

Project Name: Fun Filters

In this project, you will create a fun filter that allows users to interact with four different objects: a clown's nose, an eagle, a pirate's eye mask, and a watch. Each object will move to a specific place on the user's body when clicked, creating an engaging and interactive experience.

Step 1: Begin by clicking on the "Add Extension" button in your Scratch 3.0 for AI interface.



Step 2: From the list of available extensions, select "Pose detection".



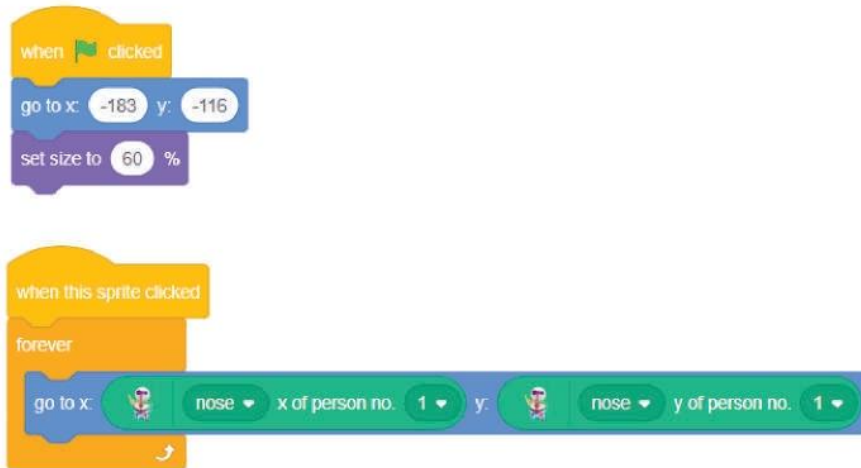
Step 3: Upload the sprites



Step 4: This code turns on the video, positions the sprite "Pirate Eye Mask," and continuously tracks the user's right eye when the sprite is clicked, ensuring the pirate's eye mask follows the right eye using video sensing, keeping it aligned with the user's movement.



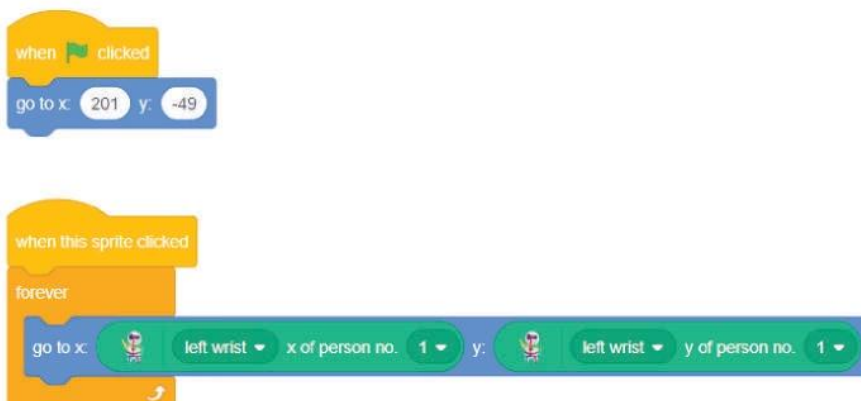
Step 5: This code turns on the clown's nose sprite and sets its size and initial position when the green flag is clicked. When the clown's nose sprite is clicked, it continuously moves to the x and y coordinates of the user's nose (detected as "person 1") and stays aligned with the nose as the user moves.

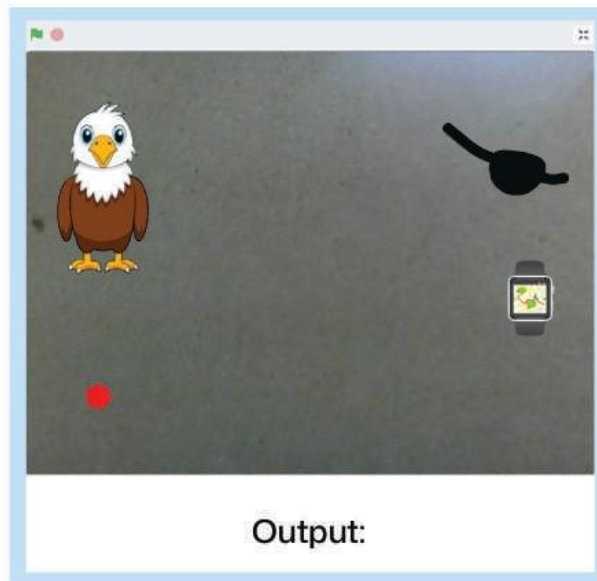


Step 6: This code turns on the "Eagle" sprite and sets its initial position when the green flag is clicked. Once the eagle sprite is clicked, it continuously follows the x and y coordinates of the user's left shoulder (detected as "person 1") and stays aligned with the shoulder as the user moves.



Step 7: This code sets the initial position of the "Watch" sprite when the green flag is clicked. When the watch sprite is clicked, it continuously moves to the x and y coordinates of the user's left wrist (detected as "person 1") and stays aligned with the wrist as the user moves.





Remix: Celebration Filter

Make the project more fun by adding new filters like fireworks, poppers, falling balloons, and "Happy Birthday" text. These cool effects will appear on the screen and create a party vibe.