

NEWS - CODE - EXPERIMENTATIONS - INTERVIEWS



Romain Vailleux

DevRel at ApiRTC

@rvailleux



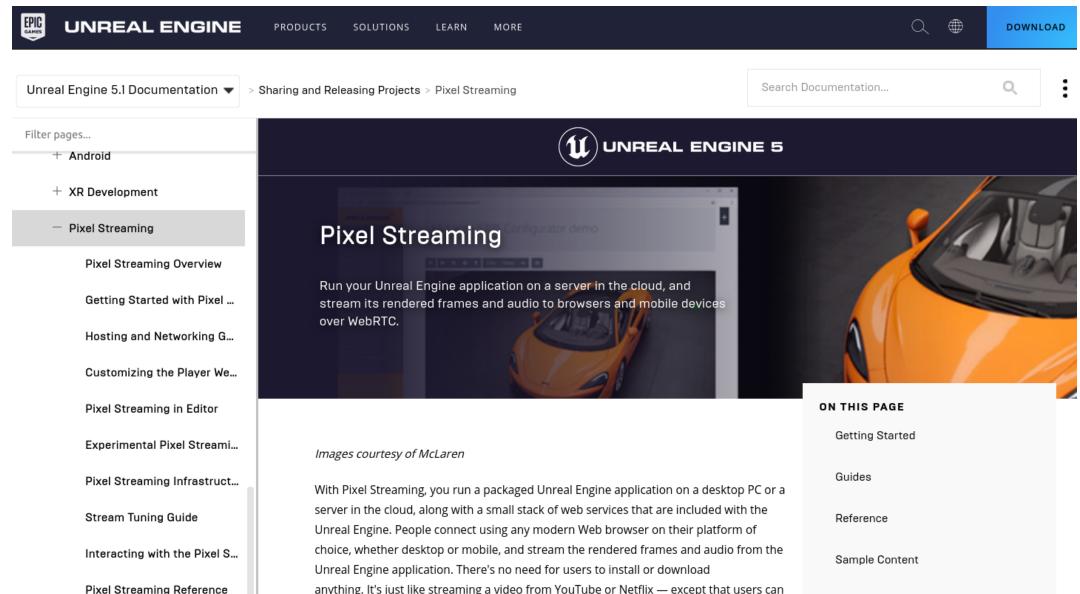


@WEBRTCWILDCARD 26.01 12PM-1PM CET **AGENDA**

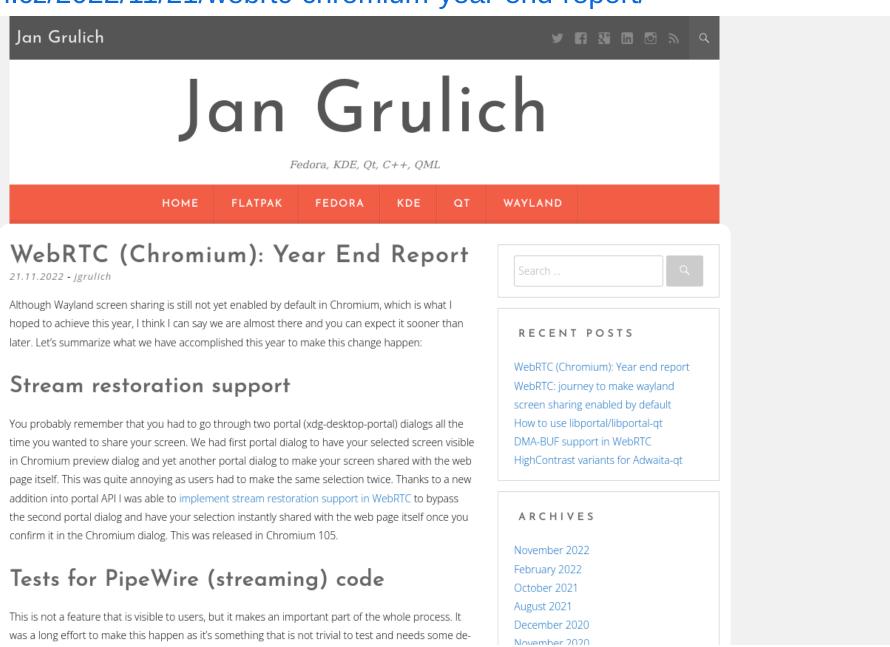
REAL-TIME COMMUNICATION NEWS BRIEF

LIVECODING A FACE TRACKING FEATURE OVER A WEBRTC VIDEO CHAT

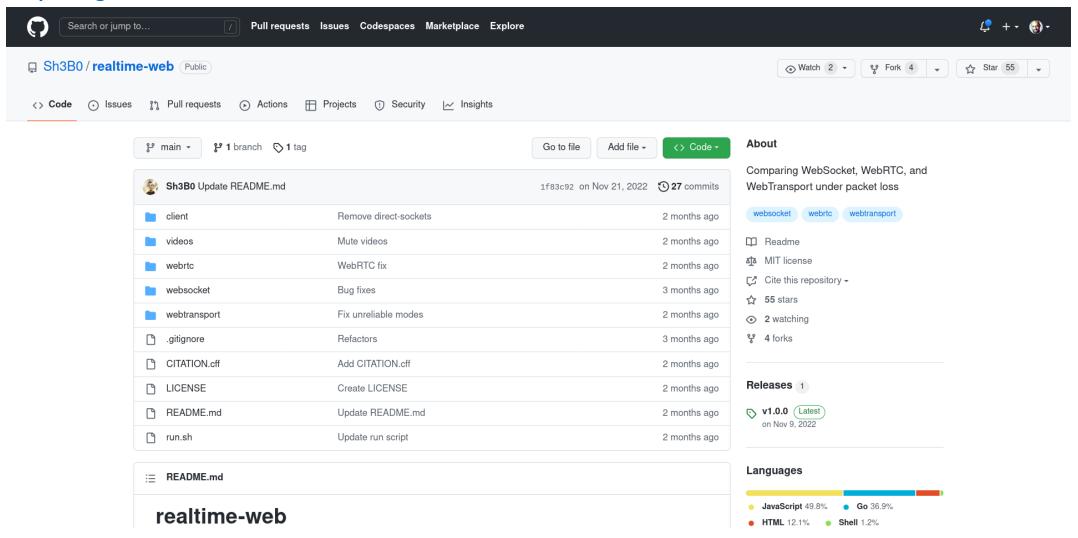
- https://docs.unrealengine.com/5.1/en-US/pixel-streaming-in-unreal-engine/
- https://www.youtube.com/watch?v=bLQM6VigTZg



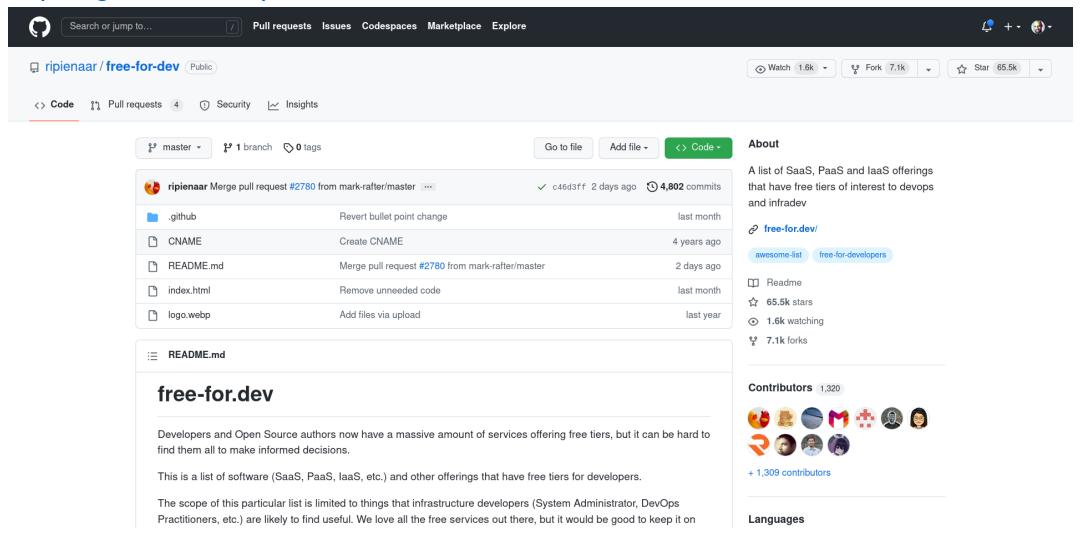
https://jgrulich.cz/2022/11/21/webrtc-chromium-year-end-report/



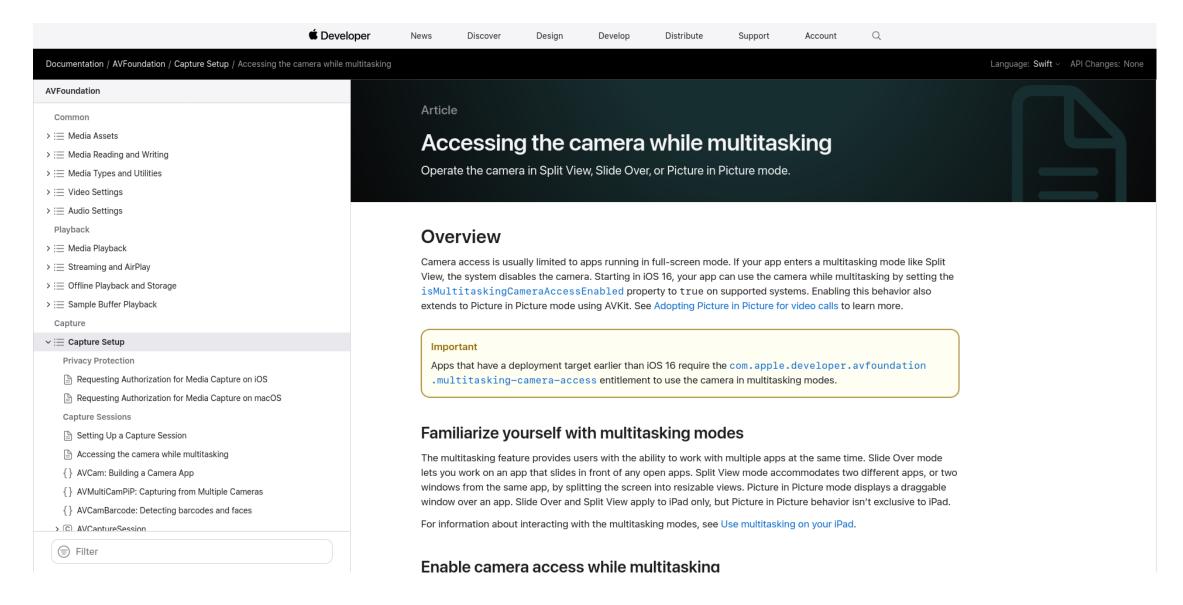
https://github.com/Sh3B0/realtime-web



https://github.com/ripienaar/free-for-dev



https://developer.apple.com/documentation/avfoundation/capture_setup/accessing_the _camera_while_multitasking



Find these resources on

https://apirtc.com/blog/webrtc-wildcard-episodes/face-tracking-video-chat-app/

Livecoding

- [] Get a video app boilerplate (git clone https://github.com/ApiRTC/webrtc-wildcard-livecoding)
- [] Understand trackingjs lib --> https://trackingjs.com
- [] Track faces and display a rectangle around the face --> See the demo here: https://github.com/ApiRTC/webrtc-wildcard-livecoding/tree/master/apirtc-js-trackingjs-demo