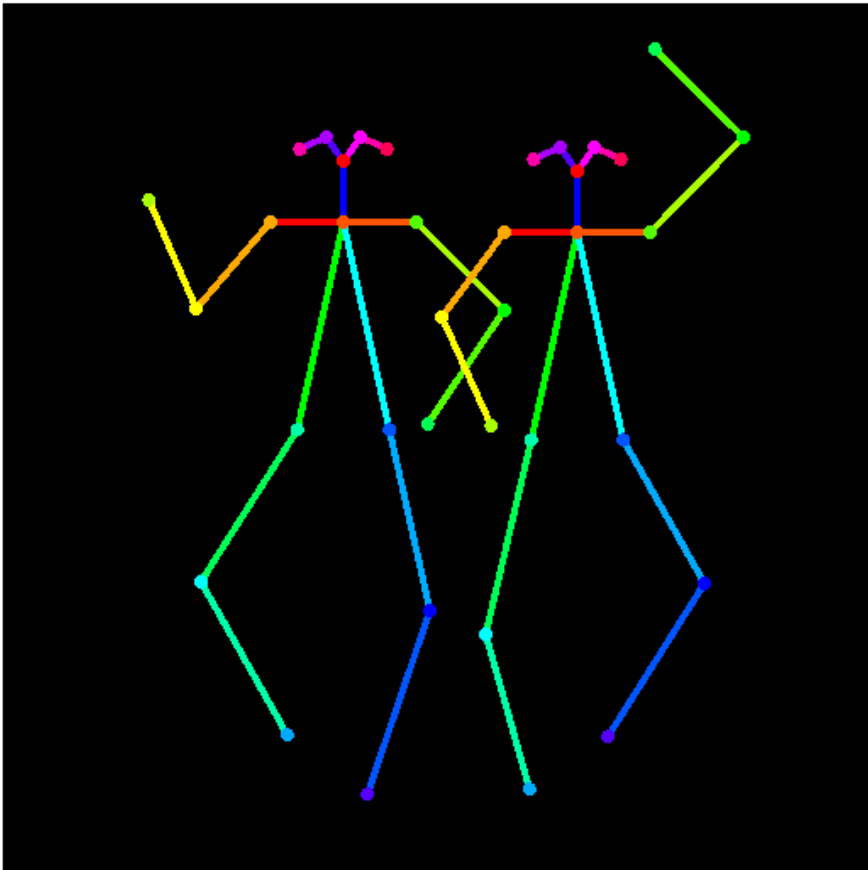


Posex - Estimated Image Generator for Pose2Image

All Reset

Reset Camera

Reset Pose



- Camera

☐ Fixed Roll

- Body

+ Add

- Remove

- Canvas Size

512

512

- Background

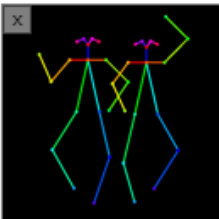
Set

Del

Save Image

Copy to clipboard

Save Pose



sample

Quick Start with Web UI

1. Install Mikubill/sd-webui-controlnet.
2. Install Posex (this).
3. Open [Posex](#) accordion in t2i tab (or i2i as you like). Enable [Send this image to ControlNet](#) checkbox. Editor will appear.
4. Configure ControlNet as below.

```
1 Preprocessor: none
2 Model: control_sd15_openpose
```

5. Make pose.
6. Generate images.

How to use

```
1 Click:      select body
2 Left Drag:  move joint (on joint)
3             rotate camera (otherwise)
4 Right Drag: move whole body (if selected)
5             move camera (otherwise)
6 Wheel:      zoom
```

Installation

- Web UI Extension
- Online (Github Pages)
- Standalone

Web UI Extension

Prerequisite: You need to install Mikubill/sd-webui-controlnet to use Posex with ControlNet Pose2Img.

Go to [Extensions](#) tab, then select [Install from URL](#) tab and input <https://github.com/hnmr293/posex>.

Or move to [extensions](#) directory and type `git clone https://github.com/hnmr293/posex`.

In webui, open [Posex](#) accordion in [txt2img](#) or [img2img](#) tab, then click a checkbox. The canvas will be opened.

Online

See Github Pages.

<https://hnmr293.github.io/posex>

Standalone

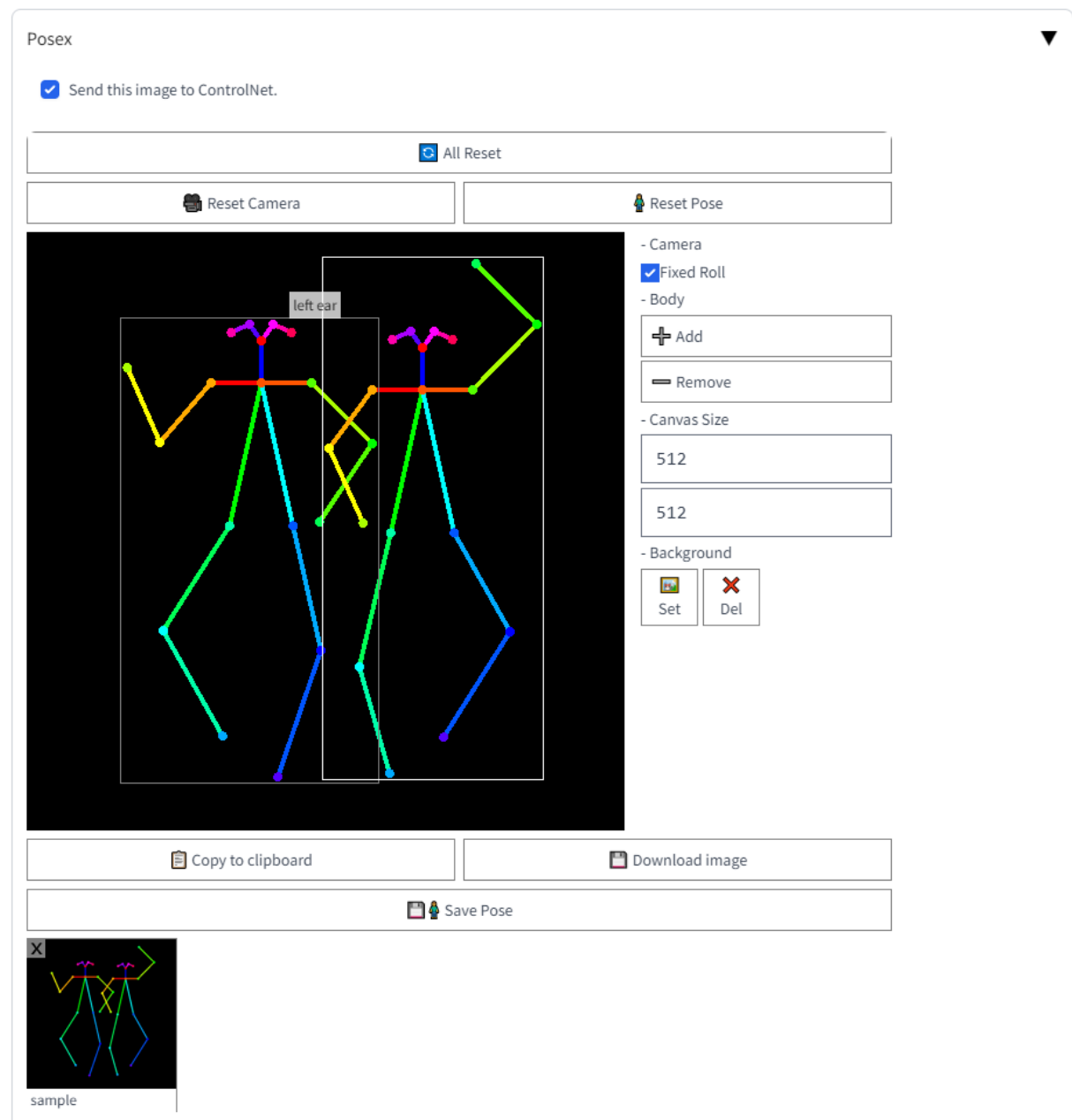
```
1 $ pip install -r requirements.txt
2 $ python app.py
```

Then open `localhost:55502` or `127.0.0.1:55502` in your browser.

Example

Web UI

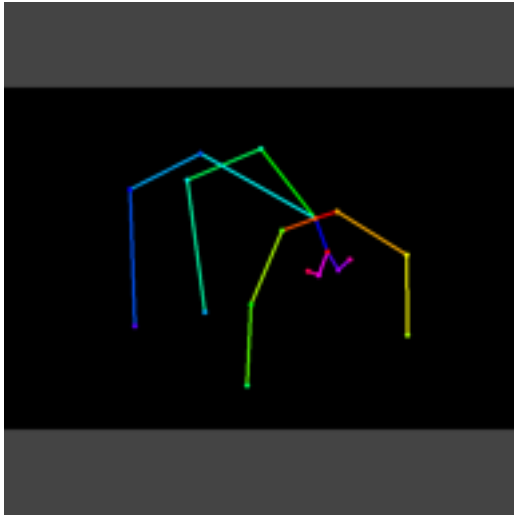
sample 1:



result:



sample 2:



result:

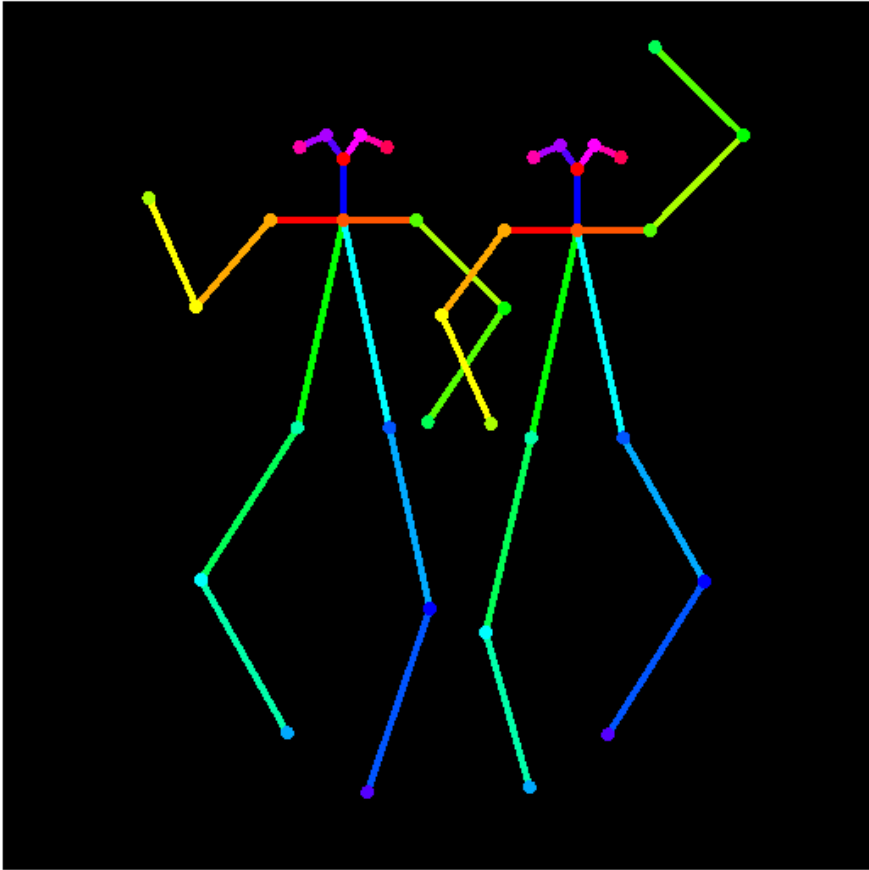


Standalone

All Reset

Reset Camera

Reset Pose



- Camera

☐ Fixed Roll

- Body

+ Add

- Remove

- Canvas Size

512

512

- Background

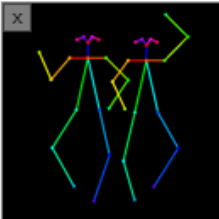
Set

Del

Save Image

Copy to clipboard

Save Pose



sample

History

v0.3 -> v0.4 features

- background setting
- save/load pose
- fixed camera roll

v0.2 -> v0.3 features

- Web UI extension

v0.1 -> v0.2 features

- copying the image to clipboard
- multiple bodies
- canvas size changing
- UI has become ugly >_<;