

CV VTuber Example 1.0.0

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 : Windows7 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:

- CVVTuberExample(Computer Vision Virtual YouTuber Example) is an example project of controlling 3D humanoid model (["Unity-chan!" Model](#)) using WebCamTexture. You can control the head orientation and the facial expression of the 3D humanoid model using WebCamTexture only.
- The head orientation and face expression are controlled by the following procedure.
 1. **WebCamTextureMatSourceGetter** - Convert WebCamTexture to OpenCV's Mat class.
 2. **DlibFaceLandmarkGetter** - Detect a face landmark points from OpenCV's Mat class.
 3. **DlibHeadRotationGetter** - Estimate head orientation from face landmark points.
 4. **HeadLookAtIKController** - Set Animator.SetLookAtPosition() method using the estimated head orientation.
 5. **HeadRotationController** - Control the head orientation of the 3D model using

the estimated head orientation.

6. **UnityChanDlibFaceBlendShapeController** - Control the face BlendShape of the 3D model using the face landmark point.

Examples:

- UnityChan CV VTuber Example

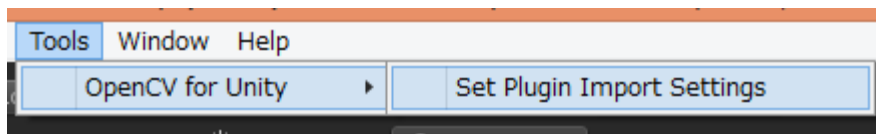
[Official Site](#) | [ExampleCode](#) | [Android Demo](#) [WebGL Demo](#)

Version changes:

1.0.0 Initial version

Quick setup procedure to run the example scenes:

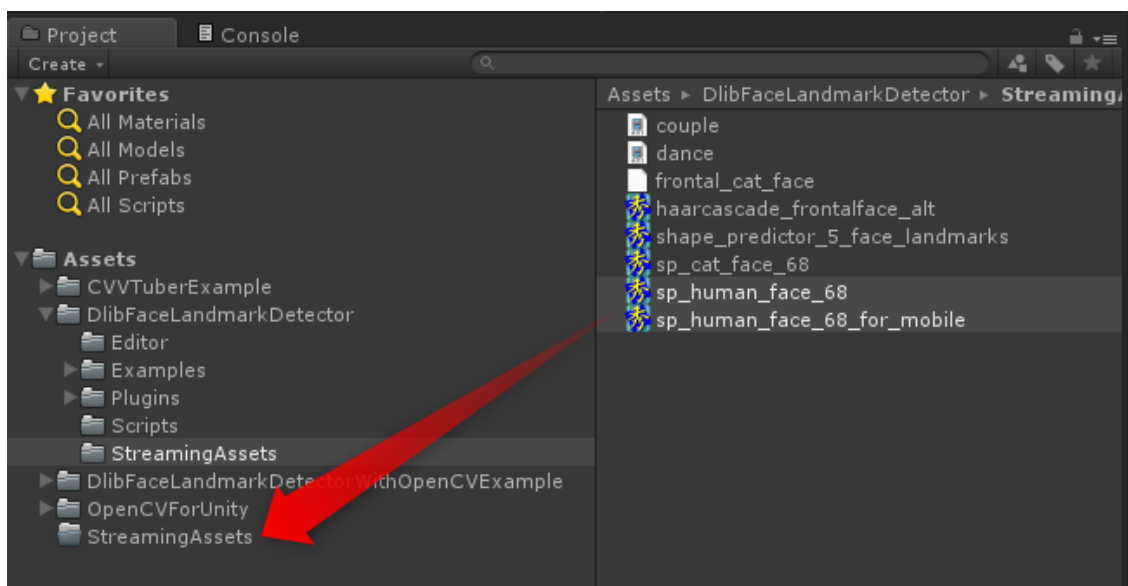
1. Import “[CVVTuberExample](#)”.
2. Import “[OpenCVForUnity](#)”.
3. Import “[Dlib FaceLandmark Detector](#)”.
4. Import
“Assets/DlibFaceLandmarkDetector/DlibFaceLandmarkDetectorWithOpenCVExample.unitypackage”.
5. Import “["Unity-chan!" Model](#)”.
6. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



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

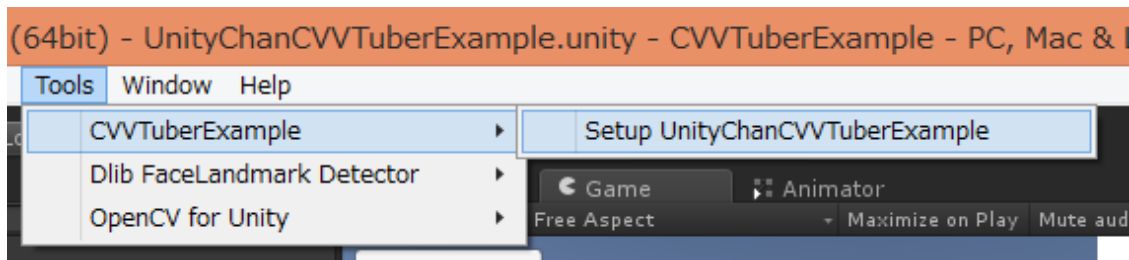


8. Move the “DlibFaceLandmarkDetector/StreamingAssets/sp_human_face_68.dat” and
“DlibFaceLandmarkDetector/StreamingAssets/sp_human_face_68_for_mobile.dat” to the “Assets/StreamingAssets/” folder.

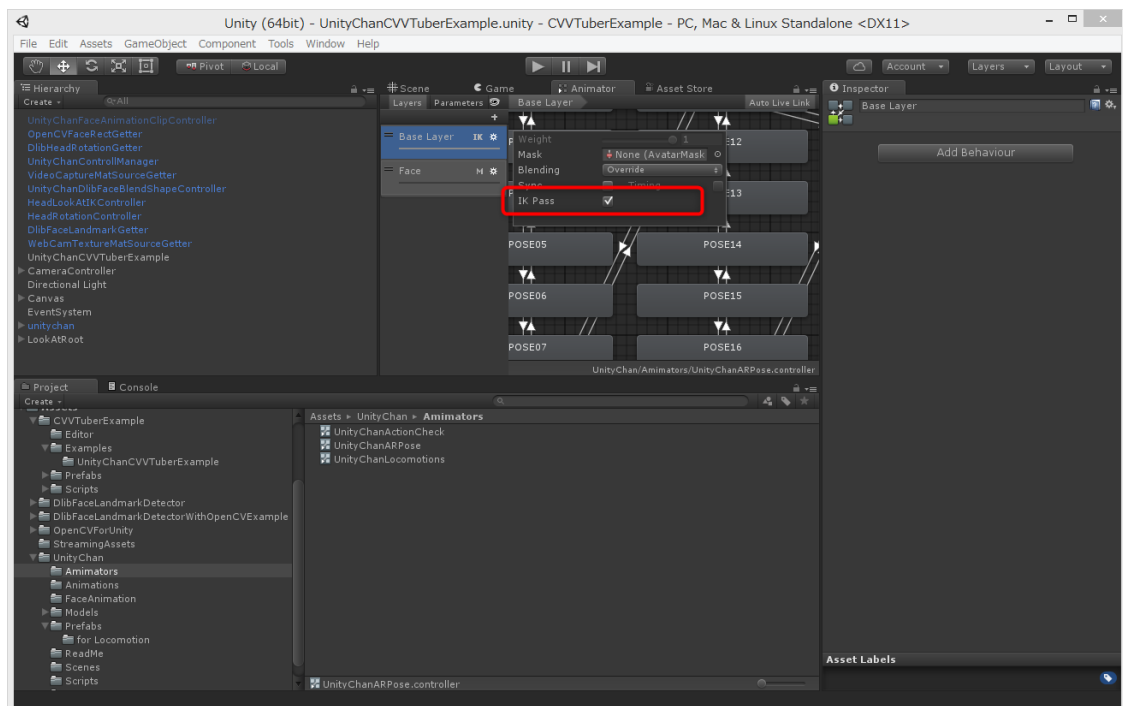


9. Open “Assets/CVVTuberExample/Examples/UnityChanCVVTuberExample” scene.

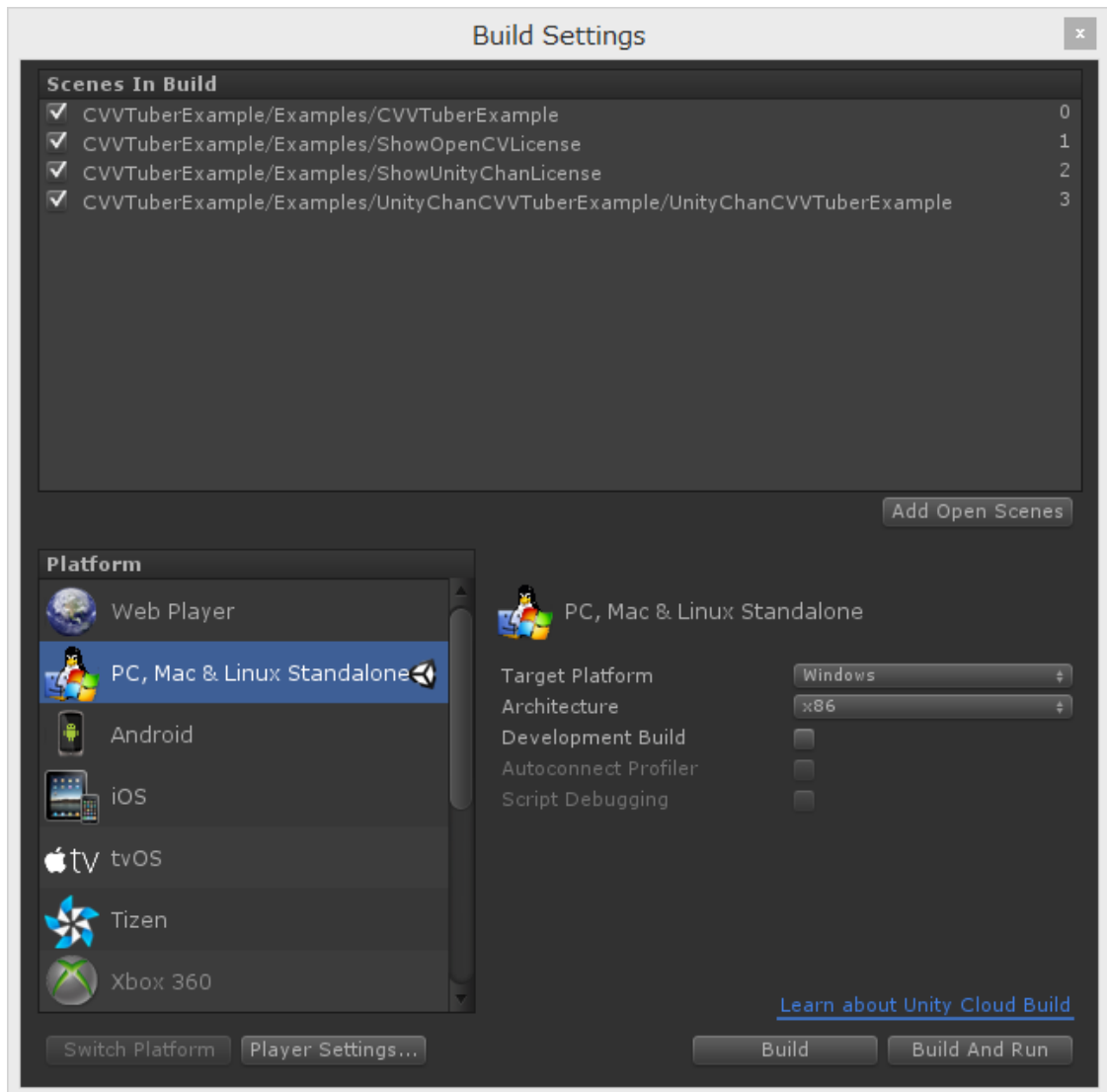
10. Select MenuItem[Tools/CVVTuberExample/UnityChan CVVTuberExample Setup].



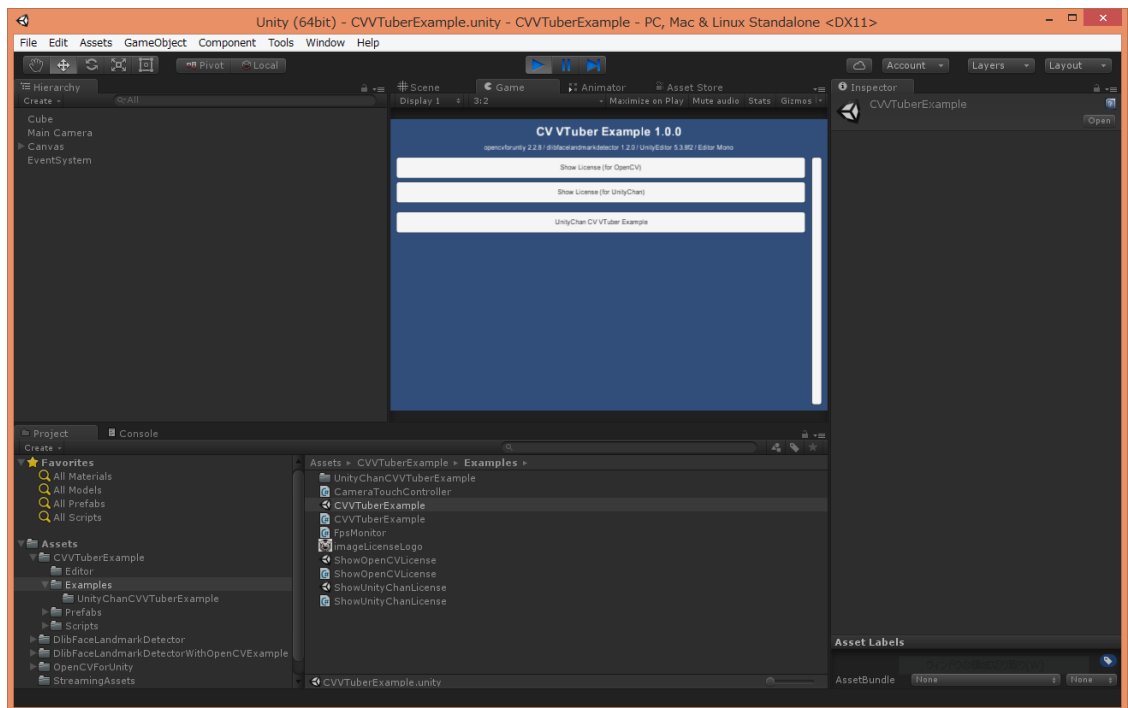
11. Click on UnityChanARPose to open the Animator window. Enable IK Pass flag of “Base Layer”.



12. Add all of the “***.unity” in the “CVVTuberExample/Examples” folder to [Build Settings] – [Scene In Build].



13. Run the CVVTuberExample scene.



Screenshot after the setup

