

# FaceMask Sample 1.0.0

**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 a sample project that maps face mask to the detected faces in an image using “[OpenCV for Unity](#)” and “[Dlib FaceLandmark Detector](#)”.

## **Samples:**

- Texture2DFaceMaskSample
- VideoCaptureFaceMaskSample
- WebCamTextureFaceMaskSample

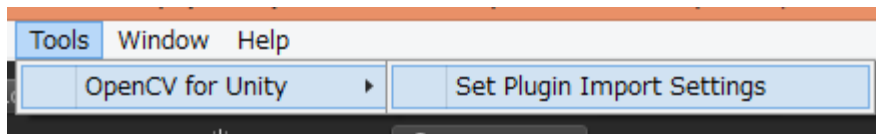
[Android Demo](#) [WebGL Demo](#) | [Demo Video](#)

## Version changes:

1.0.0 Initial version

## Quick setup procedure to run the sample scene:

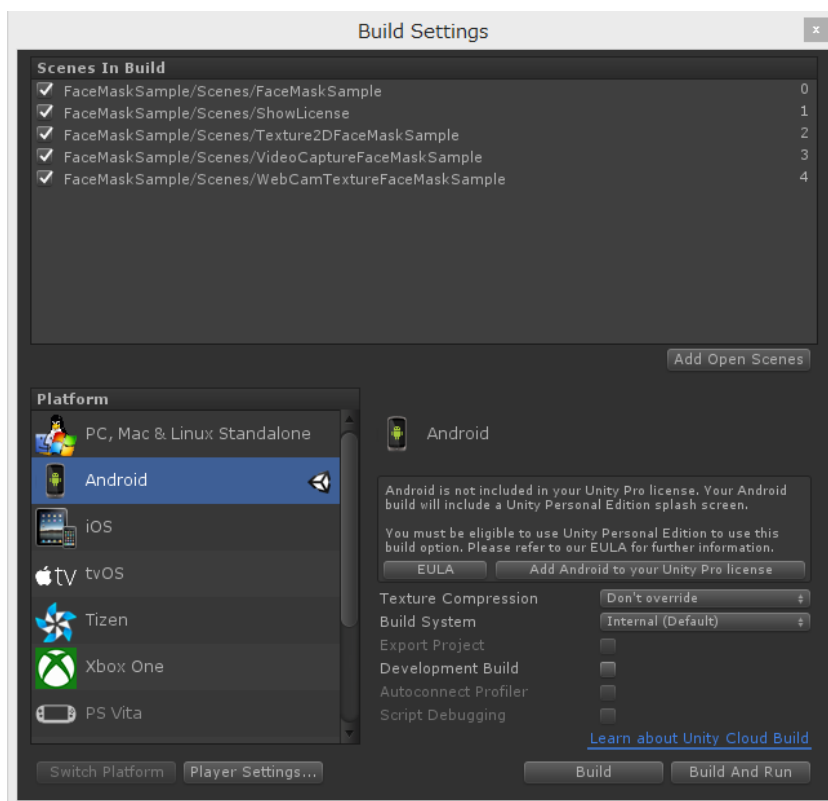
1. Import “[OpenCVForUnity](#)”.
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



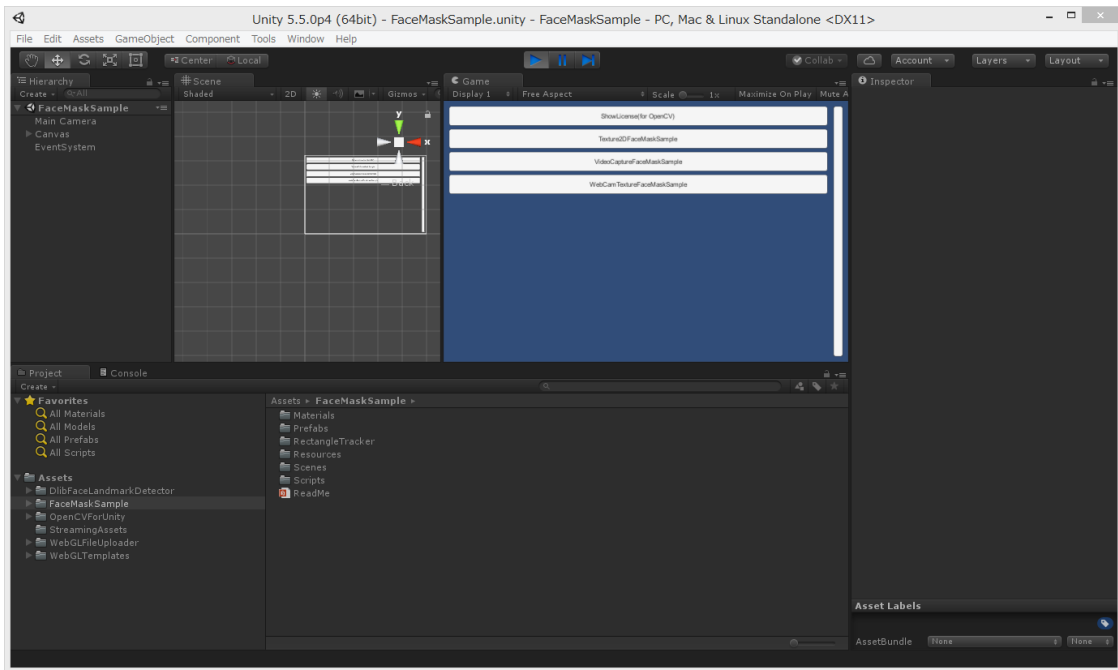
3. Import “[Dlib FaceLandmark Detector](#)”.
4. Select MenuItem[Tools/Dlib FaceLandmark Detector/Set Plugin Import Settings].



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



## 6. Run FaceMaskSample Scene.



Screenshot after the setup

