

PlayMakerActions for DlibFaceLandmarkDetector 1.0.5



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

This asset requires [PlayMaker](#) 1.9.0 or later.

This asset requires [DlibFaceLandmarkDetector](#) 1.3.2 or later.

Features:

- You can use **almost all** the methods of methods of **DlibFaceLandmarkDetector** in **PlayMaker**.
- Several basic templates are included in this Asset.(Texture2DExampleTemplate, WebCamTextureExample)
- Advanced examples using **OpenCV for Unity** are Included.(Texture2DToMatExample, WebCamTextureToMatHelperExampleTemplate, VideoCaptureExampleTemplate The execution of this examples are required [OpenCV for Unity](#).)

Version changes:

1.0.5 [Common] Updated for DlibFaceLandmarkDetector v1.3.2.(This asset requires DlibFaceLandmarkDetector 1.3.2 or later.) [Common] Added Assembly Definitions.

1.0.4 [Common] Updated for DlibFaceLandmarkDetector v1.3.0.(This asset requires DlibFaceLandmarkDetector 1.3.0 or later.)

1.0.3 [Common] Updated for DlibFaceLandmarkDetector v1.2.5.(This asset requires DlibFaceLandmarkDetector 1.2.5 or later.)

1.0.2 [Common] Updated for DlibFaceLandmarkDetector v1.2.3.(This asset requires DlibFaceLandmarkDetector 1.2.3 or later.)

1.0.1 [Common] Switched to the shape predictor file trained using new datasets.

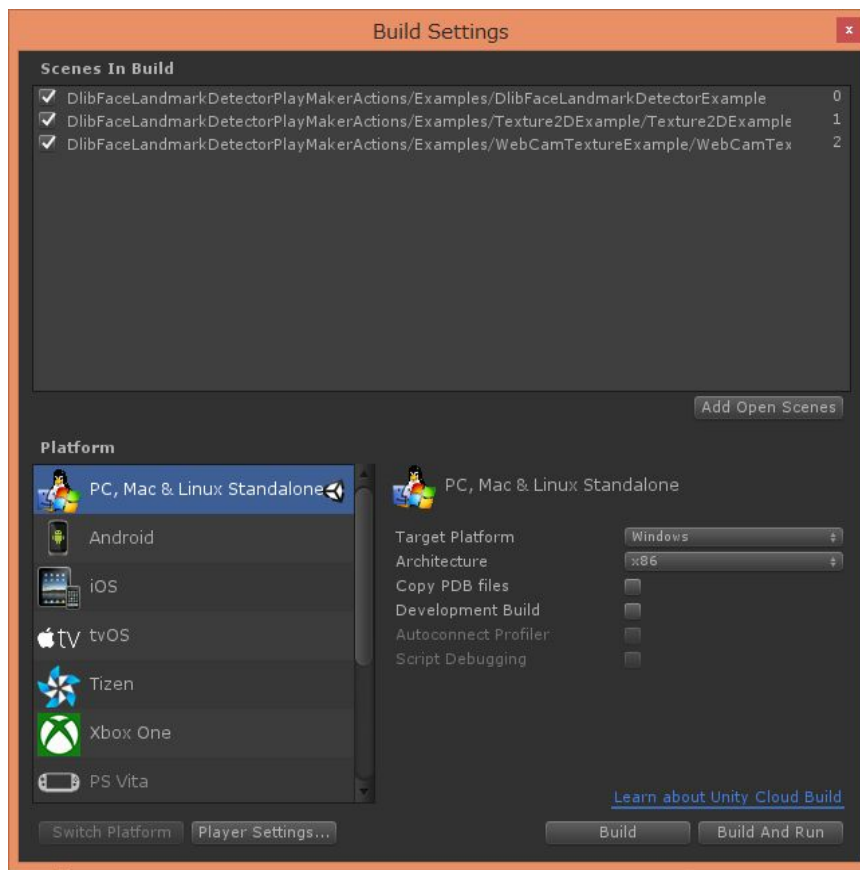
1.0.0 Initial release.

Quick setup procedure to run the example scene:

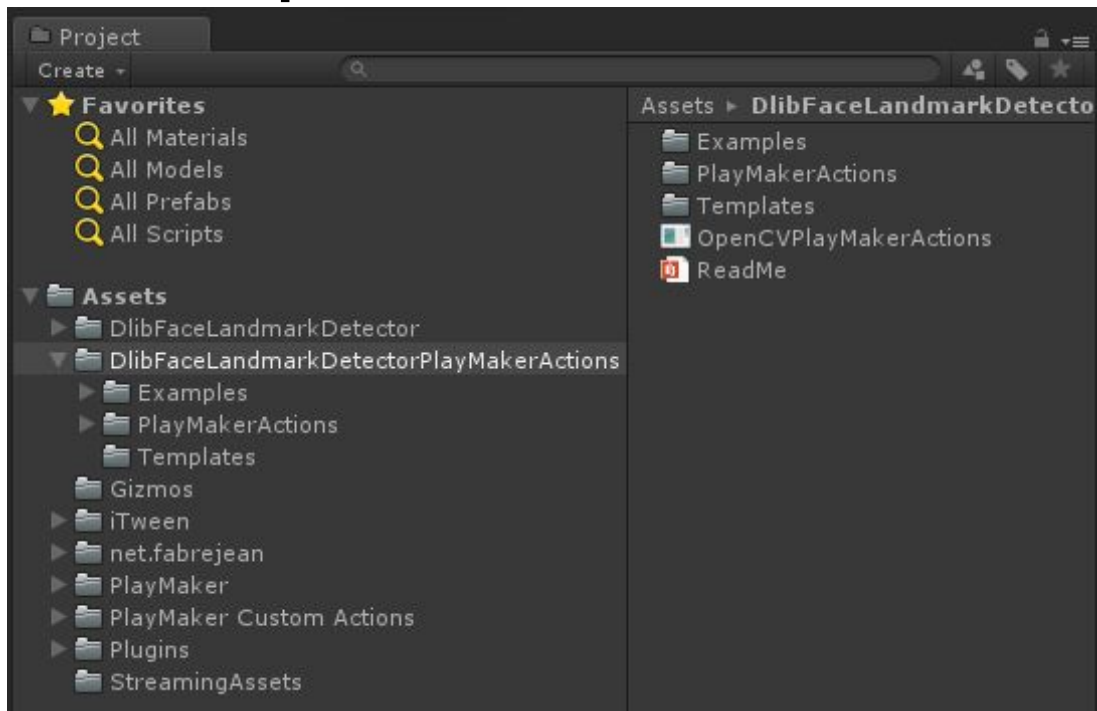
1. Import and Setup [PlayMaker](#).
2. Get WebcamController Action from Ecosystem.



3. Import and Setup [DlibFaceLandmarkDetector](#).
4. Move the "DlibFaceLandmarkDetector/StreamingAssets/" folder to the "Assets/StreamingAssets/" folder.
5. Import PlayMakerActions for DlibFaceLandmarkDetector package.
6. Add all of the "***.unity" in the "DlibFaceLandmarkDetectorPlayMakerActions/Example" folder to [Build Settings] – [Scene In Build].

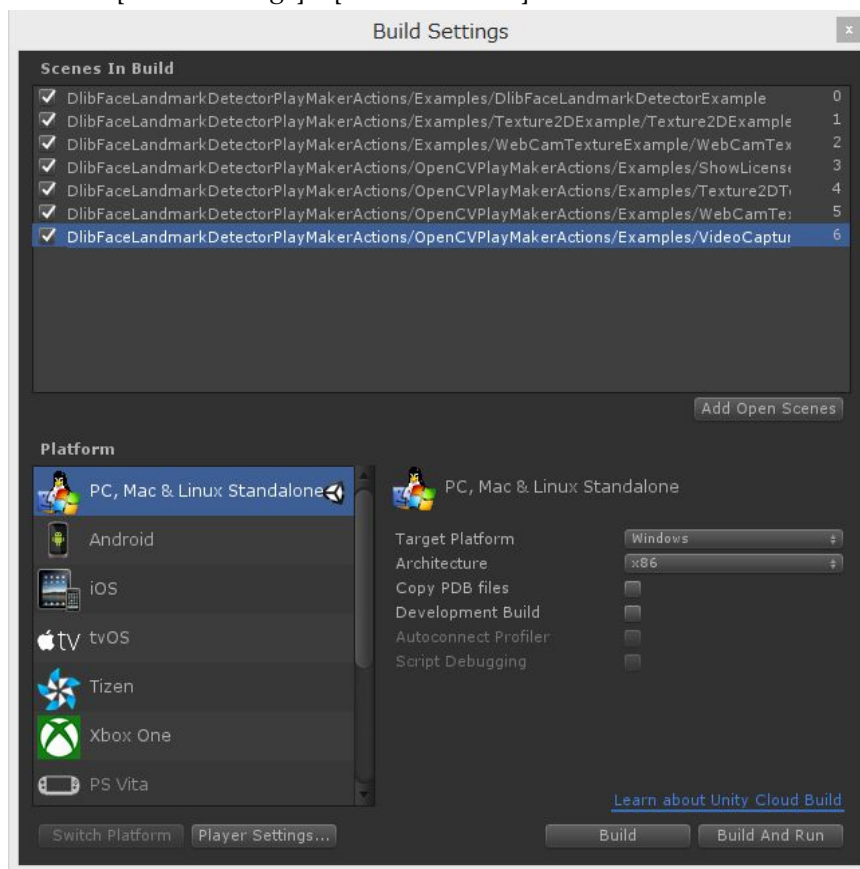


Screenshot after the setup



Quick setup procedure to run the Advanced examples using “OpenCV for Unity” scene:

1. Import and Setup [OpenCV for Unity](#).
2. Import
“DlibFaceLandmarkDetector/DlibFaceLandmarkDetectorWithOpenCVExample.unitypackage”.
3. Import [PlayMakerActions for OpenCVforUnity](#).
4. Import
“DlibFaceLandmarkDetectorPlayMakerActions/OpenCVPlayMakerActions.unitypackage”.
5. Add all of the “*.unity” in the
“DlibFaceLandmarkDetectorPlayMakerActions/OpenCVPlayMakerActions/Example”
folder to [Build Settings] – [Scene In Build].



Screenshot after the setup

