PlayMakerActions for DlibFaceLandmarkDetector 1.0.3

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 1.8.4 or later.

This asset requires DlibFaceLandmarkDetector 1.2.5 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

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

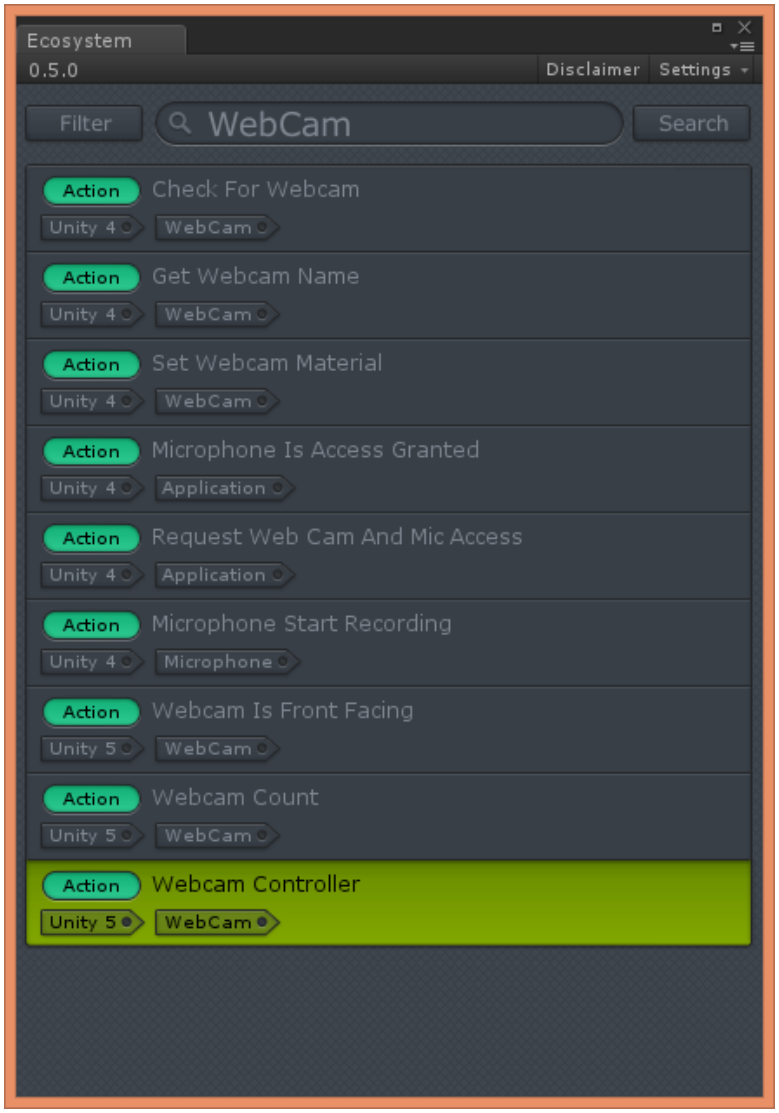
1.0.2 [Common]Updated for DlibFaceLandmarkDetector v1.2.3.(This asset requires DlibFaceLandmarkDetector 1.2.3 or later.)

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

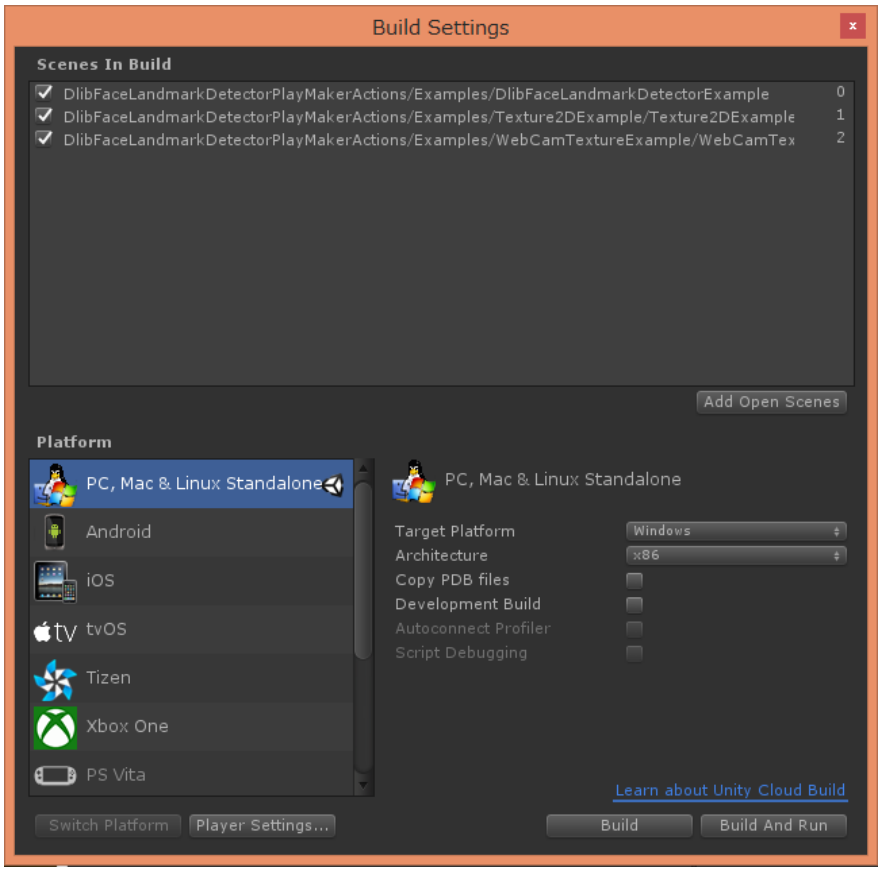
1.0.0 Initial release.

Quick setup procedure to run the example scene

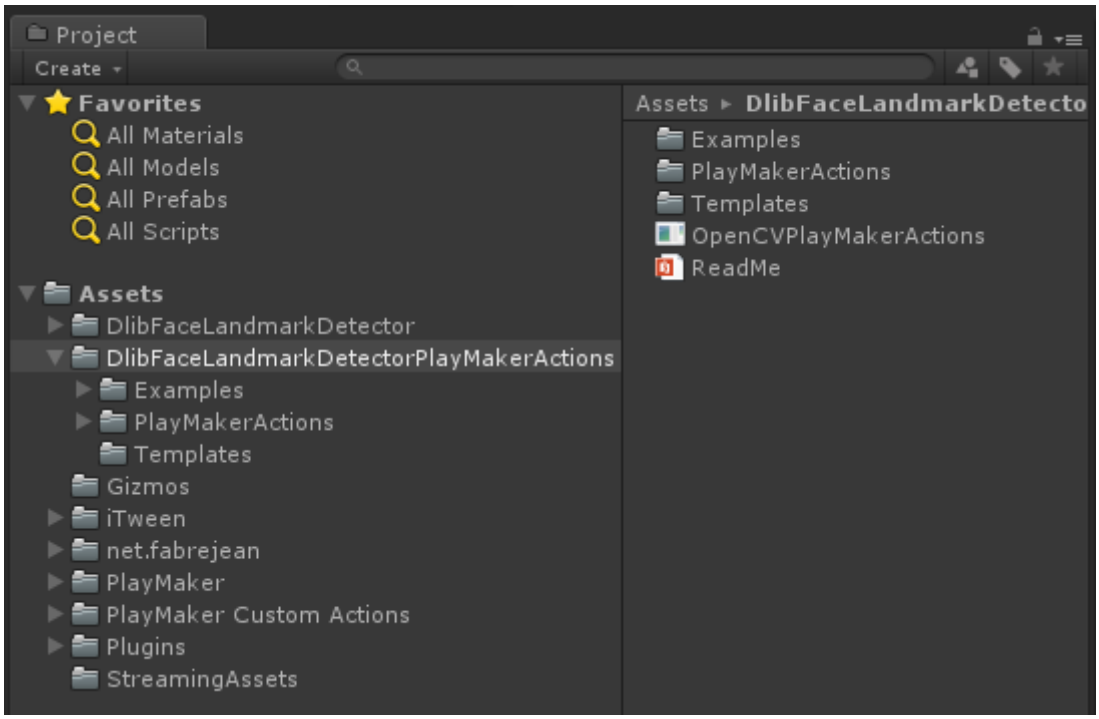
1. Import and Setup PlayMaker.
2. Get WebcamController Action from Ecosystem.



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].

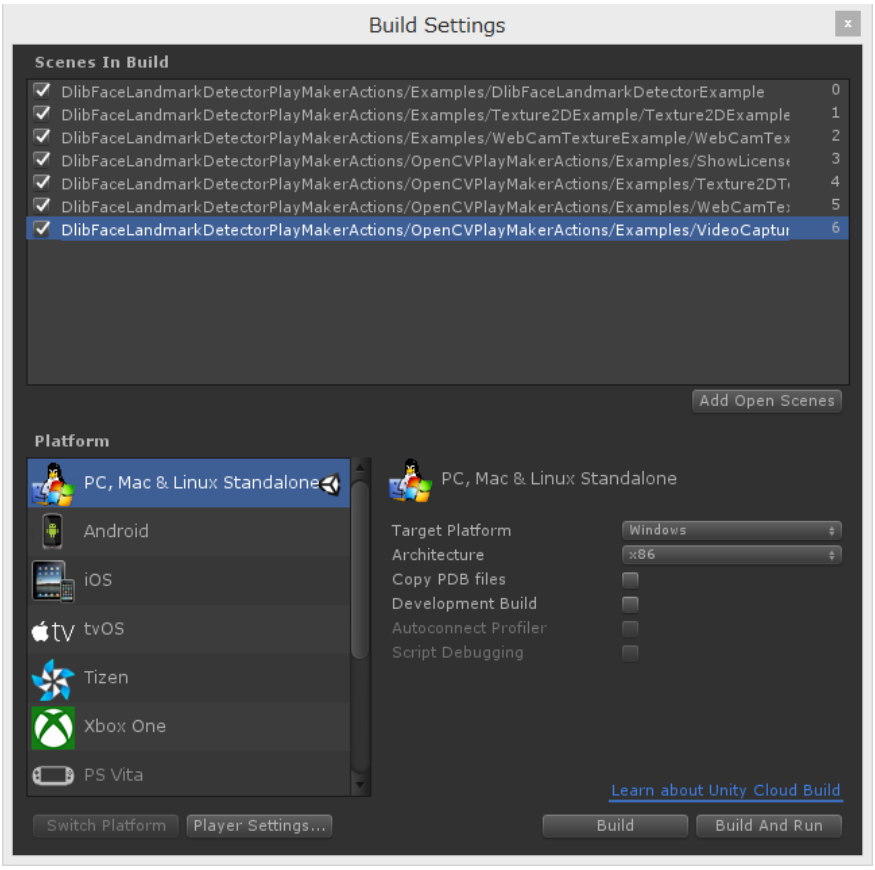


Screenshot after the setup

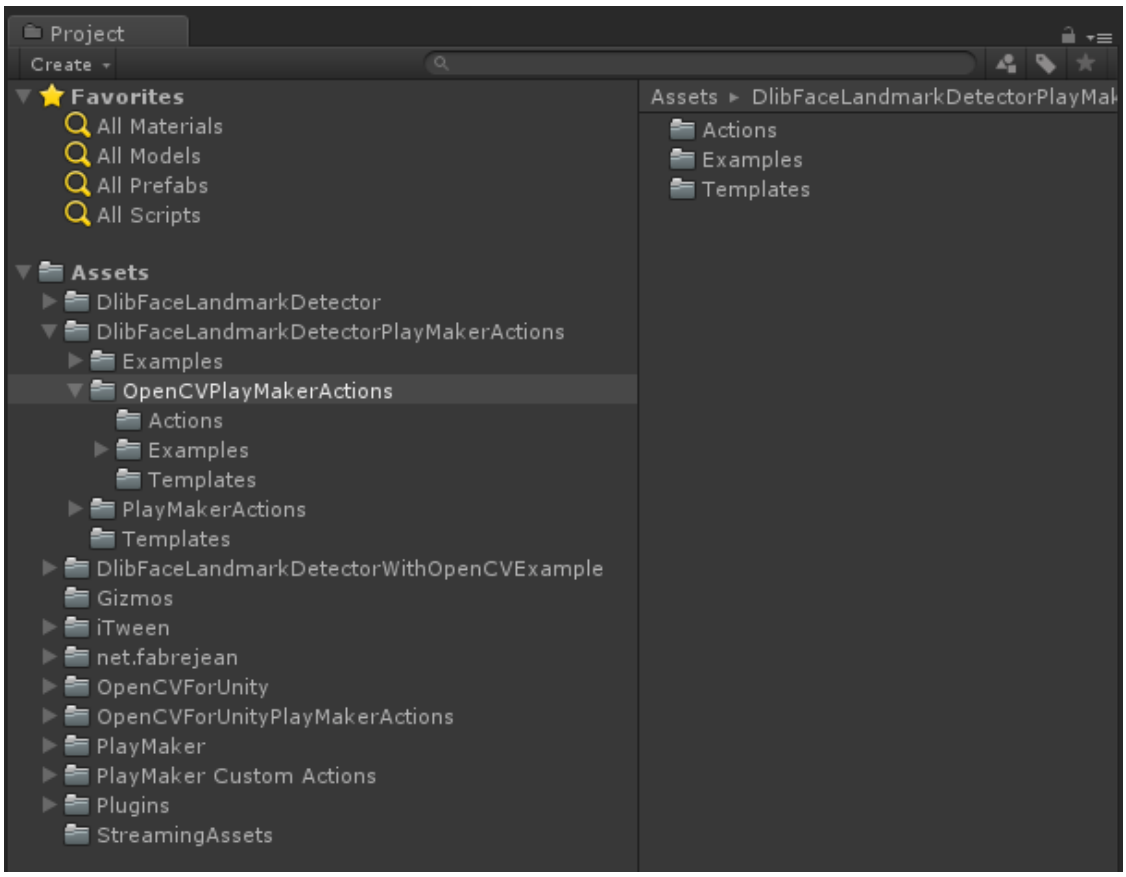


Quick setup procedure to run the Advanced examples using "OpenCV for Unity" scene

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


Project
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
DlibFaceLandmarkDetector
DlibFaceLandmarkDetectorPlayMakerActions
Examples
OpenCVPlayMakerActions
Actions
Examples
Templates
PlayMakerActions
Templates
DlibFaceLandmarkDetectorWithOpenCVExample
Gizmos
iTween
net.fabrejean
OpenCVForUnity
OpenCVForUnityPlayMakerActions
PlayMaker
PlayMaker Custom Actions
Plugins
StreamingAssets
Assets ▸ DlibFaceLandmarkDetectorPlayMak
Actions
Examples
Templates