FaceMask Example 1.0.4

WebGL(beta) 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

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:

1.0.4 [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.

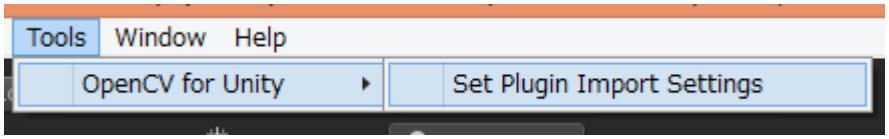
1.0.2 [Common]Fixed RectangleTracker class. [Common]Added requestFPS settings to WebCamTextureToMatHelper class.

1.0.1 [Common]Changed the name of asset project.("Sample" to "Example") [Common]Changed Overlay method.

1.0.0 Initial version

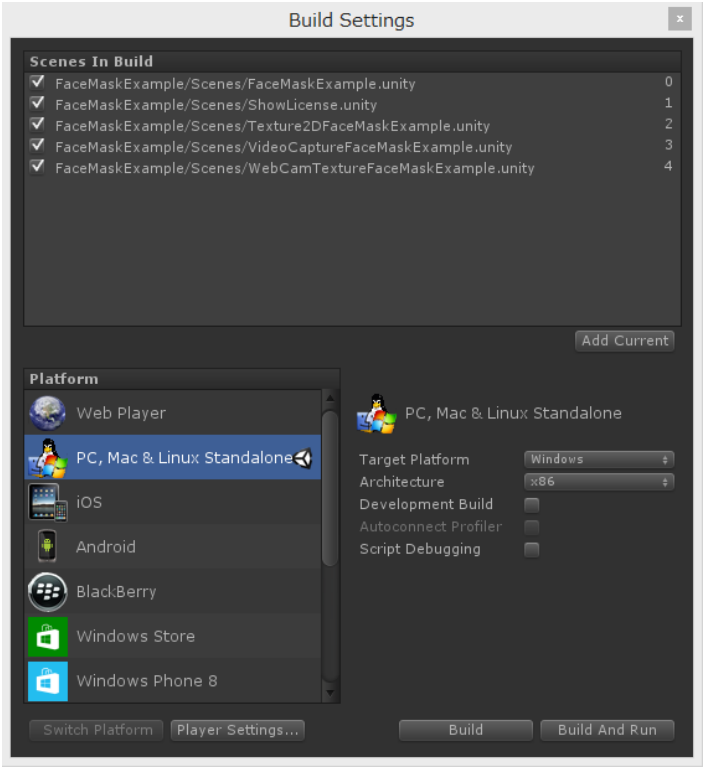
Quick setup procedure to run the example scenes:

1. Import "OpenCVForUnity".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].

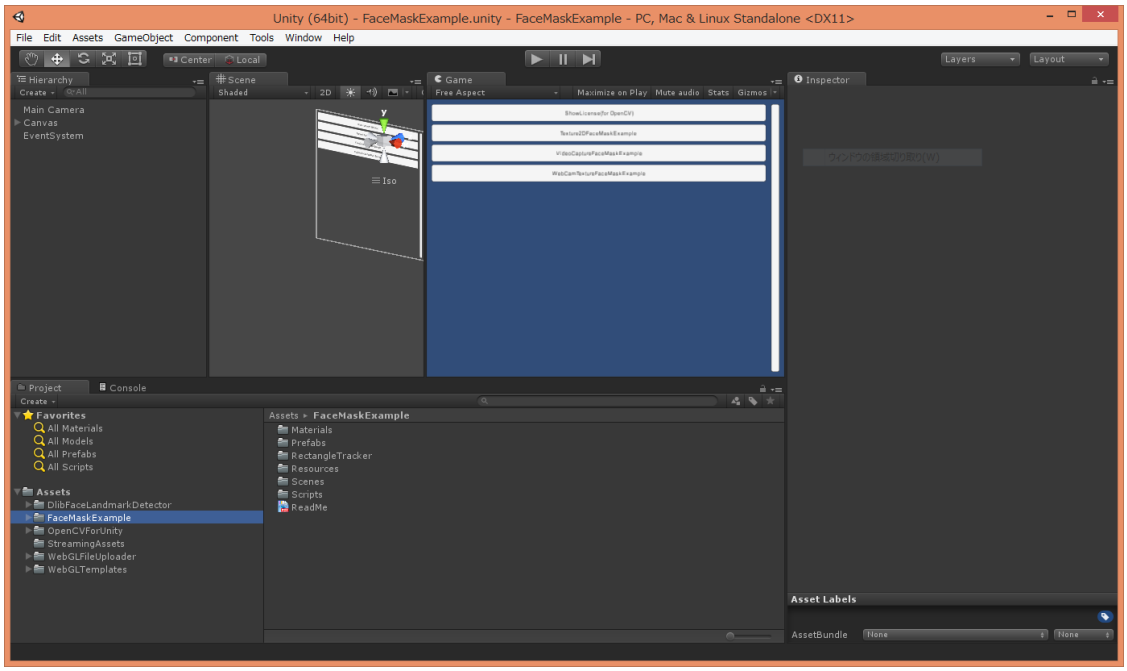


3. Import "Dlib FaceLandmark Detector".
4. Move the "DlibFaceLandmarkDetector/StreamingAssets/sp_human_face_68.dat" to the "Assets/StreamingAssets/" folder.
5. Select MenuItem[Tools/Dlib FaceLandmark Detector/Set Plugin Import Settings].

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



7. Run the FaceMaskExample scene.



Screenshot after the setup