

FaceMask Example 1.1.4



iOS & Android & Windows10 UWP support

Win & Mac & Linux Standalone support

WebGL support

ChromeOS support

visionOS support(beta)

Support for preview in the Editor

System Requirements

Build Win Standalone & Preview Editor : Windows8 or later

Build Mac Standalone & Preview Editor : macOS 10.13 or later

Build Linux Standalone & Preview Editor : Ubuntu18.04 or later

Build Android : API level 21 or later

Build iOS : iOS Version 12.0 or later

Build VisionOS : visionOS 1 or later (beta)

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

[Android Demo](#) | [WebGL Demo](#) | [Demo Video](#)

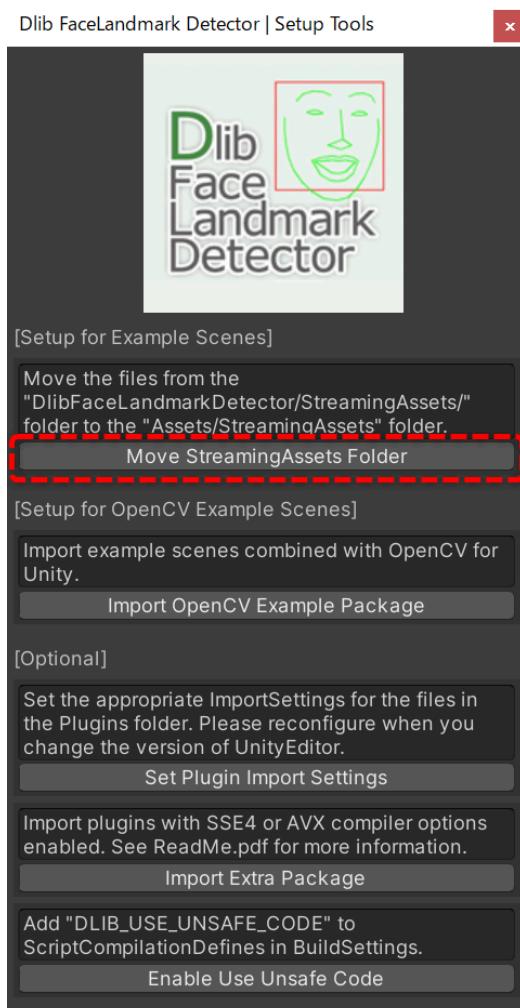
Version changes:

- 1.1.4** [Common]Updated for OpenCV for Unity v3.0.0.(This asset requires OpenCVforUnity 3.0.0 or later.) [Common]Updated for Dlib FaceLandmark Detector v2.0.0.(This asset requires Dlib FaceLandmark Detector v2.0.0 or later.)
- 1.1.3** [Common]Updated for OpenCV for Unity v2.6.4.(This asset requires OpenCVforUnity 2.6.4 or later.) [Common]Updated for Dlib FaceLandmark Detector v1.4.1.(This asset requires Dlib FaceLandmark Detector v1.4.1 or later.)
- 1.1.2** [Common]Changed the minimum supported version to Unity2021.3.35f1.
[Common]Separated the examples using the Built-in Render Pipeline and Scriptable Render Pipeline.
- 1.1.1** [Common]Updated for OpenCV for Unity v2.5.9.(This asset requires OpenCVforUnity 2.5.9 or later.) [Common]Updated for Dlib FaceLandmark Detector v1.3.8.(This asset requires Dlib FaceLandmark Detector v1.3.8 or later.)
- 1.1.0** [Common]Updated for OpenCV for Unity v2.5.0.(This asset requires OpenCVforUnity 2.5.0 or later.) [Common]Updated for Dlib FaceLandmark Detector v1.3.4.(This asset requires Dlib FaceLandmark Detector v1.3.4 or later.)
- 1.0.9** [Common]Updated for OpenCV for Unity v2.4.2.(This asset requires OpenCVforUnity 2.4.2 or later.) [Common]Updated for Dlib FaceLandmark Detector v1.3.2.(This asset requires Dlib FaceLandmark Detector v1.3.2 or later.) [Common]Refactored the script
- 1.0.8** [Common]Updated for OpenCV for Unity v2.3.8.(This asset requires OpenCVforUnity 2.3.8 or later.)
- 1.0.7** [Common]Updated for OpenCV for Unity v2.3.3.(This asset requires OpenCVforUnity 2.3.3 or later.) [Common]Updated for Dlib FaceLandmark Detector v1.2.5.(This asset requires Dlib FaceLandmark Detector 1.2.5 or later.)
- 1.0.6** [Common]Added FaceMaskDataEditor.cs.(You can edit FaceMask data in the inspector.) [Common]Added FaceMaskColorCorrector class. [Common]Updated to WebCamTextureToMatHelper.cs v1.0.8.
- 1.0.5** [Common]Updated to WebCamTextureToMatHelper.cs v1.0.4.
- 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.

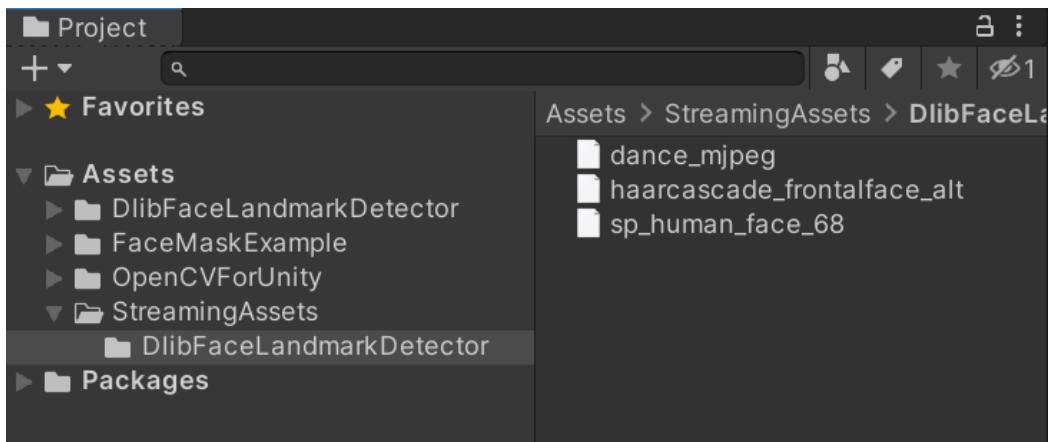
1.0.0 Initial version

Quick setup procedure to run the example scenes:

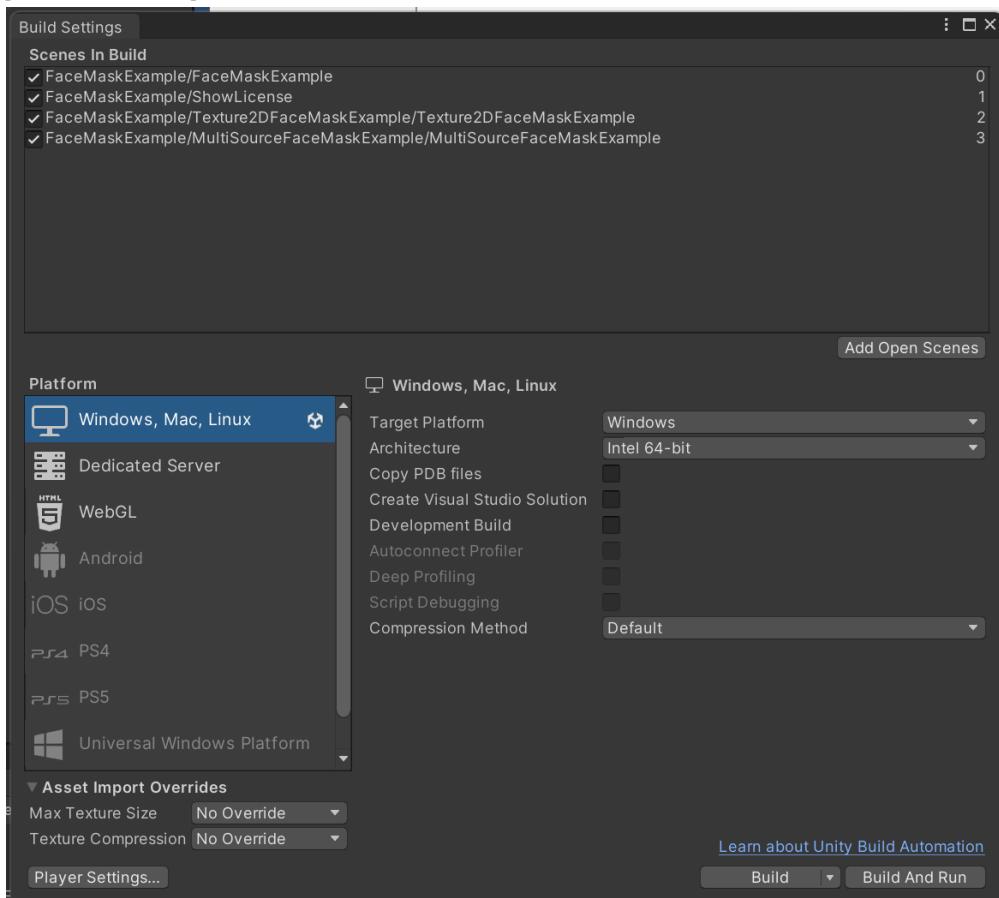
1. Import “[OpenCVForUnity](#)”.
2. Import “[Dlib FaceLandmark Detector](#)”.
3. Select MenuItem[Tools/Dlib FaceLandmark Detector/Open Setup Tools]. Click the [Move StreamingAssets Folder] button.



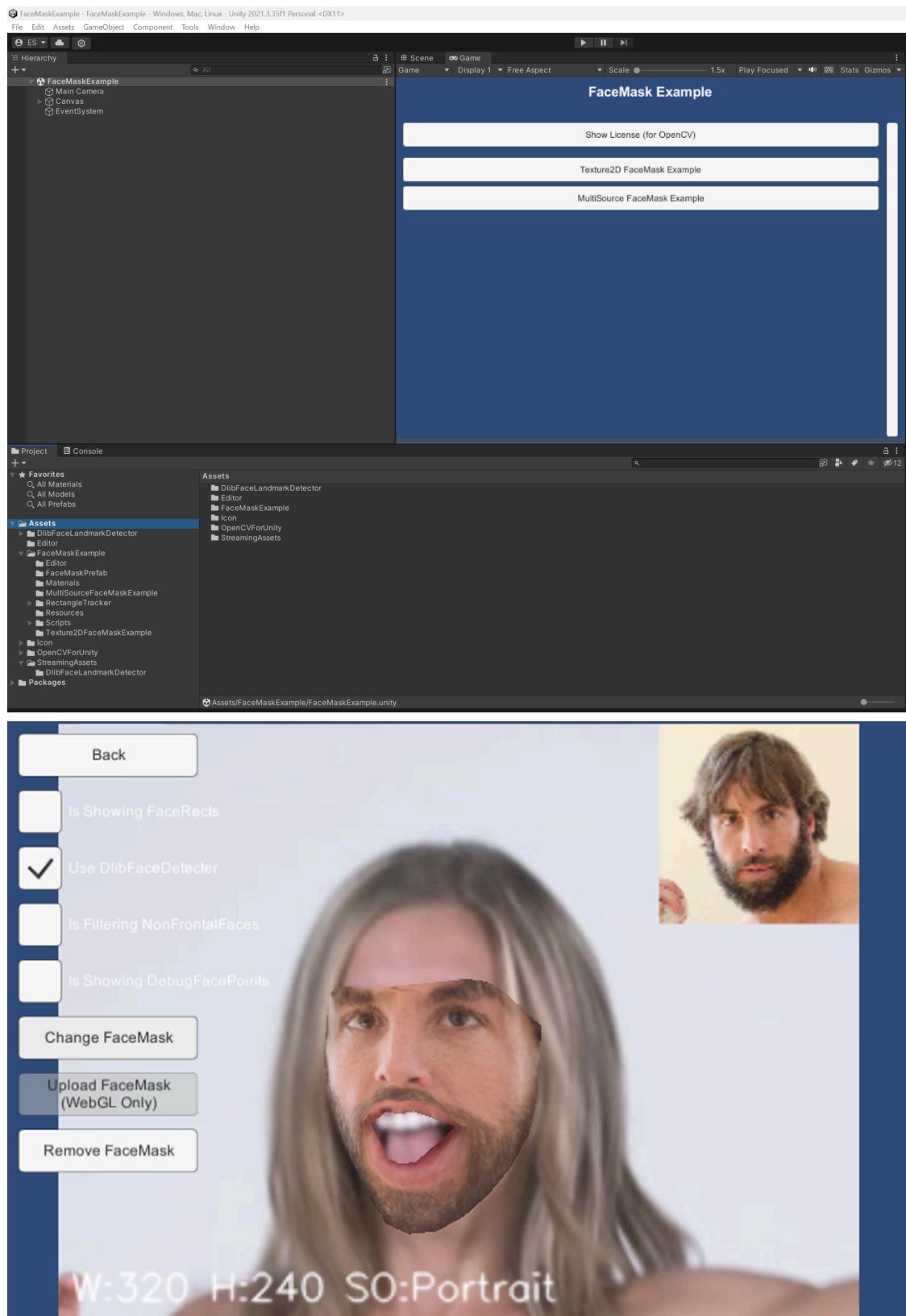
The following files are the only files required for this Example, so other files may be deleted.



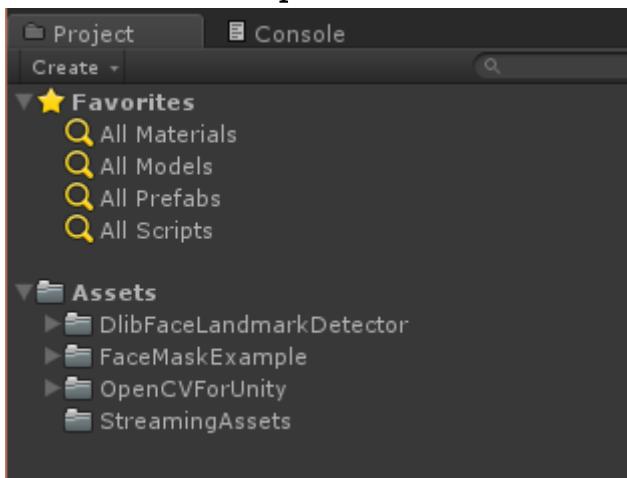
4. Add all of the “***.unity” in the “FaceMaskExample/Scenes” folder to [Build Settings] – [Scene In Build].



5. Run the FaceMaskExample scene.



Screenshot after the setup



Q & A

Q1. How can I add a new FaceMask?

A1.

