

FaceMask Example 1.0.1

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

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

Version changes:

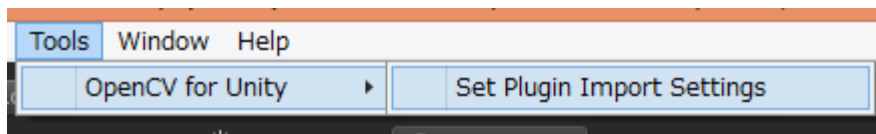
1.0.1 [Common]Changed the name of asset project.("Sample" to "Example")

[Common]Changed Overlay method.

1.0.0 Initial version

Quick setup procedure to run the example scene:

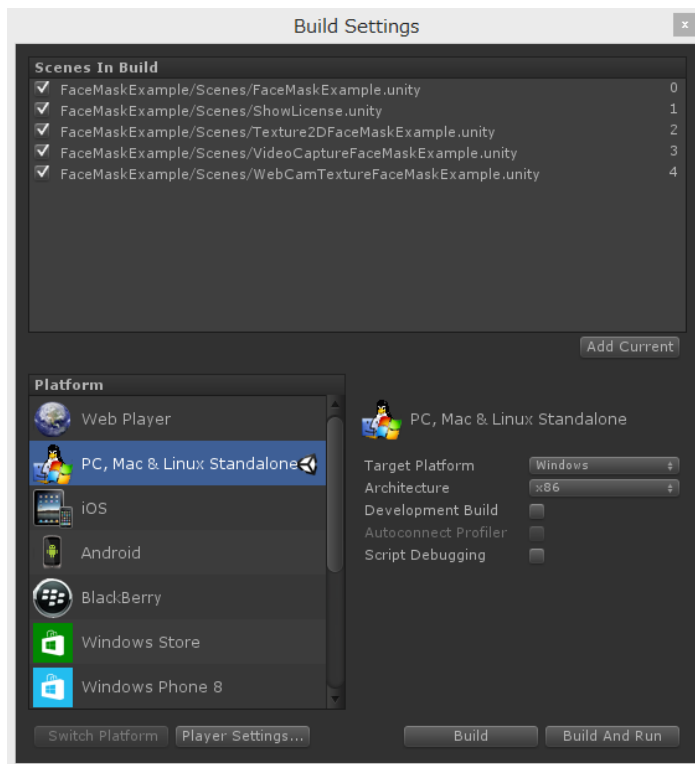
1. Import "[OpenCVForUnity](#)".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



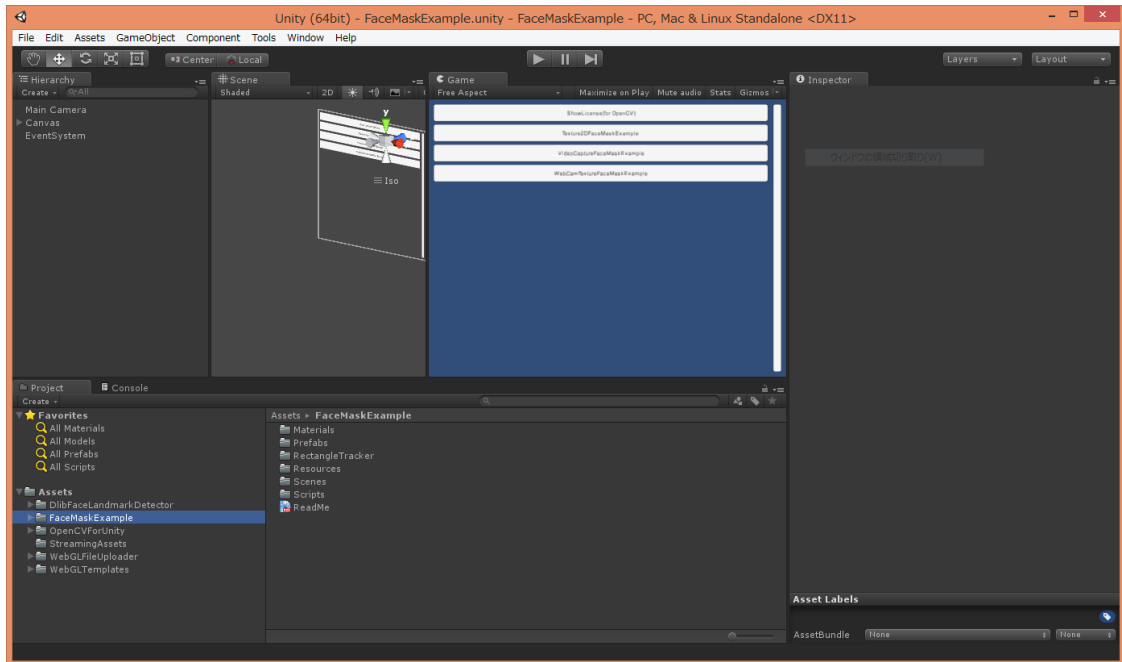
3. Import "[Dlib FaceLandmark Detector](#)".
4. Select MenuItem[Tools/Dlib FaceLandmark Detector/Set Plugin Import Settings].



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

