Libraries

OpenCV
Mediapipe

Creating 2 Python Files for each project

HandTrackingModule.py	FingerCounting.py
HandTrackingModule.py	AIVirtualPainting.py
HandTrackingModule.py	HandVirtualMouse.py
HandTrackingModule.py	HandVolumeControl.py

For each project, it is important to create a separate python file that comprises Class and the functions associated with that respective project.

Defining Hand Class and it's Methods

```
import cv2
import mediapipe as mp
import time
import math
import numpy as np
class handDe tec tor():
       def __init __( self,
mode=F alse, maxHan ds=2,
detect ion Con=0, trackC on=0):
                sel f.mode =
mode
                sel f.m axHands
= maxHands
                sel f.d ete -
cti onCon = detect ionCon
                sel f.t rackCon
= trackCon

                sel f.m pHands =
mp.sol uti ons.hands
```

Defining Hand Class and it's Methods (cont)

```
>         self.hands = self.mpHands.Hands-
(self.mode, self.maxHands, self.detecti-
onCon, self.trackCon)
        self.mpDraw = mp.solutions.drawing_-
utils
        self.tipIds = [4, 8, 12, 16, 20]

    def findHands(self, img, draw=True):
        imgRGB = cv2.cvtColor(img, cv2.CO-
LOR_BGR2RGB)
        self.results = self.hands.process(im-
gRGB)
        # print(results.multi_hand_landmarks)

        if self.results.multi_hand_landmarks:
            for handLms in self.results.multi_ha-
nd_landmarks:
                if draw:
                    self.mpDraw.draw_landmar-
ks(img, handLms, self.mpHands.HAND_-
CONNECTIONS)

        return img

    def findPosition(self, img, handNo=0,
draw=True):
        xList = []
        yList = []
        bbox = []
        self.lmList = []
        if self.results.multi_hand_landmarks:
            myHand = self.results.multi_hand_-
landmarks[handNo]
            for id, lm in enumerate(myHand.l-
andmark):
                # print(id, lm)
                h, w, c = img.shape
                cx, cy = int(lm.x w), int(lm.y h)
                xList.append(cx)
                yList.append(cy)
                # print(id, cx, cy)
                self.lmList.append([id, cx, cy])
                if draw:
```

Defining Hand Class and it's Methods (cont)

```
>                     cv2.circle(img, (cx, cy), 5,
(255, 0, 255), cv2.FILLED)

            xmin, xmax = min(xList), max(xList)
            ymin, ymax = min(yList), max(yList)
            bbox = xmin, ymin, xmax, ymax

            if draw:
                cv2.rectangle(img, (xmin - 20,
ymin - 20), (xmax + 20, ymax + 20), (0, 255,
0), 2)

        return self.lmList, bbox

    def fingersUp(self):
        fingers = []

        # Thumb
        if self.lmList[self.tipIds[0]][1] > self.l-
mList[self.tipIds[0] - 1][1]:
            fingers.append(1)
        else:
            fingers.append(0)

        # Fingers
        for id in range(1, 5):
            if self.lmList[self.tipIds[id]][2] < self.l-
mList[self.tipIds[id] - 2][2]:
                fingers.append(1)
            else:
                fingers.append(0)

        # totalFingers = fingers.count(1)

        return fingers

    def findDistance(self, p1, p2, img,
draw=True,r=15, t=3):
        x1, y1 = self.lmList[p1][1:]
        x2, y2 = self.lmList[p2][1:]
```


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Defining Hand Class and it's Methods (cont)

```
>       cx, cy = (x1 + x2) // 2, (y1 + y2) // 2

      if draw:
         cv2.line(img, (x1, y1), (x2, y2), (255, 0, 255), t)
         cv2.circle(img, (x1, y1), r, (255, 0, 255), cv2.FILLED)
         cv2.circle(img, (x2, y2), r, (255, 0, 255), cv2.FILLED)
         cv2.circle(img, (cx, cy), r, (0, 0, 255), cv2.FILLED)
         length = math.hypot(x2 - x1, y2 - y1)

      return length, img, [x1, y1, x2, y2, cx, cy]
```

This Class represents the Hand and the methods represent the various actions associated with those hands and finger moments in order to capture the actions.

HandVirtualPaint File

```
import cv2 as cv
import numpy as np
import time
import os
import HandTr ack ing Module as htm
brushT hic kness = 25
eraser Thi ckness = 100
folderPath = " /ho me/ meg - hal /Pe rso nal /Ko nve rge - _AI /Tr ain ing /Ad vance Computer Visions/AI Virtual Painte r/H ead er"
myList = os.lis tdi r(f old - erPath)
myList.sort()
print( myList)
```

HandVirtualPaint File (cont)

```
> overlayList = []
for imPath in myList:
   image = cv.imread(f"{folderPath}/{imPat- h}")
   overlayList.append(image)
#overlayList.sort()
print(len(overlayList))
header = overlayList[0]
drawColor = (255, 0, 255)
cap = cv.VideoCapture(0)
cap.set(3, 640)
cap.set(4, 480)
detector = htm.handDetector(detectionC- on=0,maxHands=1)
xp, yp = 0, 0
vidCanvas = np.zeros((480, 640, 3), np.uint8)
while True:
   # 1. Import image
   success, vid = cap.read()
   vid = cv.flip(vid, 1)
   #print(vid.shape)
   # 2. Find Hand Landmarks
   vid = detector.findHands(vid)
   lmList = detector.findPosition(vid, draw=False)
   if len(lmList) != 0:
      print(lmList)
      # tip of index and middle fingers
      x1, y1 = lmList[8][1:]
      x2, y2 = lmList[12][1:]
      # 3. Check which fingers are up
      fingers = detector.fingersUp()
```

HandVirtualPaint File (cont)

```
>       # print(fingers)
      # 4. If Selection Mode – Two finger are up
      if fingers[1] and fingers[2]:
         # xp, yp = 0, 0
         #cv.rectangle(vid, (x1, y1-25), (x2, y2+25), (255, 0, 255), cv.FILLED)
         print("Selection Mode")
         # Checking for the click
         if y1 < 100:
            if 50 < x1 < 150:
               header = overlayList[0]
               drawColor = (255, 0, 255)
            elif 150 < x1 < 200:
               header = overlayList[1]
               drawColor = (255, 0, 0)
            elif 240 < x1 < 390:
               header = overlayList[2]
               drawColor = (0, 255, 0)
            elif 490 < x1 < 640:
               header = overlayList[3]
               drawColor = (0, 0, 0)
            cv.rectangle(vid, (x1, y1 - 25), (x2, y2 + 25), drawColor, cv.FILLED)
      # 5. If Drawing Mode – Index finger is up
      if fingers[1] and fingers[2] == False:
         cv.circle(vid, (x1, y1), 15, drawColor, cv.FILLED)
         print("Drawing Mode")
         if xp == 0 and yp == 0:
            xp, yp = x1, y1
```


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HandVirtualPaint File (cont)

```
>           #cv.line(vid, (xp, yp), (x1, y1), drawColor, brushThickness)
          if drawColor == (0, 0, 0):
             cv.line(vid, (xp, yp), (x1, y1), drawColor, eraserThickness)
             cv.line(vidCanvas, (xp, yp), (x1, y1), drawColor, eraserThickness)
          else:
             cv.line(vid, (xp, yp), (x1, y1), drawColor, brushThickness)
             cv.line(vidCanvas, (xp, yp), (x1, y1), drawColor, brushThickness)
          xp, yp = x1, y1
          # # Clear Canvas when all fingers are up
          # if all (x >= 1 for x in fingers):
          # vidCanvas = np.zeros((720, 1280, 3), np.uint8)
    vidGray = cv.cvtColor(vidCanvas, cv.COLOR_BGR2GRAY)
    _, vidInv = cv.threshold(vidGray, 50, 255, cv.THRESH_BINARY_INV)
    vidInv = cv.cvtColor(vidInv,cv.COLOR_GRAY2BGR)
    vid = cv.bitwise_and(vid,vidInv)
    vid = cv.bitwise_or(vid,vidCanvas)
    # Setting the header image
    vid[0:100, 0:640] = header
    #vid = cv.addWeighted(vid,0.5,vidCanvas,0.5,0)
    cv.imshow("Video", vid)
    #cv.imshow("Video Canvas", vidCanvas)
    #print(vidCanvas.shape)
    # cv.imshow("Video Inv", vidInv)
```

HandVirtualPaint File (cont)

```
>     # print(vidInv.shape)
    cv.waitKey(1)
```

This Code represents the logic of how to detect hand moments i.e. Selection / Drawing.

AI Virtual Mouse

```
import cv2
import numpy as np
import HandTr ack ing Module as htm
import time
import autopy
wCam, hCam = 640, 480
frameR = 100 # Frame Reduction
smooth ening = 7
pTime = 0
plocX, plocY = 0, 0
clocX, clocY = 0, 0
cap = cv2.Vi deo Cap ture(0)
cap.set(3, wCam)
cap.set(4, hCam)
detector = htm.ha ndD ete cto - r(m axH ands=1)
wScr, hScr = autopy.sc ree n.s - ize()
# print( wScr, hScr)
while True:
        # 1. Find hand Landmarks
         suc cess, img = cap.read()
        img = detect or.f in - dHa nds (img)
         lmList, bbox = detect - or.f in dPo sit ion (img)
        # 2. Get the tip of the index and middle fingers
        if len(lm List) != 0:
                x1, y1 = lmList - [8][1:]
```

AI Virtual Mouse (cont)

```
>       x2, y2 = lmList[12][1:]
      # print(x1, y1, x2, y2)
    # 3. Check which fingers are up
    fingers = detector.fingersUp()
    # print(fingers)
    cv2.rectangle(img, (frameR, frameR), (wCam - frameR, hCam - frameR), (255, 0, 255), 2)
    # 4. Only Index Finger : Moving Mode
    if fingers[1] == 1 and fingers[2] == 0:
    # 5. Convert Coordinates
       x3 = np.interp(x1, (frameR, wCam - frameR), (0, wScr))
       y3 = np.interp(y1, (frameR, hCam - frameR), (0, hScr))
       print(x3)
       # 6. Smoothen Values
       clocX = plocX + (x3 - plocX) / smooth- ening
       clocY = plocY + (y3 - plocY) / smooth- ening
       # 7. Move Mouse
       autopy.mouse.move(wScr - clocX, clocY)
       cv2.circle(img, (x1, y1), 15, (255, 0, 255), cv2.FILLED)
       plocX, plocY = clocX, clocY
    # 8. Both Index and middle fingers are up : Clicking Mode
    if fingers[1] == 1 and fingers[2] == 1:
    # 9. Find distance between fingers
       length, img, lineInfo = detector.findDi- stance(8, 12, img)
       print(length)
```


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AI Virtual Mouse (cont)

```
>        # 10. Click mouse if distance short
        if length < 40:
            cv2.circle(img, (lineInfo[4], lineIn-
fo[5]),
            15, (0, 255, 0), cv2.FILLED)
            autopy.mouse.click()
    # 11. Frame Rate
    cTime = time.time()
    fps = 1 / (cTime - pTime)
    pTime = cTime
    cv2.putText(img, str(int(fps)), (20, 50),
cv2.FONT_HERSHEY_PLAIN, 3, (255, 0,
0), 3)
    # 12. Display
    cv2.imshow("Image", img)
    cv2.waitKey(1)
```

It is the same as Hand Virtual Painting Tool.

Virtual Volume Control

```
import cv2
import time
import numpy as np
import HandTr ack ing Module as
htm
import math
from ctypes import cast, POINTER
from comtypes import CLSCTX_ALL
from pycaw.p ycaw import
AudioU til ities, IAudio End -
poi ntV olume
# Defining the Width and Height
of the Video to be displayed
wCam, hCam = 640, 480
cap = cv2.Vi deo Cap ture(0)
cap.set(3, wCam)
```

Virtual Volume Control (cont)

```
> cap.set(4, hCam)
pTime = 0
detector = htm.handDetector(detectionC-
on=0.7)
devices = AudioUtilities.GetSpeakers()
interface = devices.Activate(IAudioEndpoin-
tVolume._iid_, CLSCTX_ALL, None)
volume = cast(interface, POINTER(IAudioE-
ndpointVolume))
# volume.GetMute()
# volume.GetMasterVolumeLevel()
volRange = volume.GetVolumeRange()
minVol = volRange[0]
maxVol = volRange[1]
vol = 0
volBar = 400
volPer = 0
while True:
    success, img = cap.read()
    img = detector.findHands(img)
    lmList = detector.findPosition(img,
draw=False)
    if len(lmList) != 0:
        # print(lmList[4], lmList[8])
        x1, y1 = lmList[4][1], lmList[4][2]
        x2, y2 = lmList[8][1], lmList[8][2]
        cx, cy = (x1 + x2) // 2, (y1 + y2) // 2
        cv2.circle(img, (x1, y1), 15, (255, 0,
255), cv2.FILLED)
        cv2.circle(img, (x2, y2), 15, (255, 0,
255), cv2.FILLED)
```

Virtual Volume Control (cont)

```
>        cv2.line(img, (x1, y1), (x2, y2), (255,
0, 255), 3)
        cv2.circle(img, (cx, cy), 15, (255, 0,
255), cv2.FILLED)

        length = math.hypot(x2 - x1, y2 - y1)
        # Hand range 50 - 300
        # Volume Range -65 - 0
        vol = np.interp(length, [50, 300],
[minVol, maxVol])
        volBar = np.interp(length, [50, 300],
[400, 150])
        volPer = np.interp(length, [50, 300], [0,
100])
        print(int(length), vol)
        volume.SetMasterVolumeLevel(vol,
None)
        if length < 50:
            cv2.circle(img, (cx, cy), 15, (0, 255,
0), cv2.FILLED)
    cv2.rectangle(img, (50, 150), (85, 400),
(255, 0, 0), 3)
    cv2.rectangle(img, (50, int(volBar)), (85,
400), (255, 0, 0), cv2.FILLED)
    cv2.putText(img, f'{int(volPer)} %', (40,
450), cv2.FONT_HERSHEY_COMPLEX, 1,
(255, 0, 0), 3)
    cTime = time.time()
    fps = 1 / (cTime - pTime)
    pTime = cTime
    cv2.putText(img, f'FPS: {int(fps)}', (40,
50), cv2.FONT_HERSHEY_COMPLEX, 1,
(255, 0, 0), 3)
    cv2.imshow("Img", img)
    cv2.waitKey(1)
```

It captures the tips and the moments of 2 finger's tips to control the volume.

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