FaceMask Example 1.0.9

WebGL support
iOS & Android support
Windows10 UWP support
Win & Mac & Linux Standalone support
Support for preview in the Editor
Work with Unity Free & Pro

System Requirements
Build Win Standalone & Preview Editor : Windows8 or later
Build Mac Standalone & Preview Editor : OSX 10.9 or later

The execution of this asset is required "OpenCV for Unity" and "Dlib FaceLandmark Detector".

Features:
- This asset is an example project that maps face mask to the detected faces in an image using "OpenCV for Unity" and "Dlib FaceLandmark Detector".

Examples:
- Texture2DFaceMaskExample
- VideoCaptureFaceMaskExample

- WebCamTextureFaceMaskExample
- WebCamTextureFaceMaskAdditionalExample

[Android Demo](#) | [WebGL Demo](#) | [Demo Video](#)

Version changes:
1.0.9 [Common]Updated for OpenCV for Unity v2.4.2.(This asset requires OpenCVforUnity 2.4.2 or later.) [Common]Updated for Dlib FaceLandmark Detector v1.3.2.(This asset requires Dlib FaceLandmark Detector v1.3.2 or later.) [Common]Refactored the script
1.0.8 [Common]Updated for OpenCV for Unity v2.3.8.(This asset requires OpenCVforUnity 2.3.8 or later.)
1.0.7 [Common]Updated for OpenCV for Unity v2.3.3.(This asset requires OpenCVforUnity 2.3.3 or later.) [Common]Updated for Dlib FaceLandmark Detector v1.2.5.(This asset requires Dlib FaceLandmark Detector 1.2.5 or later.)
1.0.6 [Common]Added FaceMaskDataEditor.cs.(You can edit FaceMask data in the inspector.) [Common]Added FaceMaskColorCorrector class. [Common]Updated to WebCamTextureToMatHelper.cs v1.0.8.
1.0.5 [Common]Updated to WebCamTextureToMatHelper.cs v1.0.4.
1.0.4 [Common] Switched to the shape predictor file trained using new datasets.
1.0.3 [Common]Added WebCamTextureFaceMaskAdditionalExample(Extend Forehead, Make Both Eyes Transparent, Blur Edges). [Common]Updated WebCamTextureToMatHelper.cs v1.0.2. [WebGL] Updated WebGLFileUploadManager.cs v1.0.2.
**1.0.2** [Common]Fixed RectangleTracker class. [Common]Added requestFPS settings to WebCamTextureToMatHelper class.
1.0.1 [Common]Changed the name of asset project.("Sample" to "Example") [Common]Changed Overlay method.
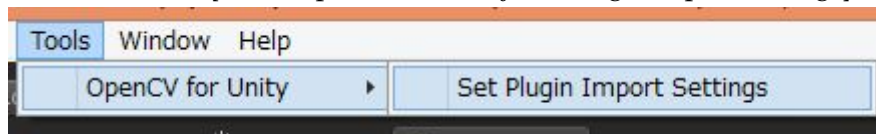**1.0.0** Initial version

Quick setup procedure to run the example scenes:

1. Import "OpenCVForUnity".
2. Import "Dlib FaceLandmark Detector".
3. Move the "DlibFaceLandmarkDetector/StreamingAssets/sp_human_face_68.dat" to the "Assets/StreamingAssets/" folder.
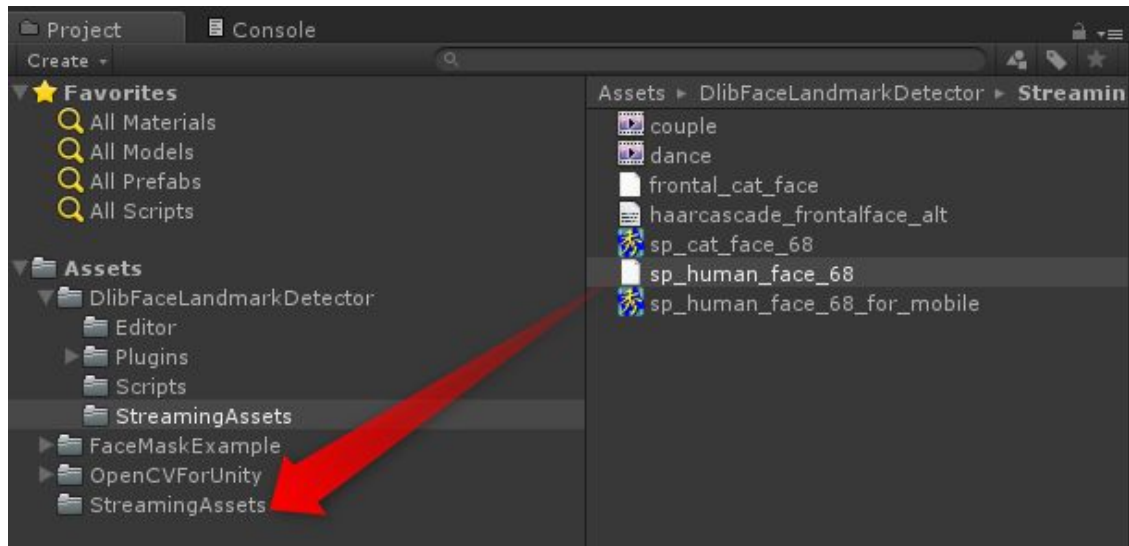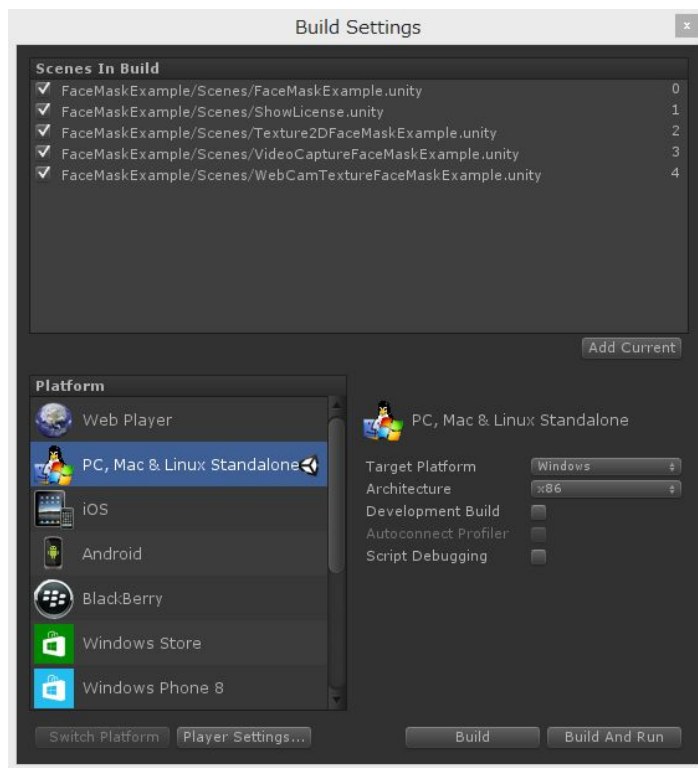

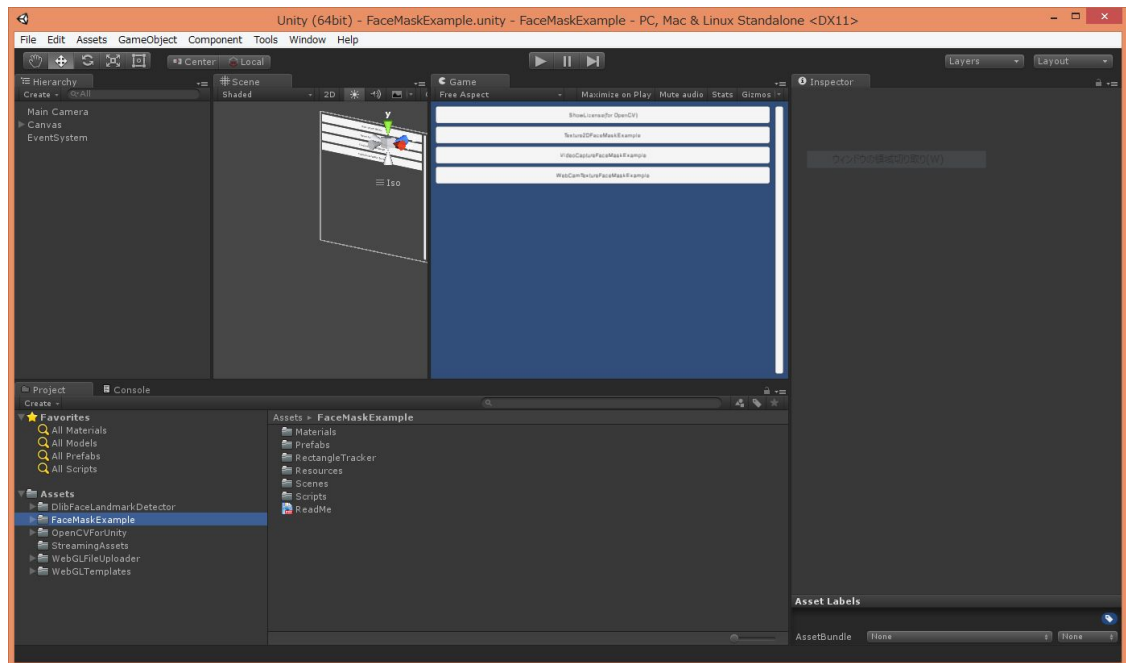4. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].

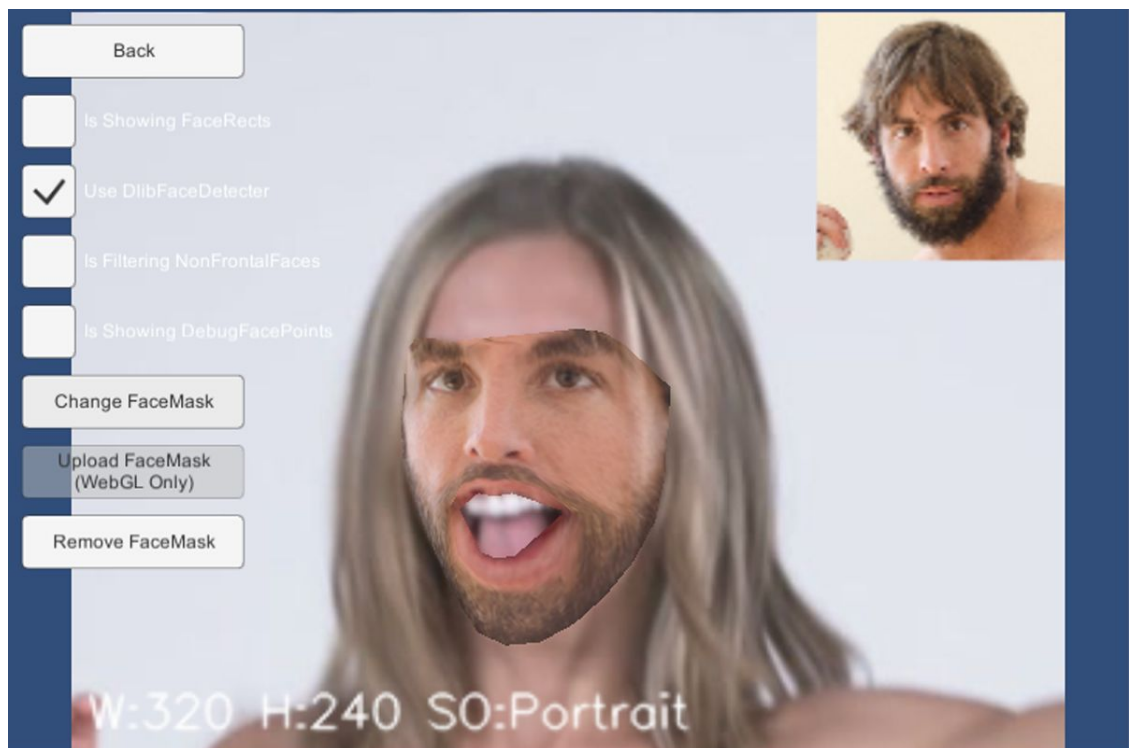5. Select MenuItem[Tools/Dlib FaceLandmark Detector/Set Plugin Import Settings].

6. Add all of the "***.unity" in the "FaceMaskExample/Scenes" folder to [Build Settings] – [Scene In Build].
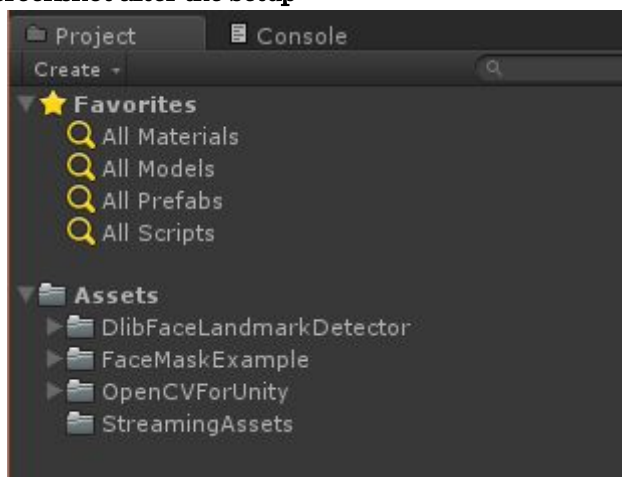
Build Settings

Scenes In Build

✓ FaceMaskExample/Scenes/FaceMaskExample.unity   0
✓ FaceMaskExample/Scenes/ShowLicense.unity   1
✓ FaceMaskExample/Scenes/Texture2DFaceMaskExample.unity   2
✓ FaceMaskExample/Scenes/VideoCaptureFaceMaskExample.unity   3
✓ FaceMaskExample/Scenes/WebCamTextureFaceMaskExample.unity   4

[Add Current]

Platform

Web Player

PC, Mac & Linux Standalone   PC, Mac & Linux Standalone

iOS   Target Platform   Windows
                              Architecture   x86
Android   Development Build   ☐
                              Autoconnect Profiler ☐
BlackBerry   Script Debugging   ☐

Windows Store

Windows Phone 8

[Switch Platform] [Player Settings...]   [Build] [Build And Run]

7.   Run the FaceMaskExample scene.

Screenshot after the setup

Q & A

Q1. How can I add a new FaceMask?

A1.