

# Class Notes: Face Detection & Emotion Recognition using PictoBlox (Block Coding)

## Objective of the Project:

To detect faces using a camera and recognize facial expressions such as **happy, sad, angry, neutral, surprised, fear, or disgusted**, and display corresponding messages using the **say** block.

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## Block-by-Block Explanation

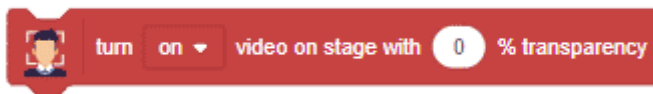
### when Green Flag clicked

- Starts the script when the green flag is clicked.
- This is the **starting point** for every PictoBlox program



### turn on video on stage with 0% transparency

- This block turns **ON your webcam** so the camera feed is visible on stage.
- **0% transparency** means the camera feed will be completely visible.



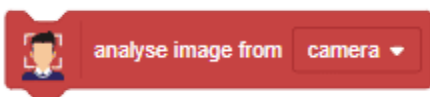
### forever

- This block **loops everything inside it forever**, so it keeps checking for faces and emotions in real-time.



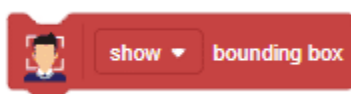
### analyse image from camera

- Analyzes the **current camera frame** to detect faces and expressions.
- This is the **key step** for any face or emotion detection.



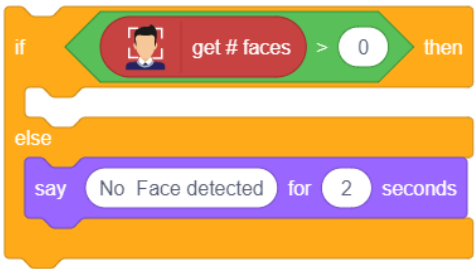
### show bounding box

- Displays a **box around the face(s)** that are detected.
- Helps users visually verify that the face detection is working.



### if get # faces > 0 then

- This checks if **at least one face** is detected by the camera.
- If true, it continues to analyze facial **expressions**.
- If no face is detected, it goes to the **else** block.



## 🔍 Expression Detection Logic (inside the **if**)

### 📄 **is expression of face 1 = ...**

This block checks **what kind of expression** is shown on the first face detected:

- **C**

### 💬 **say ... for 2 seconds**

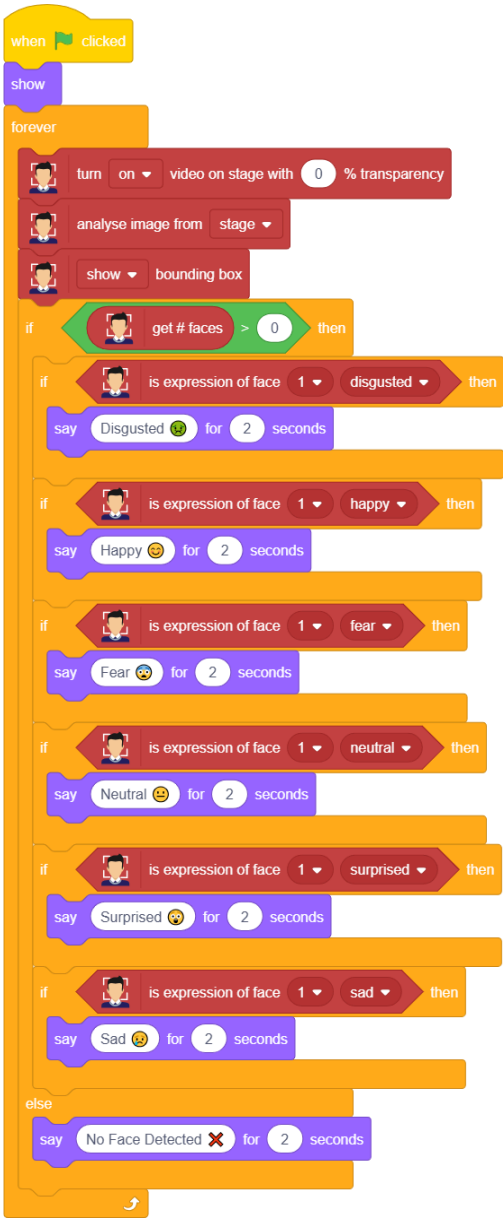
- Based on the expression detected, the sprite will **speak the emotion** out loud for 2 seconds.

### ❌ **else say No Face detected for 2 seconds**

- If no face is detected, the sprite will say: **“No Face detected”**
- This helps the user understand that the camera is not seeing any face at the moment.

## 🧠 Summary Flow:

1. Start the camera and show on stage.
2. Keep checking for faces in a loop.
3. If a face is detected:
  - Identify the expression.
  - Show and say the emotion.
- If no face is detected:
  - Say “No Face Detected”.



## Learning Outcomes

By the end of this project, students will learn:

- How to use the **camera** in PictoBlox.
- How to apply **face detection and emotion recognition**.
- How to use **conditional blocks** (**if**, **else**) to control logic.
- Real-world application of **AI in emotion detection**.

## Additional Task (Optional for Practice)

- Display emojis based on detected emotions.
- Play different sounds for each emotion.
- Add multiple sprites reacting to different emotions.