FaceSwapper Example 1.0.2

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

Examples:

- Texture2DFaceSwapperExample
- WebCamTextureFaceSwapperExample
- VideoCaptureFaceSwapperExample
- Texture2DFaceChangerExample
- WebCamTextureFaceChangerExample

Android Demo WebGL Demo | Demo Video

Version changes:

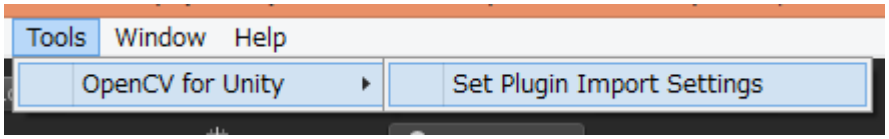
1.0.2 [Common]Changed the name of asset project.("Sample" to "Example") [Common]Fixed WebCamTextureToMatHelper.cs.(flipVertical and flipHorizontal flag)

1.0.1 [WebGL]Added WebGL(beta) support.(Unity5.3 or later) [Common]Added Texture2DFaceChangerSample and WebCamTextureFaceChangerSample.

1.0.0 Initial version

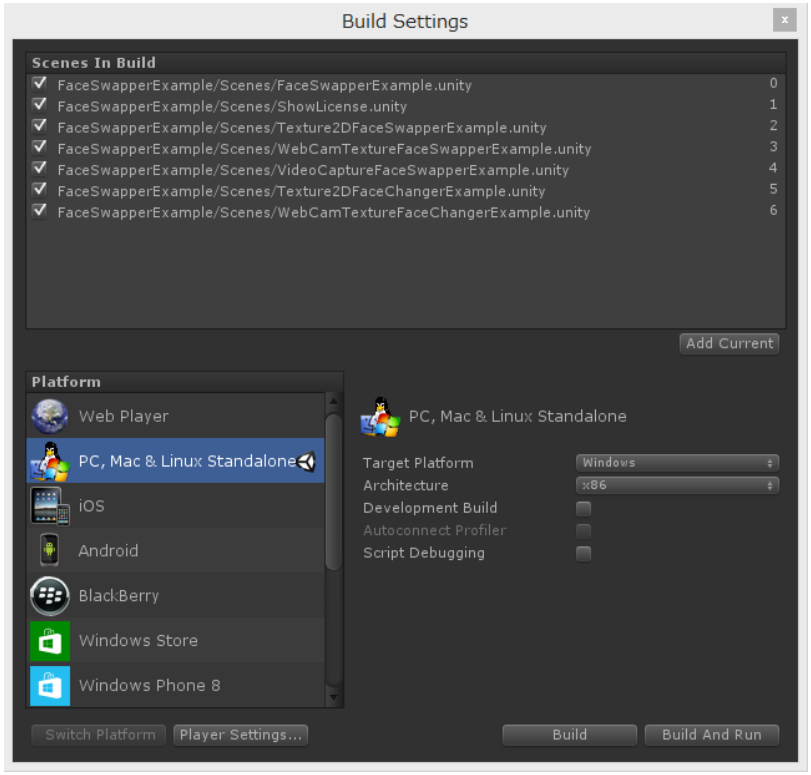
Quick setup procedure to run the example scene:

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

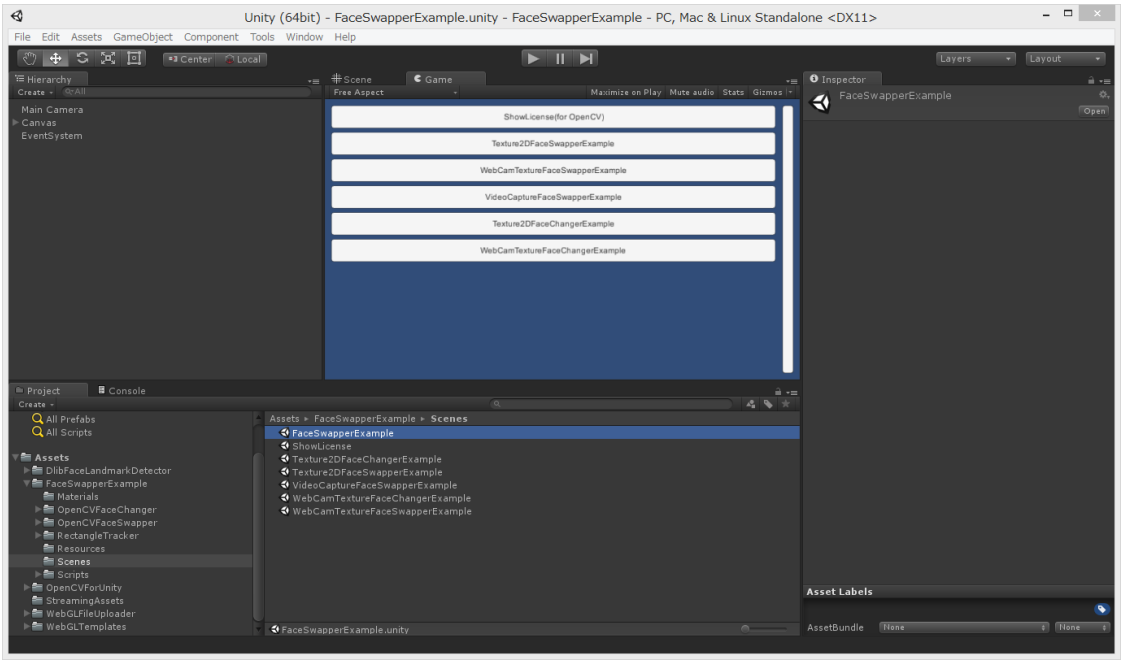


3. Import "Dlib FaceLandmark Detector".
4. Select MenuItem[Tools/Dlib FaceLandmark Detector/Set Plugin Import Settings].

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



6. Run FaceSwapperExample Scene.



Screenshot after the setup