

# FaceMask Example 1.0.3

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

iOS & Android support

WindowsStoreApps8.1 & WindowsPhone8.1 & 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 the 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:**

**1.0.3** [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.

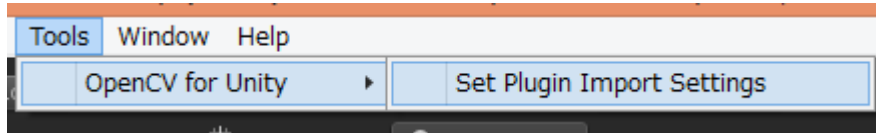
**1.0.2** [Common]Fixed RectangleTracker class. [Common]Added requestFPS settings to WebCamTextureToMatHelper class.

**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 scene:**

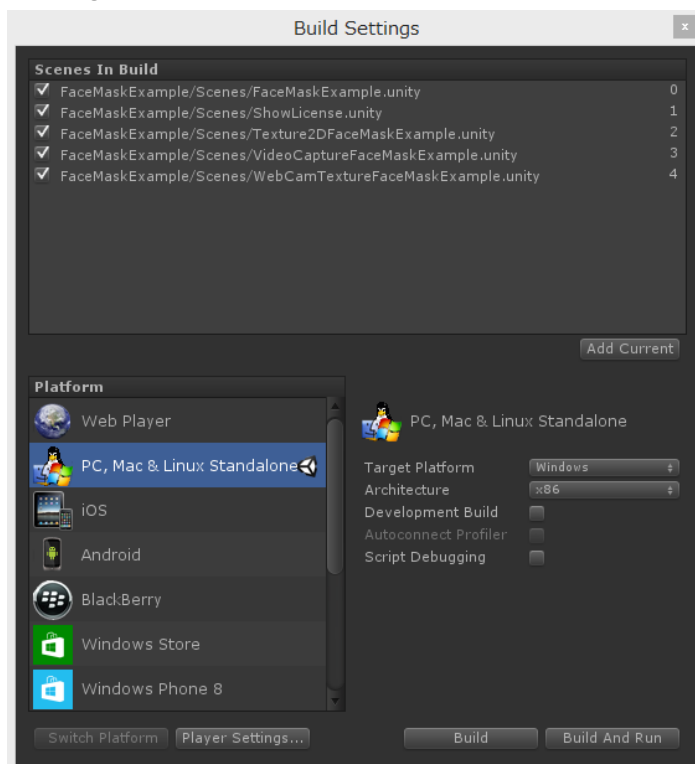
1. Import “[OpenCVForUnity](#)”.
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



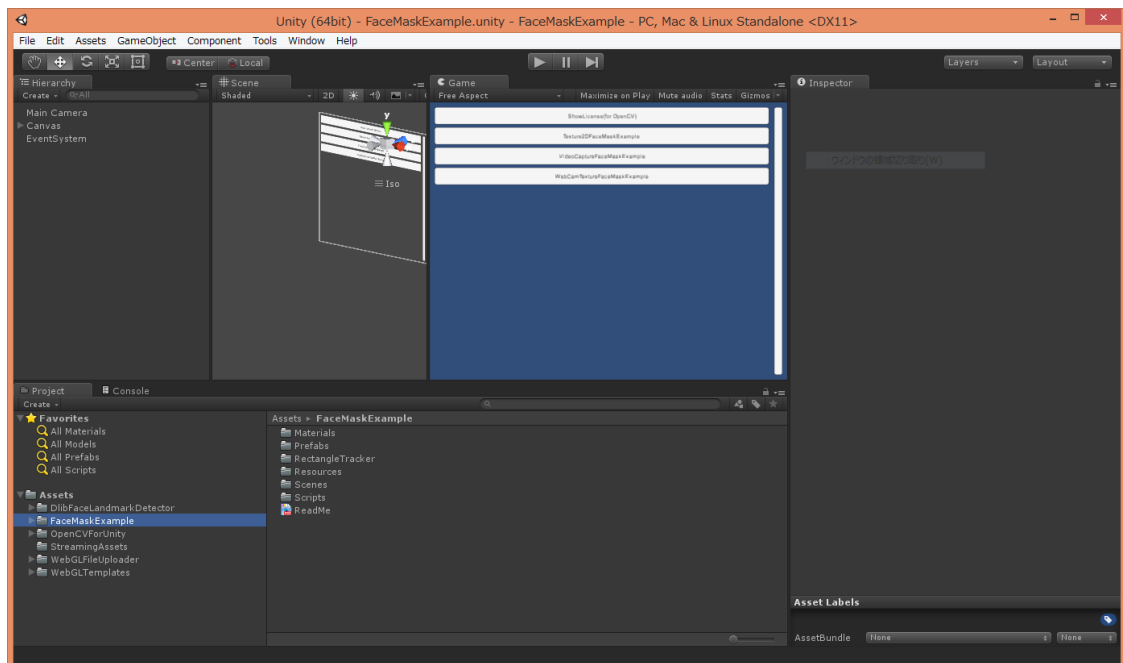
3. Import “[Dlib FaceLandmark Detector](#)”.
4. Select MenuItem[Tools/Dlib FaceLandmark Detector/Set Plugin Import Settings].



5. Add all of the “\*\*\*.unity” in the “FaceMaskExample/Scenes” folder to [Build Settings] – [Scene In Build].



6. Run FaceMaskExample Scene.



Screenshot after the setup

