# FaceTracker Sample 1.1.1

**iOS** & **Android** support

**WindowsStoreApps8.1** & **WindowsPhone8.1** & **Windows10 UWP(beta)** 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".**

This asset is the Non-rigid Face Tracking Sample that can model and track the many complex parts of a person's face in WebCamTexture in real-time.

Code is the rewrite of https://github.com/MasteringOpenCV/code/tree/master/Chapter6_NonRigidFaceTracking using the "OpenCV for Unity".

- Texture2DFaceTrackerSample - By detecting and tracking face from Texture2D, draw face's points and connections.
- WebCamTextureFaceTrackerSample - By detecting and tracking face from WebCamTexture, draw face's points and connections.
- FaceTrackerARSample - By using the tracking points of the face, display AR Object.

Please download Demo Application for Android and watch Demo Video.

## Version changes

**1.1.1** [Common]Added namespace. [Common]Added flipVertical flag, flapHorizontal flag and GetWebCamDevice() method to WebCamTextureToMatHelper.cs.

**1.1.0** [Common]Changed to methods of moving the AR object.

**1.0.9** [Common]Support for "OpenCV for Unity 2.0.0".

**1.0.8** [Common]Fixed WebCamTextureToMatHelper.cs.(Add didUpdateThisFrame () method)

**1.0.7** [Common] Renewed the samples using WebCamTextureToMatHelper.(Supports all screen orientation.)

**1.0.6** [Common]Change to use uGUI in SampleScene.

**1.0.5** [iOS]Fix WebCamTexture bug of SampleScene in Unity5.2.

**1.0.4** [Common]Rewrite SampleScene.

**1.0.3** [Common]Add the code to support Beta Version of "OpenCV for Untiy" based on "OpenCV3.0.0".

**1.0.2** [Common]Fix SampleScene.

**1.0.1** [Common]Fix SampleScene. [Common] Change Property of Platform Dependent Compilation from UNITY_IPHONE to UNITY_IOS.

**1.0.0** Initial version

## Setup

- Import and Setup "OpenCVForUnity".
- Import "FaceTrackerSample".
- Copy from "FaceTrackerSample/StreamingAssets/" to "Assets/StreamingAssets/" folder.

If you want to use the Beta Version of "OpenCV for Untiy" based on "OpenCV2.4.11", please set the "Scripting Define Symbols" to "OPENCV_2".
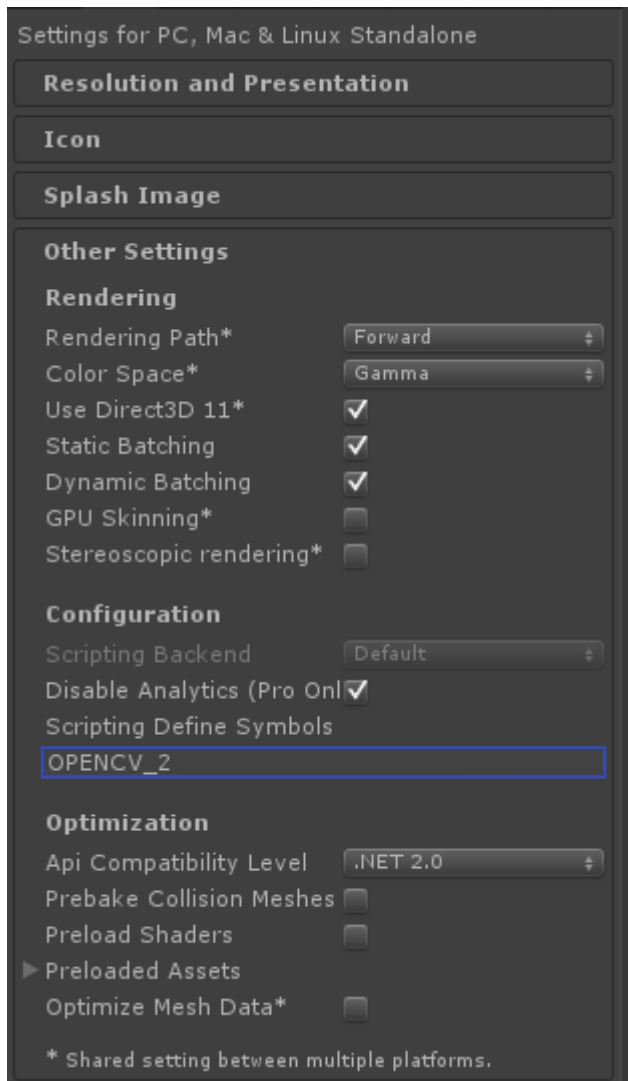


**Q&A**

Q.

How can I to create a "tracker_model" file?

A.

Please refer to "Mastering OpenCV with Practical Computer Vision Projects Chapter6"( http://www.packtpub.com/cool-projects-with-opencv/book). I convert "tracker_model" file format into json from yaml and use it in "FaceTracker Sample".