FaceSwapper Sample 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 sample 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.

Samples:

● Texture2DFaceSwapperSample

● WebCamTextureFaceSwapperSample

● VideoCaptureFaceSwapperSample

● Texture2DFaceChangerSample

● WebCamTextureFaceChangerSample

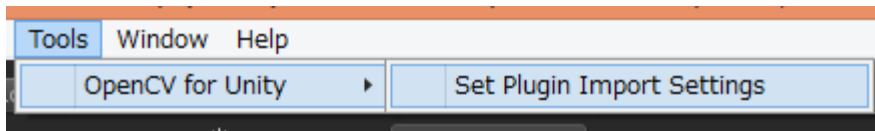[Android Demo](#) [WebGL Demo](#) | [Demo Video](#)

Version changes:

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

1.0.0 Initial version

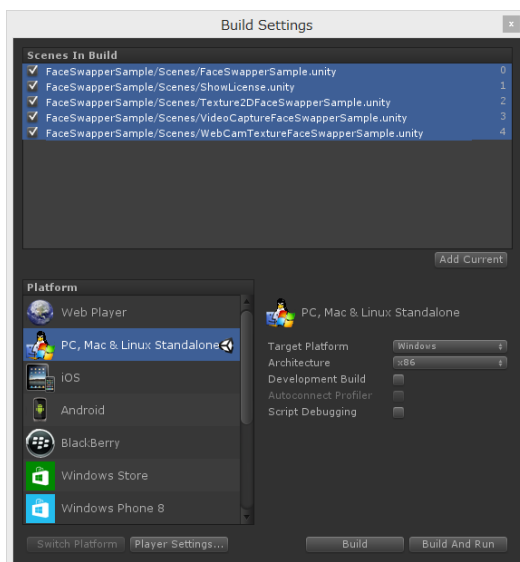**Quick setup procedure to run the sample scene:**

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 "FaceSwapperSample/Scenes" folder to [Build Settings] – [Scene In Build].

6. Run FaceSwapperSample Scene.

Screenshot after the setup