Look Based Media Player & Hand Gesture Recognition

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Abstract

In this design, we're developing an advanced media player which plays and pauses the videotape by detecting the druggies face looking at screen or not. System monitors whether the stoner is looking at the screen or not using a web camera. If yes also does nat interrupts the videotape and allows it to play. In case if the stoner isn't looking at the or say the system could not descry the druggies face also it incontinently stops the videotape. We're trying to add a point of controlling other features of media player similar as noise discovery.

Keywords – Media Player

1. INTRODUCTION

Generally when you're watching a videotape and someone calls you, you have to look nearly differently or go down from pc for some time, so you miss some part of the videotape. Latterly you need to drag back the videotape from where you saw it. Well then's a result to this problem. A look grounded media player that pauses itself when stoner isn't looking at it. The player starts running again as soon as the stoner looks at it again. This is done using the camera or web camera on top of the computer. As long as the camera detects the druggies face looking at it, the media is played. The player pauses as soon as druggies face isn't fully seen. This system also provides the point of controlling functions of media players similar as discovery and comparing noise from terrain's input to machine's affair and if the input is advanced, also the media player pause.

2. Points and pretensions of design

The thing of our design is to produce an advanced media player grounded on aesthetics and voice discovery. We've set the following objects for our media player to achieve the target

1. The stoner interface of media player should be effective and stoner friendly.
2. The media player should be accurate in terms of result.
3. The media player break the videotape as soon as the stoner's face isn't detected without important quiescence.

3. Literature check

- A vision grounded interface for controlling media player. Author Siddhart Rautay, Anupam Agarwal Result simple to control real- time system
- ..Emotion discovery using face discovery. Author Jyoti Rani, Kangwal garg. Result Fluently suitable to control media player operations.
- Videotape grounded face discovery using retired markov. Author Xiao ming lu, Tusha Chen. Result face discovery using

videotape sequence.

• Music playing with face mood discovery. Author Yash Bagadia, parul Tambe, Taher Khalil.

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4. Evaluation

Was model Substantially being systems use eye recognition. Due to which results aren't accurate. Face recognition and voice discovery system aren't enforced duly together and not indeed collectively. Proposed model In this design, we're using face discovery and voice discovery for controlling media player like breaking and playing.

5. Perpetration System
5.1 Face Detection:

In the Viola-Jones object discovery frame, the Haar-suchlike features square measure therefore organised in one thing appertained to as a classifier waterfall to produce important learner or classifier. The crucial advantage of Haar-suchlike features over utmost indispensable features is its computation speed. Haar-suchlike options square measure digital image options employed in visual perception. They owe them name to their intuitive similarity with haar ripples and were employed in 1st period face sensor. In the discovery section of the viola-Jones object discovery frame, a window of the target size is interned over the input image, and for every section of the image the haar like point is calculated. This distinction is also compared to a learned threshold that separatesnon-objects from objects. Because similar Haar-suchlike point is slightly weak learner or classifier (its discovery quality is slightly advanced than arbitrary guessing) an large variety of Haar-suchlike options square measure necessary to describe an object with unstintingly delicacy, within the viola-Jones object discovery frame, the Haar-suchlike options square measure thus are organised in one

thing appertained to as classifier. The crucial advantage of a Haar-suchlike point over utmost indispensable features is its computation speed. Owing to the employment of integral images, a Haar-suchlike point of any size is calculated in constant time (PPROXIMATELY 60 instruction for 2- cube point).
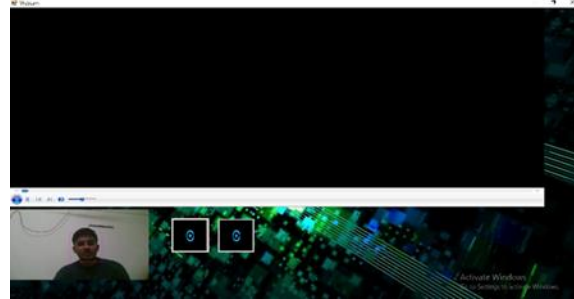

Fig 1 Player detecting face

5.2 Voice Detection

We're using a point in our Media player which listens to the outside noise and if it's above a threshold value the media player pauses for 5 seconds. For this point, we decided to use Java's sound API. We chose the sound API because it's veritably easy the apply and provides all the necessary classes we need for our point avoiding any complications. So, we capture the sound using the machine's microphone and compare its Breadth with the threshold value we've set by default.However, the media player pauses for about 5 seconds indicating that the audio is inaudible and the stoner needs to break it, If the breadth at any case goes above the given threshold value. The threshold value for machine like laptops has 87 db, but we also had to consider the distance between stoner and the machine (which we've assumed around 3ft). So, considering distance, we've set threshold value around 80db. The breadth of the input sound has been taken by using Values () function from the sample class. Also is converted to RSA values by multiplying breadth with each other. After that we compare with are predefined value 80db and

the system checks for the result. It resumes again after 5 seconds and check again ifn the threshold has lower down, if yes the is resumes the videotape incontinently.

Conclusion

The main concern of this design is to help the stoner to get stylish experience of using a media player. We've tried to realize this thing by automating the media player in a veritably wide extent. We do this by enforcing face discovery and noise discovery for dominant variety of options of the media player similar as breaking and again and again

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