

VIVE Wave OpenXR Facial Tracking Unity Feature

To help software developers create an application with actual facial expressions on 3D avatars with the OpenXR facial tracking extension [XR_HTC_facial_tracking](#).

Load sample code

Window > Package Manager > VIVE Wave OpenXR Plugin - Windows > Samples > Click to import FacialTracking Example

Play the sample scene

1. Edit > Project Settings > XR Plug-in Management > Select OpenXR , click Exclamation mark next to it then choose Fix All.
2. Edit > Project Settings > XR Plug-in Management > OpenXR > Add Interaction profiles for your device.
3. Edit > Project Settings > XR Plug-in Management > OpenXR > Select Facial Tracking under VIVE OpenXR Feature Groups.
4. In the Unity Project window, select the sample scene file in Assets > Samples > VIVE Wave OpenXR Plugin - Windows > 1.0.4 > FacialTracking Example > ViveSR > Scenes > Face > FaceSample.unity then click Play.

How to use VIVE Wave OpenXR Facial Tracking Unity Feature

1. Import VIVE Wave OpenXR Plugin - Windows
2. Add Eye Framework to the Unity scene
 - Drag "Eye Framework" prefab into scene hierarchy or Attach "Eye_Framework.cs" script to gameobject in scene
 - Check "Enable Eye" (enabled by default)
3. Add Lip Framework to the Unity scene
 - Drag "Lip Framework" prefab into scene hierarchy or Attach "Lip_Framework.cs" script to gameobject in scene
 - Check "Enable Lip" (enabled by default)
4. Attach "AvatarEyeSample.cs" and "AvatarLipSample.cs" to your avatar object.