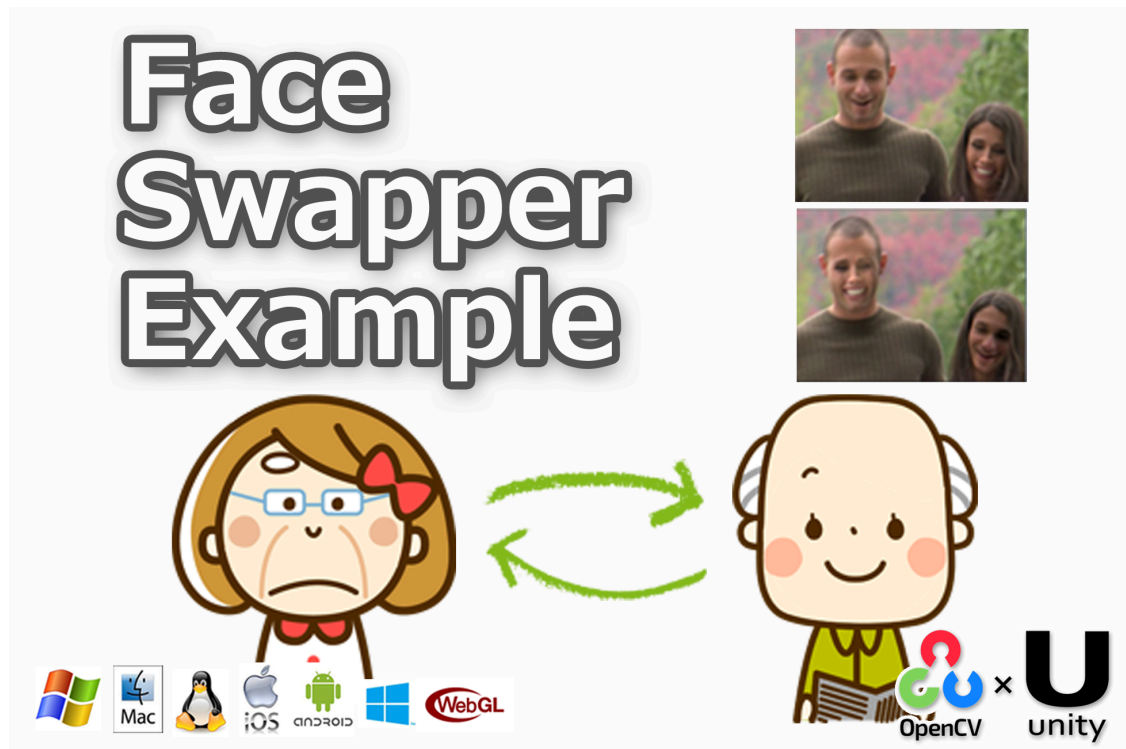


FaceSwapper Example 1.1.3



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

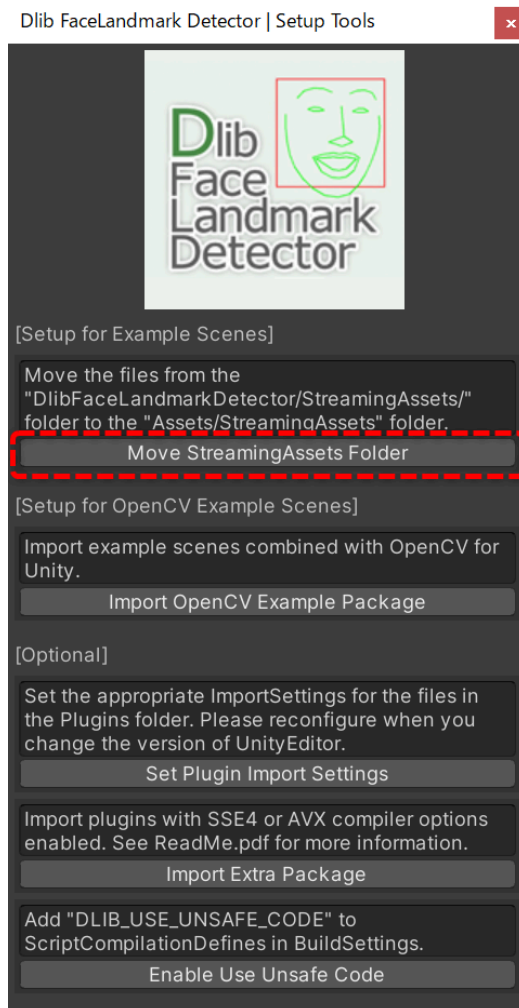
[Android Demo](#) | [WebGL Demo](#) | [Demo Video](#)

Version changes:

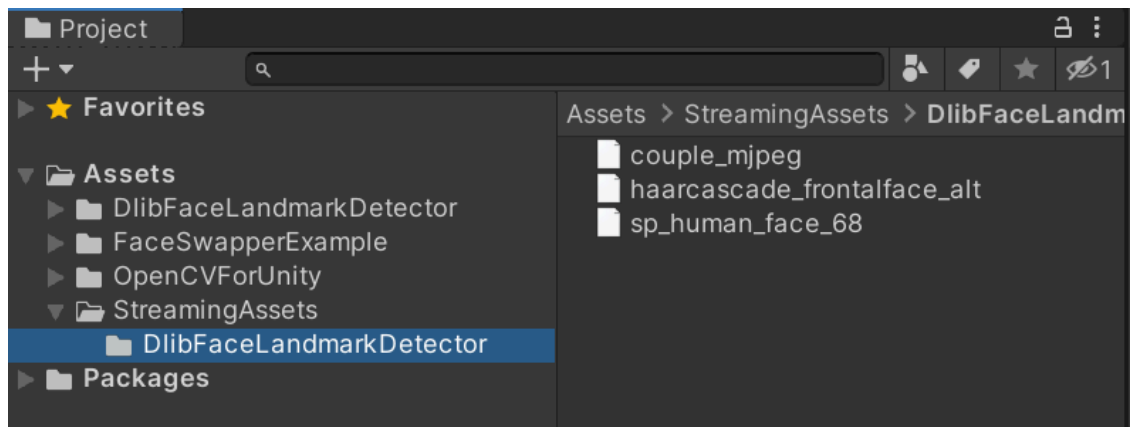
- 1.1.3** [Common] Changed the minimum supported version to Unity2021.3.35f1.
[Common] Separated the examples using the Built-in Render Pipeline and Scriptable Render Pipeline.
- 1.1.2** [Common] Updated for OpenCV for Unity v2.5.9. (This asset requires OpenCVforUnity 2.5.9 or later.) [Common] Updated 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 fuinction. [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:

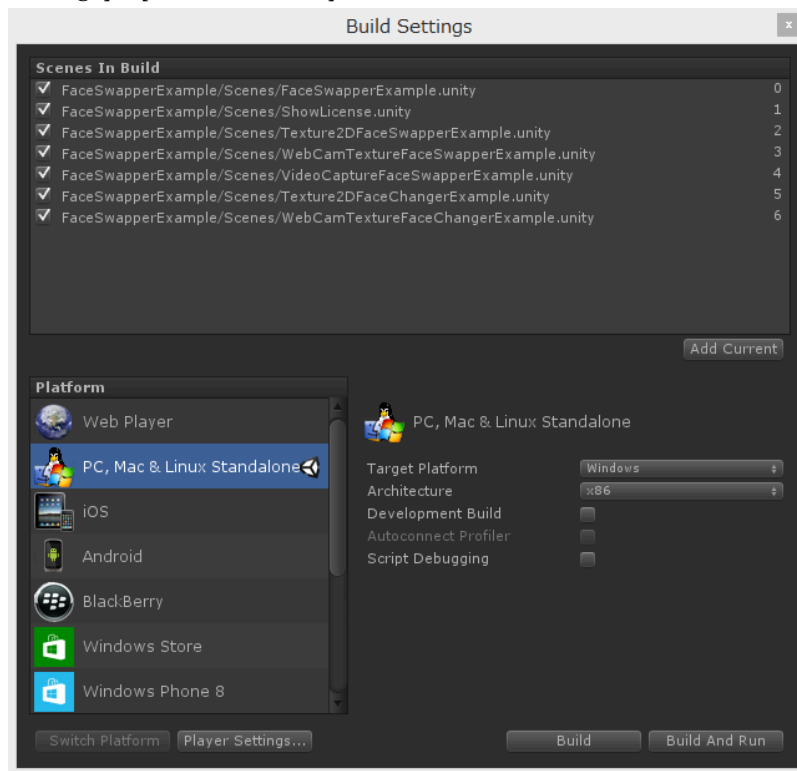
1. Import "[OpenCVForUnity](#)".
2. Import "[Dlib FaceLandmark Detector](#)".
3. Select MenuItem[Tools/Dlib FaceLandmark Detector/Open Setup Tools]. Click the [Move StreamingAssets Folder] button.



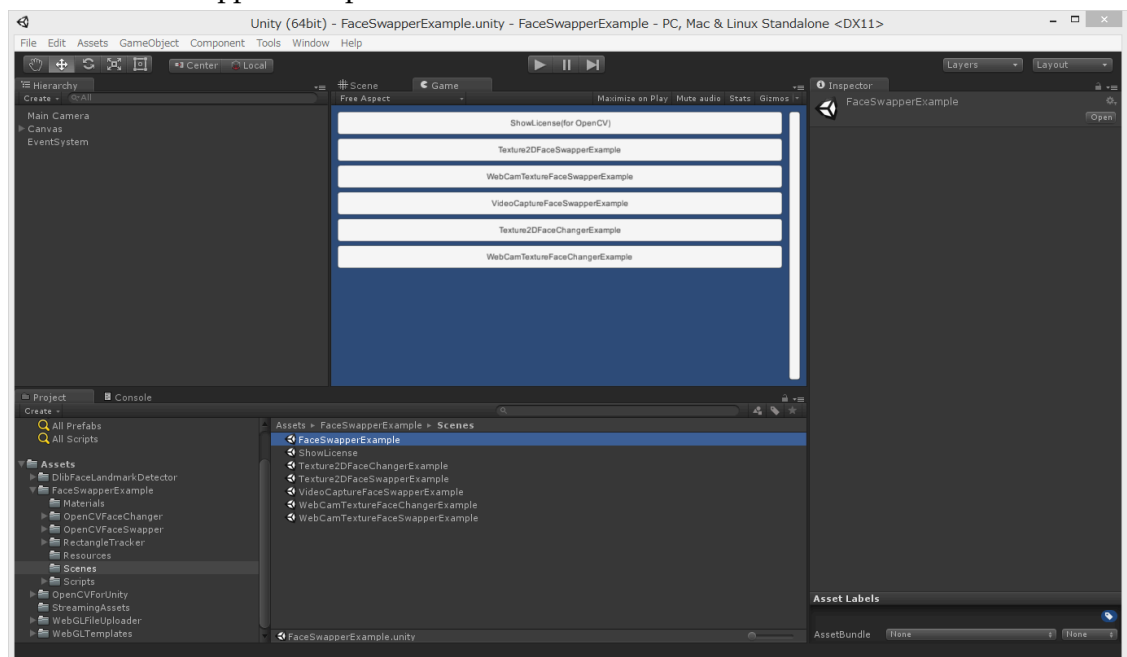
The following files are the only files required for this Example, so other files may be deleted.



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

