# **Gift Box**

In this project you will make a Scratch project that can unlock a virtual gift box by recognizing your face.

You will train a machine learning model to recognize your face so that it only unlocks the box for the right person.



- 1. Go to <u>https://happymongo.com</u> in a web browser.
- 2. Click on the "menu" button.



3. Click on "AI/ML" button.

HappyMongo Strengthen your roots	$(\uparrow)$
Team	Home ——
Contact Us	Blossoms
Legal Agreement	Doodles
Distributorship	BigTalk
iVRClass	AR For Books
Training	AR For Fashion
Magic Wall	AR / VR For Tourism
Al/ML	VR For Engineering
	Fracebook 17 TWITTER

4. Click on **"Signup"** button. Enter all your details. Click on **"Submit"** button.



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		Machine Learning For Kids
*	Full Name Test Email address test@gmail.com Password ••• Country India ••• Country India	
Your kids can teach the World's first Artificial I		

5. Click on **"Login"** button and type in your email address and password. Click on **"Submit"** button.



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### 6. Click on **"Start coding"** button on the top menu bar.



## 7. Click on "Add projects" button



8. Name your project "Facelock" and set it to learn how to recognize **"images"** format. Click the **"Create"** button.

HappyMongo	LOGOUT WORKSHEETS
Get Started With Machine Learning	ADD PROJECTS

9. Now you can see "facelock" listed in your projects. Click on it.



10. Now you can see the project name **"facelock"** on the title bar.



#### 11. Click on "Learn" button.

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12. Click on "Add a Label". Create a bucket called "Granted".

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HappyMongo PTE LTD HappyMongo Online Solution Block 32, Bedok South Avenue 2 #15-315, #319-324, Off Queens Road, 3rd floor, Singapore 4600032 Amazon Services Transportation Building, Thimmaiah Rd, Bengaluru, Karnataka 560052					

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13. Click on **"Add snapshots"**. If your web browser asks permission to use your webcam, you will need to click "Allow" in the pop-up window. Then a preview window will show the current view of your webcam.



14. Capture a snapshot of your face by clicking on "**Take photo**" to take a picture of it. Make sure you have parental or teacher's permission to upload photos of your face. If you don't have permission use a toy.

Capture Photo	×	
Take Photo	Close	
1		
Content not found		

15. Repeat until you have got at least 10 snapshots of your face or toy. Take pictures with different backgrounds, angles, focuses, and distance from the webcam. The more variation the computer has to learn from, the better.



16. Click on "Add a Label". Create a bucket called "Denied".

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17. Use the **"Add snapshots"** button in the denied bucket to take 10 photos of other people's faces or toy.



Try to vary these pictures in the same way that you varied your first set.

18. Click on **"Train model"** button.

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#### 19. Click the **"Train"** button.

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Click here to teach your model	Click here to train your model	Click here to make your model
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- 20. Wait for the training to complete.
- 21. Click on "Make" button.



22. The Scratch editor will open.

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	point towards mouse-pointer					Backdroos
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23. Click the **"code"** tab and enter the following script.

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24. Save your project. Click on **File** -> **Save to your computer** to save the project to a file.

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when backdrop switches to backdrop1 +	
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Variables when I receive done *	
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25. Click the "green flag" to test.