

# FaceTracker Sample

**iOS & Android** support

**Win & Mac** 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](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

1.0.0 Initial version

## Setup

- Import and Setup “[OpenCVForUnity](#)”.
- Import “FaceTrackerSample”.
- Copy from “FaceTrackerSample/StreamingAssets/” to “Assets/StreamingAssets/” folder.

## 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”.