FaceTracker Sample 1.0.9

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.

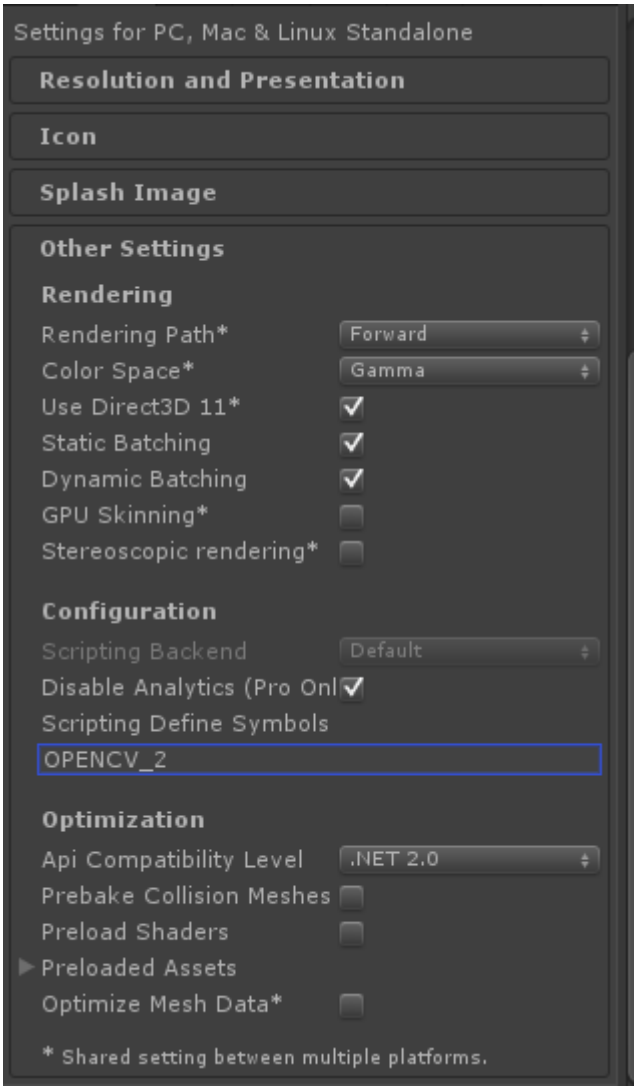
Version changes

1.0.9 [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".