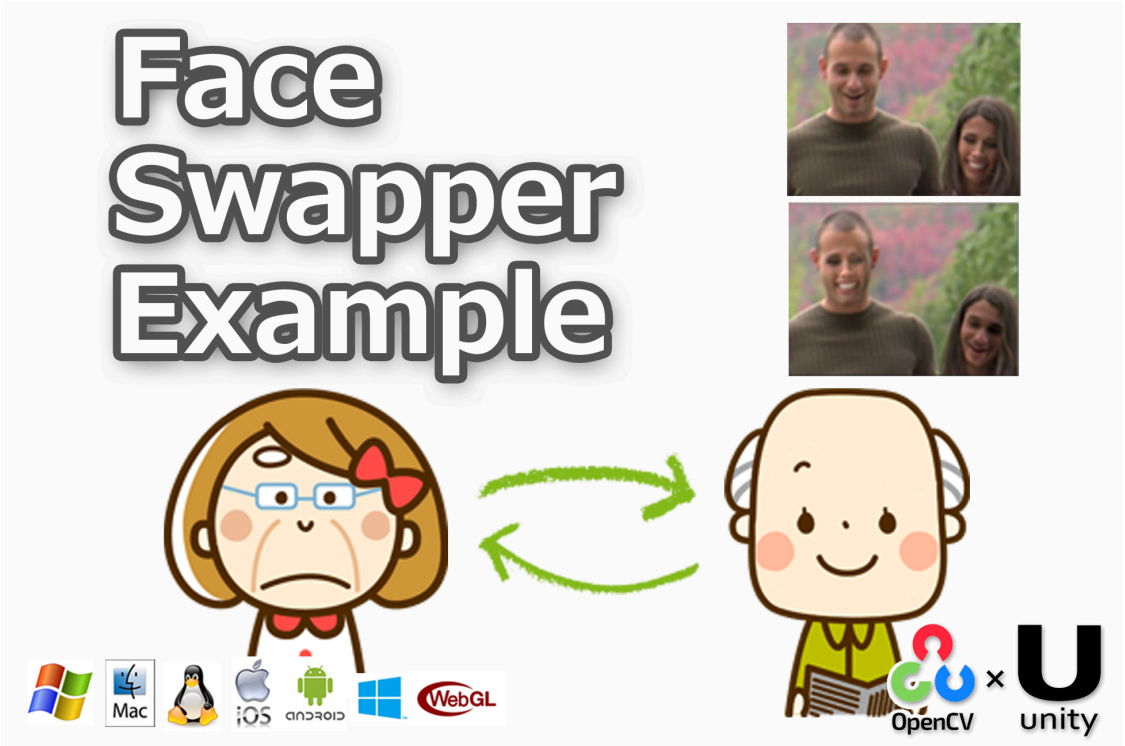
FaceSwapper Example 1.1.2



WebGL support
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 : Windows8 or later
Build Mac Standalone & Preview Editor : OSX 10.13 or later

The execution of this asset is required "OpenCV for Unity" and "Dlib FaceLandmark Detector".

Features:

- This asset is an example of swapping two faces in an image using "OpenCV for Unity" and "Dlib FaceLandmark Detector".
- Code is a rewrite of https://github.com/mc-jesus/FaceSwap.

Examples:

- Texture2DFaceSwapperExample
- WebCamTextureFaceSwapperExample
- VideoCaptureFaceSwapperExample

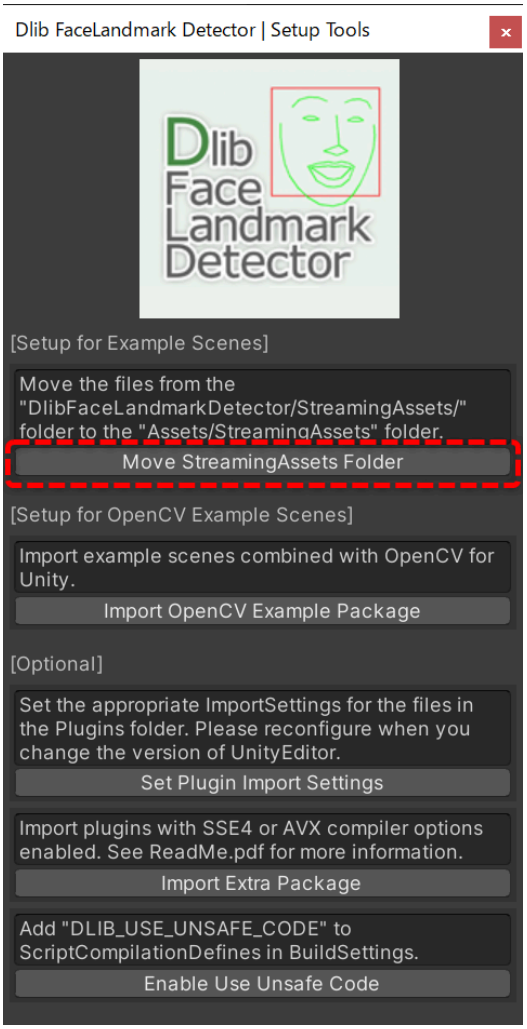
- Texture2DFaceChangerExample
- WebCamTextureFaceChangerExample

Android Demo | WebGL Demo | Demo Video

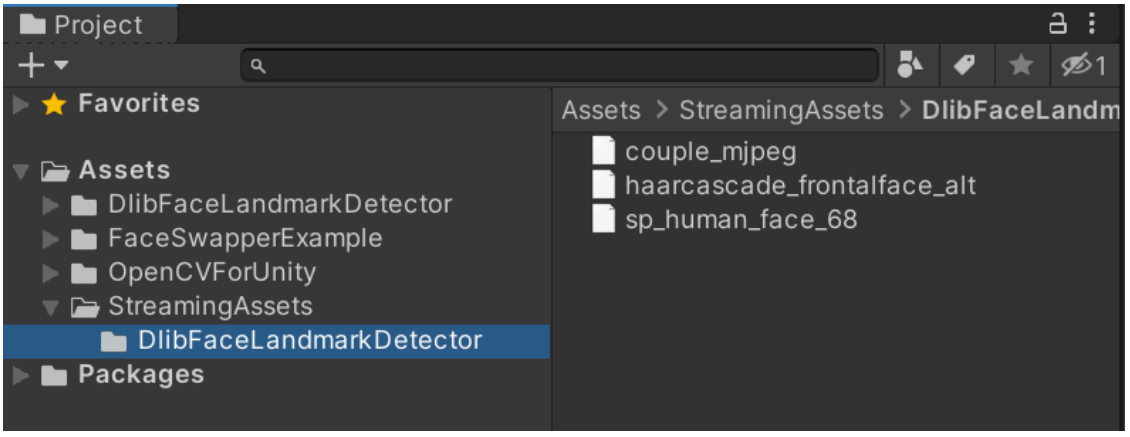
Version changes:
1.1.2 [Common]Updated for OpenCV for Unity v2.5.9.(This asset requires OpenCVforUnity 2.5.9 or later.) [Common]Updated for Dlib FaceLandmark Detector v1.3.8.(This asset requires Dlib FaceLandmark Detector v1.3.8 or later.)
1.1.1 [Common]Updated for OpenCV for Unity v2.5.0.(This asset 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.)
1.1.0 [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.
1.0.9 [Common]Updated for OpenCV for Unity v2.3.8.(This asset requires OpenCVforUnity 2.3.8 or later.)
1.0.8 [Common]Updated for OpenCV for Unity v2.3.3.(This asset requires OpenCVforUnity 2.3.3 or later.)
1.0.7 [Common]Fixed ColorCorrectFace fuction. [Common]Updated to WebCamTextureToMatHelper.cs v1.0.8.
1.0.6 [Common]Updated to WebCamTextureToMatHelper.cs v1.0.4
1.0.5 [Common] Switched to the shape predictor file trained using new datasets.
1.0.4 [Common]Updated WebCamTextureToMatHelper.cs v1.0.2. [WebGL] Updated WebGLFileUploadManager.cs v1.0.2.
1.0.3 [Common]Fixed RectangleTracker class. [Common]Added requestFPS settings to WebCamTextureToMatHelper class.
1.0.2 [Common]Changed the name of asset project.("Sample" to "Example") [Common]Fixed WebCamTextureToMatHelper.cs.(flipVertical and flipHorizontal flag)
1.0.1 [WebGL]Added WebGL(beta) support.(Unity5.3 or later) [Common]Added Texture2DFaceChangerSample and WebCamTextureFaceChangerSample.
1.0.0 Initial version

Quick setup procedure to run the example scenes:

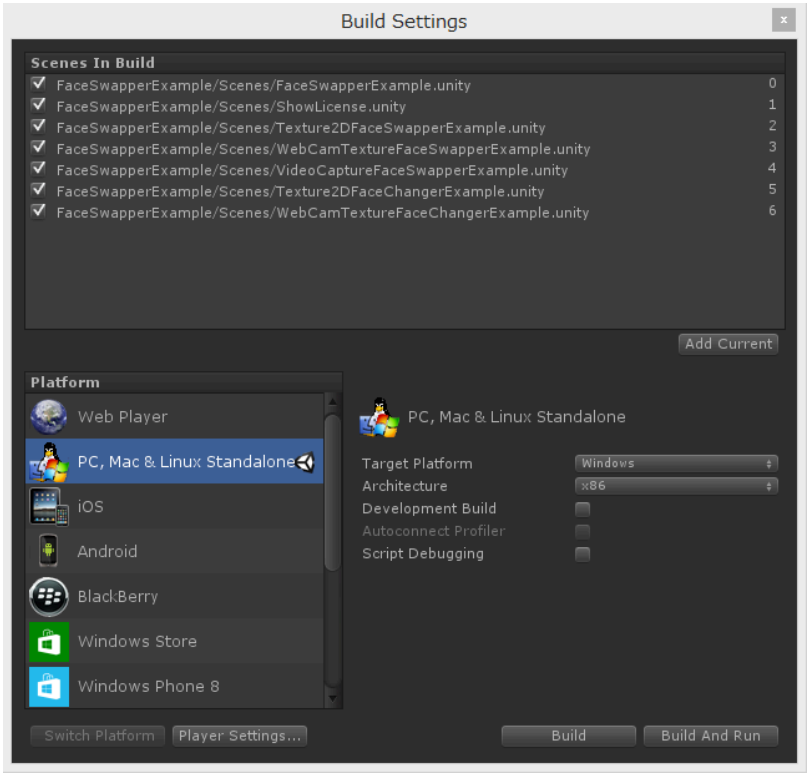
1. Import "OpenCVForUnity".
2. Import "Dlib FaceLandmark Detector".
3. Select MenuItem[Tools/Dlib FaceLandmark Detector/Open Setup Tools]. Click the [Move StreamingAssets Folder] button.



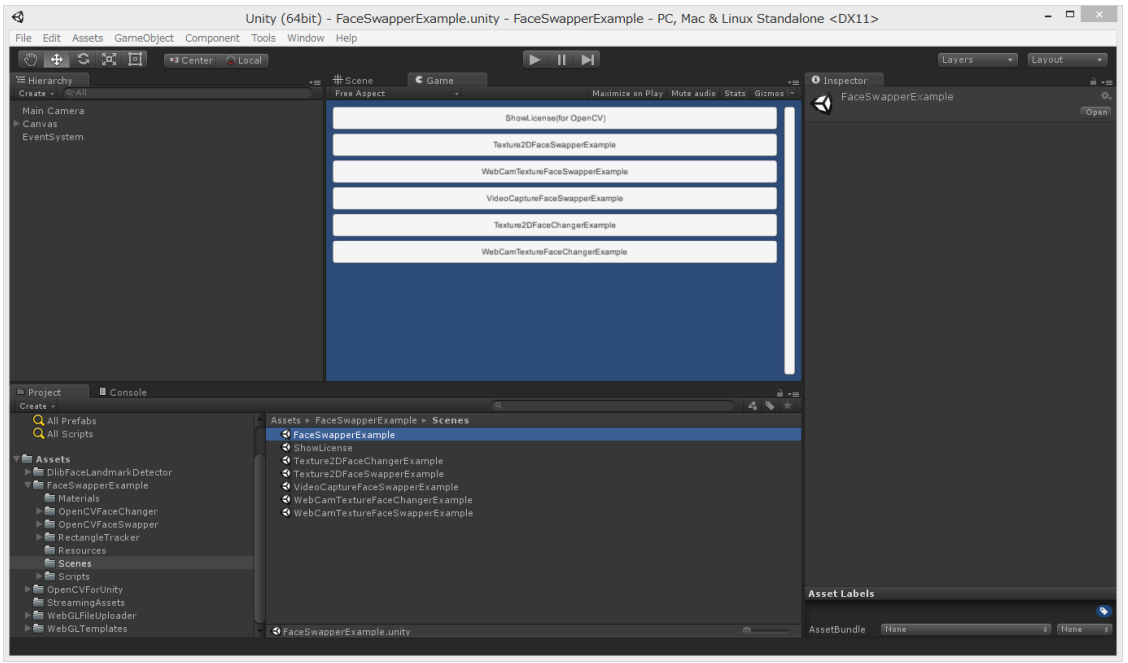
The following files are the only files required for this Example, so other files may be deleted.



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



5. Run the FaceSwapperExample scene.



Screenshot after the setup