

# FaceTracker Sample 1.0.7

**iOS & Android** support

**Win & Mac** Standalone support(if Unity4,Pro only)

Support for preview in the **Editor**(if Unity4,Pro only)

**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**

**1.0.7** [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.

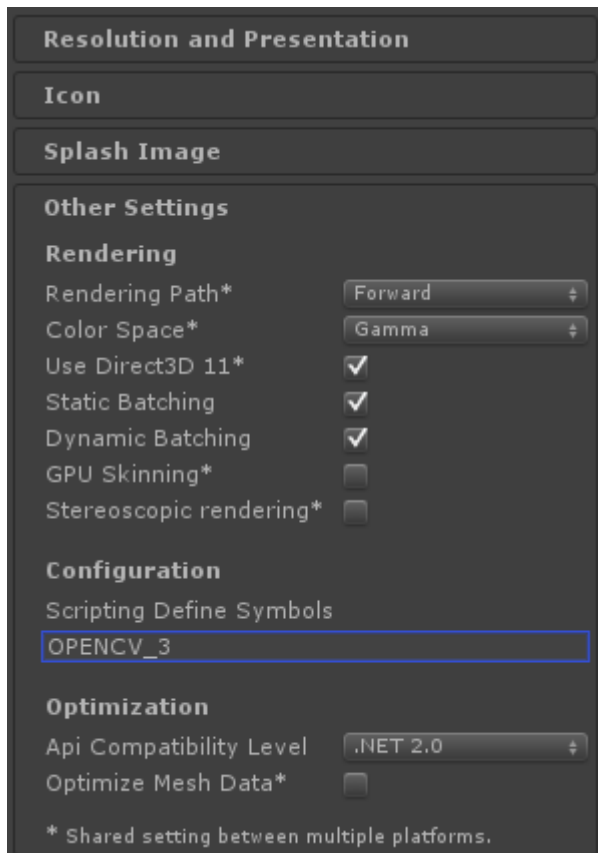
**1.0.1** [Common]Fix SampleScene. [Common] Change Property of Platform Dependent Compilation from UNITY\_IPHONE to UNITY\_IOS.

**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 “OpenCV3.0.0”, please set the “Scripting Define Symbols” to “OPENCV\_3”.



## 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”.