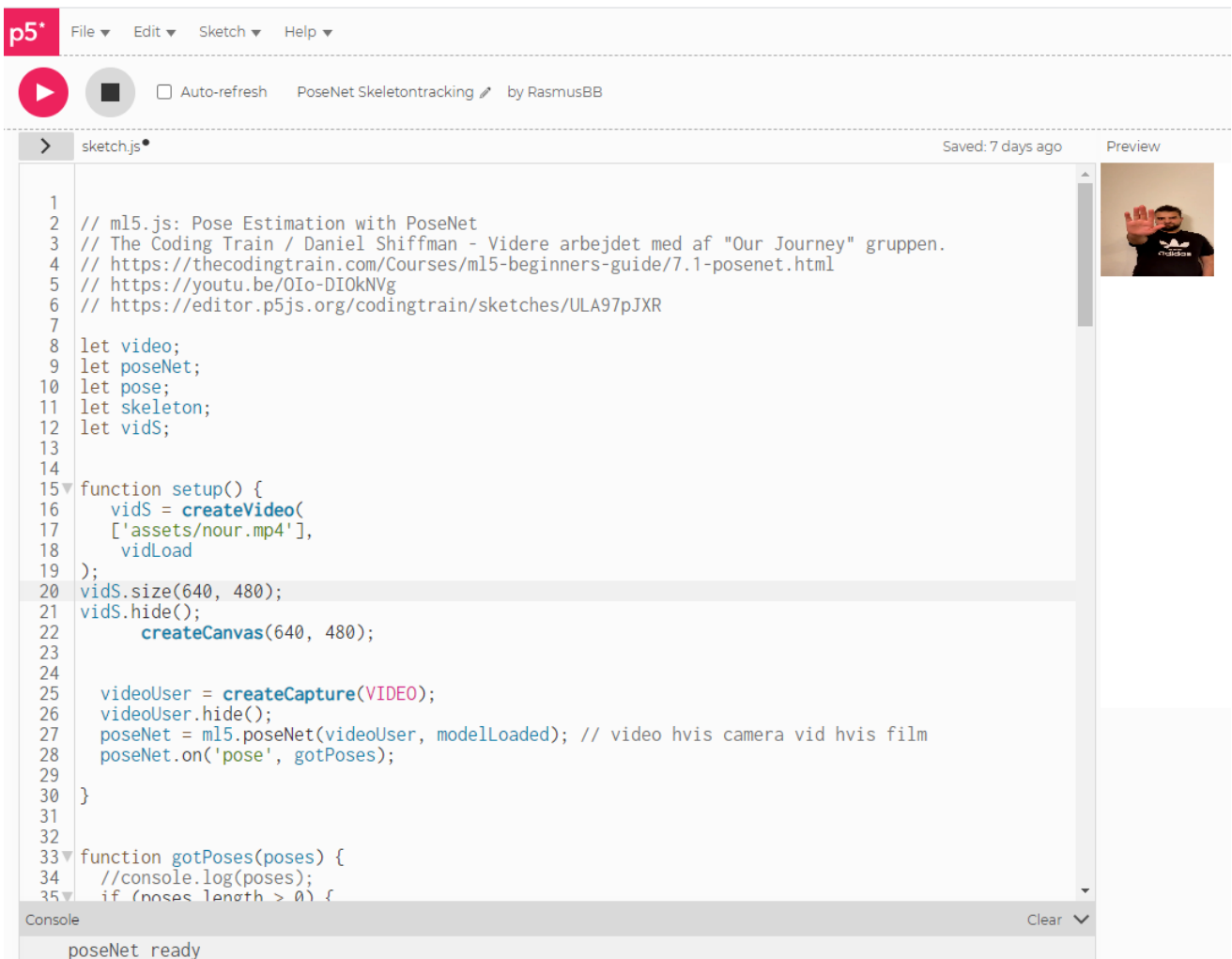


Link til kode: https://editor.p5js.org/RasmusBB/sketches/6TXYCC_8o



The screenshot shows the p5.js editor interface. At the top, there is a navigation bar with the p5.js logo and menu items: File, Edit, Sketch, and Help. Below this is a toolbar with a play button, a square button, and a checkbox labeled 'Auto-refresh'. The current sketch is titled 'PoseNet Skeletontracking' by RasmusBB. The main workspace shows a code editor with the following JavaScript code:

```
1 // m15.js: Pose Estimation with PoseNet
2 // The Coding Train / Daniel Shiffman - Videre arbejdet med af "Our Journey" gruppen.
3 // https://thecodingtrain.com/Courses/ml5-beginners-guide/7.1-posesnet.html
4 // https://youtu.be/OIo-DIOkNVg
5 // https://editor.p5js.org/codingtrain/sketches/ULA97pJXR
6
7
8 let video;
9 let poseNet;
10 let pose;
11 let skeleton;
12 let vidS;
13
14
15 function setup() {
16   vidS = createVideo(
17     ['assets/nour.mp4'],
18     vidLoad
19   );
20   vidS.size(640, 480);
21   vidS.hide();
22   createCanvas(640, 480);
23
24
25   videoUser = createCapture(VIDEO);
26   videoUser.hide();
27   poseNet = m15.poseNet(videoUser, modelLoaded); // video hvis camera vid hvis film
28   poseNet.on('pose', gotPoses);
29 }
30
31
32
33 function gotPoses(poses) {
34   //console.log(poses);
35   if (poses.length > 0) {
```

At the bottom of the code editor, there is a console window showing the message 'poseNet ready'. On the right side of the editor, there is a 'Preview' button and a small video thumbnail showing a person with their hand raised.

 Auto-refresh

PoseNet Skeletontracking by RasmusBB

> sketch.js

Saved: 7 days ago

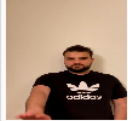
Preview

```
35 // console.log(poses);
36 if (poses.length > 0) {
37   pose = poses[0].pose;
38   skeleton = poses[0].skeleton;
39 }
40
41
42 function modelLoaded() {
43   console.log('poseNet ready');
44 }
45 let state = 1;
46
47 function draw() {
48
49   // State 1:
50   if(state == 1){
51     showVideo();
52   }
53 }
54
55 }
56 }
57
58 function showVideo() {
59   background(255);
60   image(vidS, 0, 0,100,100);
61 }
62 }
63
64 function showTracker() {
65   if (pose) {
66     let eyeR = pose.rightEye;
67     let eyeL = pose.leftEye;
68     let d = dist(eyeR.x, eyeR.y, eyeL.x, eyeL.y);
69     fill(255, 0, 0);
70     ellipse(pose.pose.x - pose.pose.y, d);
```

Console

Clear

poseNet ready





Auto-refresh

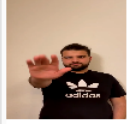
PoseNet Skeletontracking by RasmusBB

sketch.js

Saved: 7 days ago

Preview

```
69 fill(255, 0, 0);
70 ellipse(pose.nose.x, pose.nose.y, d);
71 fill(0, 0, 255);
72 ellipse(pose.rightWrist.x, pose.rightWrist.y, 32);
73 ellipse(pose.leftWrist.x, pose.leftWrist.y, 32);
74
75 for (let i = 0; i < pose.keypoints.length; i++) {
76   let x = pose.keypoints[i].position.x;
77   let y = pose.keypoints[i].position.y;
78   fill(0, 255, 0);
79   ellipse(x, y, 16, 16);
80 }
81
82 for (let i = 0; i < skeleton.length; i++) {
83   let a = skeleton[i][0];
84   let b = skeleton[i][1];
85   strokeWeight(2);
86   stroke(255);
87   line(a.position.x, a.position.y, b.position.x, b.position.y);
88 }
89 }
90 }
91
92 function vidLoad(){
93   vidS.loop();
94   vidS.volume(0);
95 }
96
97 function state1(){
98   //noCanvas();
99
100
101 // vid = createVideo(
102 // ['assets/nour.mp4'],
103 // vidLoad
104 // );
105
```



Console

Clear

poseNet ready



Auto-refresh

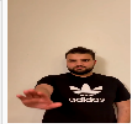
PoseNet Skeletontracking by RasmusBB

> sketch.js

Saved: 7 days ago

Preview

```
103 // vidLoad
104 // );
105
106 //vid.size(100, 100);
107
108 if(spaceWasPressed){
109   state = "state2";
110 }
111
112 }
113
114 function state2(){
115
116   if(spaceWasPressed){
117     state = "state3";
118   }
119 }
120
121 function state3(){
122   text("State 1 - Sort skærm", 200, 200);
123
124   if(spaceWasPressed){
125     state = "state4";
126   }
127 }
128
129 function state4(){
130   text("State 1 - Sort skærm", 200, 200);
131
132   if(spaceWasPressed){
133     state = "state5";
134   }
135 }
136
137 function state5(){
138   text("State 1 - Sort skærm", 200, 200);
```



Console

Clear

poseNet ready

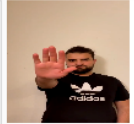


sketch.js

Saved: 7 days ago

Preview

```
139
140 if(spaceWasPressed){
141   state = "state6";
142 }
143 }
144
145 function state6(){
146   text("State 1 - Sort skærm", 200, 200);
147 }
148 if(spaceWasPressed){
149   state = "state7";
150 }
151 }
152
153 function state7(){
154   text("State 1 - Sort skærm", 200, 200);
155 }
156 if(spaceWasPressed){
157   state = "state8";
158 }
159 }
160
161 function state8(){
162   text("State 1 - Sort skærm", 200, 200);
163 }
164 if(spaceWasPressed){
165   state = "state1";
166 }
167 }
168
169 function keyPressed() {
170
171   if(keyCode == 32){
172     spaceWasPressed = true;
173   }
174 }
```



Console

Clear

poseNet ready