

# PlayMakerActions for DlibFaceLandmarkDetector 1.0.1

**WebGL support(Unity5.3 or later)**

**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 10.8 or later**

This asset requires [PlayMaker](#) 1.8.4 or later.

This asset requires [DlibFaceLandmarkDetector](#) 1.1.5 or later.

## **Features**

- You can use **almost all** the 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](#).)

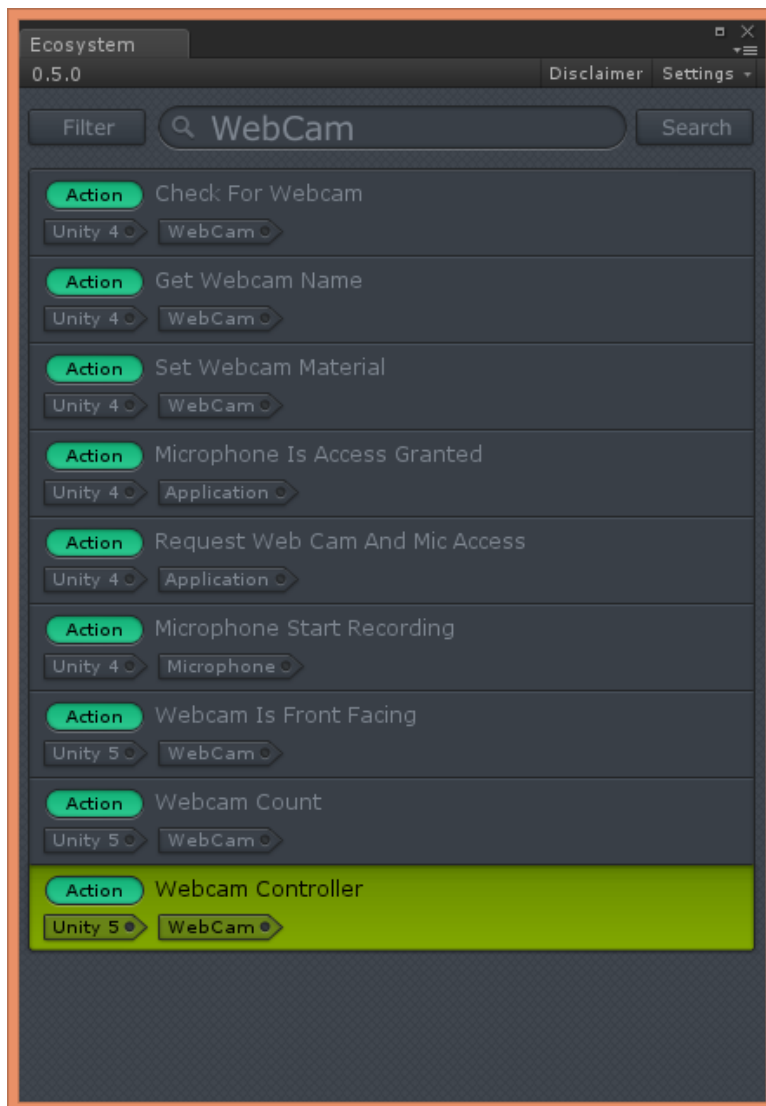
## Version changes

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

1.0.0 Initial release.

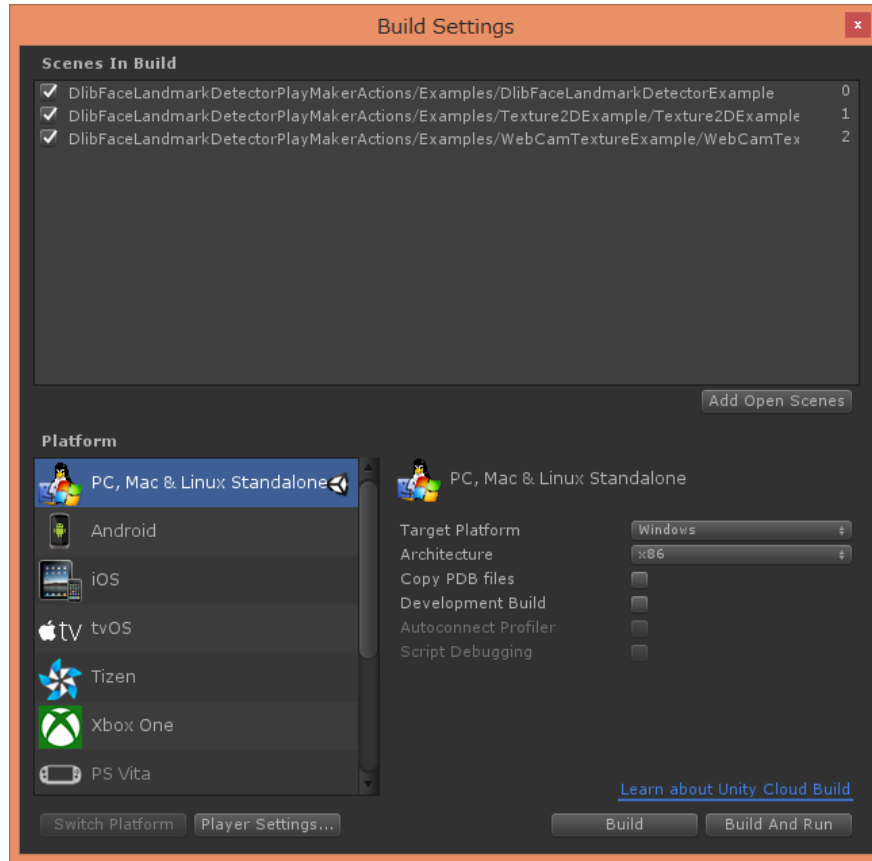
## Quick setup procedure to run the example scene

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

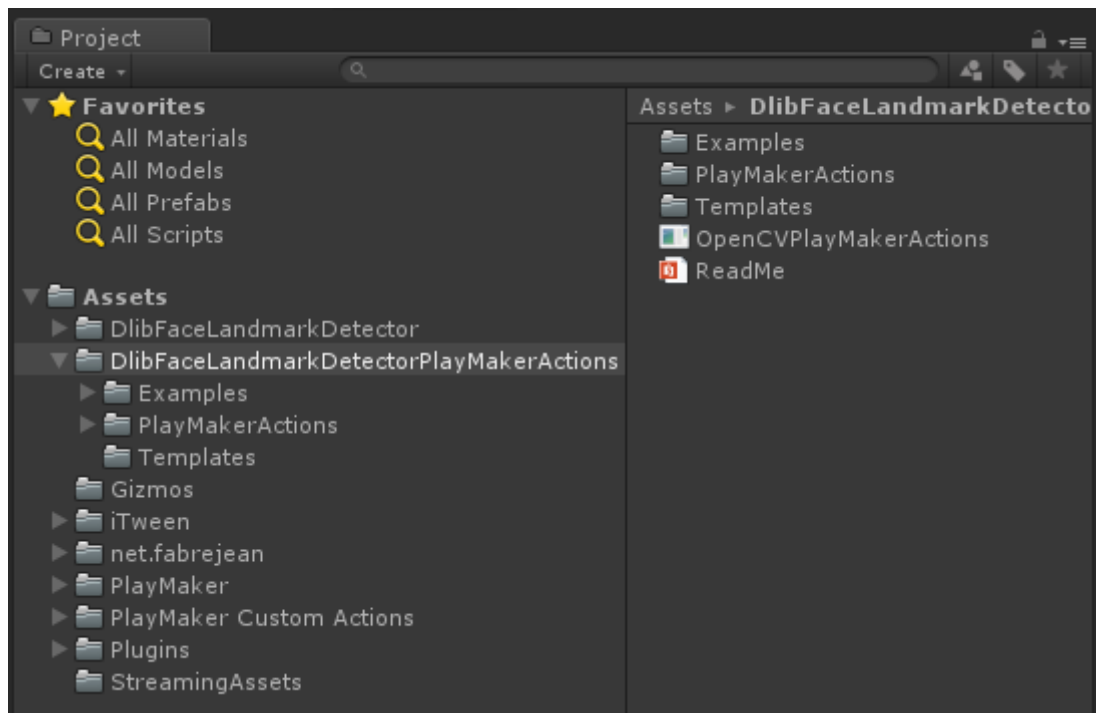


3. Import and Setup [DlibFaceLandmarkDetector](#).
4. Move the “DlibFaceLandmarkDetector/StreamingAssets/” folder to the “Assets/StreamingAssets/” folder.
5. Import PlayMakerActions for DlibFaceLandmarkDetector package.

6. Add all of the “\*.unity” in the “DlibFaceLandmarkDetectorPlayMakerActions/Example” folder to [Build Settings] – [Scene In Build].

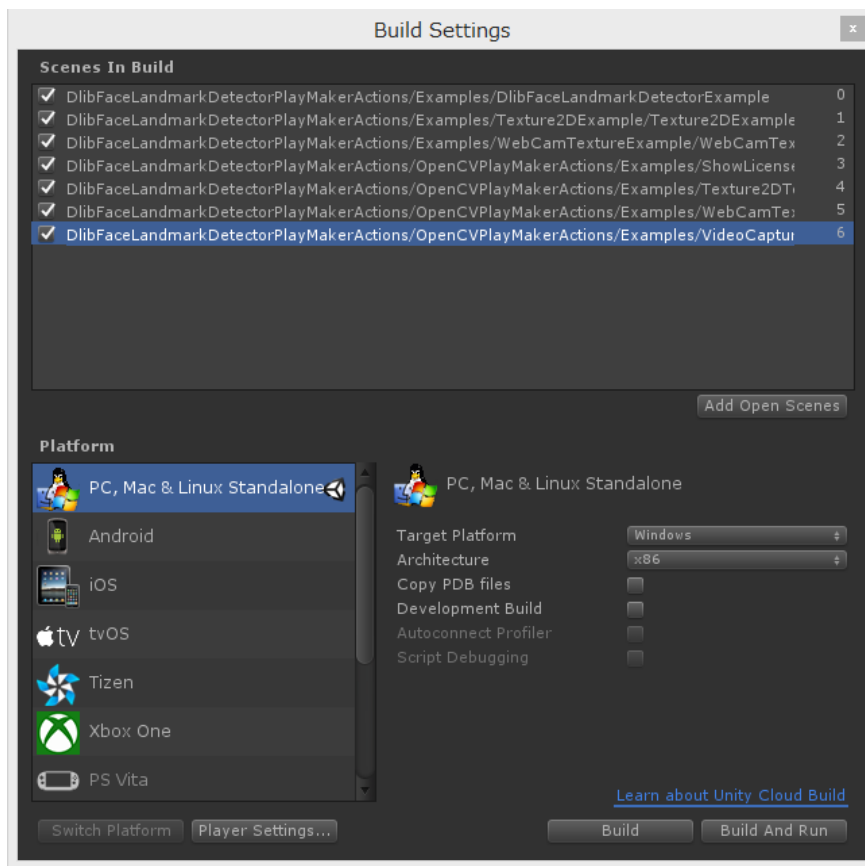


**Screenshot after the setup**



**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**

