pixel position of point 1: (538, 313)

pixel position of point 27: (724, 250)

pixel position of point 30: (730, 346)

pixel position of point 16: (883, 249)

pixel position of point 15: (880, 297)

Number of faces detected: 1

number of parts: 68

pixel position of point 0: (532, 270)

pixel position of point 1: (537, 319)

pixel position of point 27: (733, 257)

pixel position of point 30: (741, 349)

pixel position of point 16: (883, 258)

pixel position of point 15: (880, 305)

Number of faces detected: 1

number of parts: 68

pixel position of point 0: (555, 265)

pixel position of point 1: (557, 312)

pixel position of point 27: (743, 238)

pixel position of point 30: (743, 340)

pixel position of point 16: (899, 275)

pixel position of point 15: (895, 320)

Number of faces detected: 1

number of parts: 68

pixel position of point 0: (559, 261)

pixel position of point 1: (560, 309)

pixel position of point 27: (747, 242)

pixel position of point 30: (748, 340)

pixel position of point 16: (900, 275)

pixel position of point 15: (896, 321)

3. connections between face actions and points on face

-useful web: ibug

<http://ibug.doc.ic.ac.uk/resources/facial-point-annotations/>

-SVM(Alex)