

# FaceMask Example 1.0.6

**WebGL** support

**iOS & Android** support

**Windows10 UWP** 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 10.9 or later

The execution of this asset is required “[OpenCV for Unity](#)” and “[Dlib FaceLandmark Detector](#)”.

## Features:

- This asset is an example project that maps face mask to the detected faces in an image using “[OpenCV for Unity](#)” and “[Dlib FaceLandmark Detector](#)”.

## Examples:

- Texture2DFaceMaskExample
- VideoCaptureFaceMaskExample
- WebCamTextureFaceMaskExample
- WebCamTextureFaceMaskAdditionalExample

[Android Demo](#) [WebGL Demo](#) | [Demo Video](#)

**Version changes:**

**1.0.6** [Common]Added FaceMaskDataEditor.cs.(You can edit FaceMask data in the inspector.) [Common]Added FaceMaskColorCorrector class. [Common]Updated to WebCamTextureToMatHelper.cs v1.0.8.

**1.0.5** [Common]Updated to WebCamTextureToMatHelper.cs v1.0.4.

**1.0.4** [Common] Switched to the shape predictor file trained using new datasets.

**1.0.3** [Common]Added WebCamTextureFaceMaskAdditionalExample(Extend Forehead, Make Both Eyes Transparent, Blur Edges). [Common]Updated WebCamTextureToMatHelper.cs v1.0.2. [WebGL] Updated WebGLFileUploadManager.cs v1.0.2.

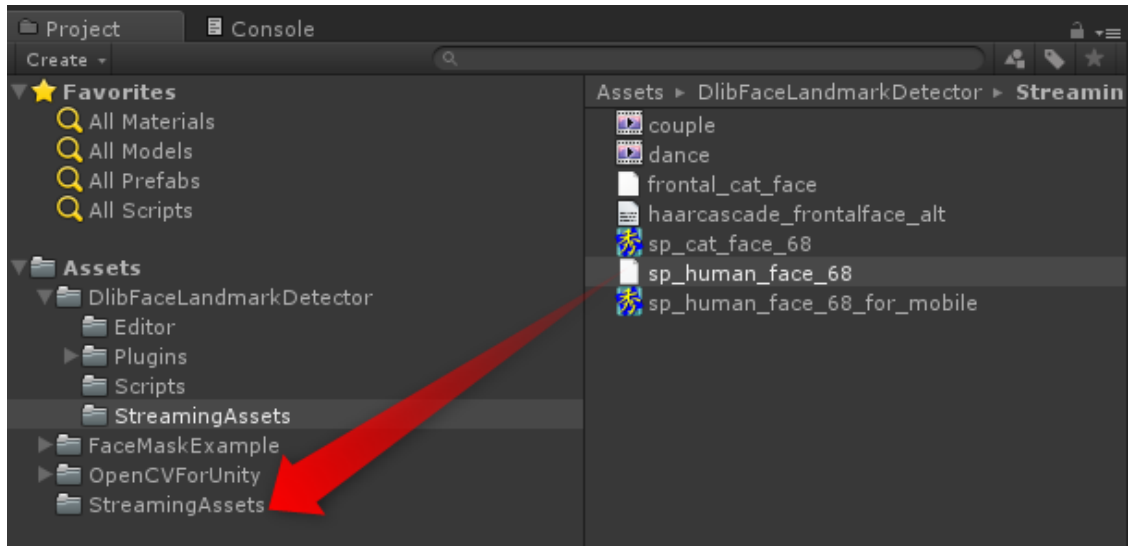
**1.0.2** [Common]Fixed RectangleTracker class. [Common]Added requestFPS settings to WebCamTextureToMatHelper class.

**1.0.1** [Common]Changed the name of asset project.("Sample" to "Example")  
[Common]Changed Overlay method.

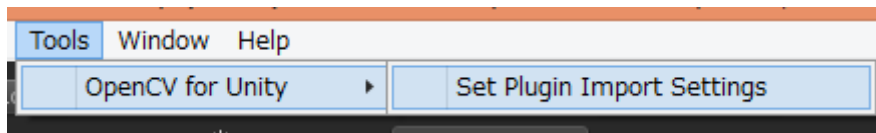
**1.0.0** Initial version

### Quick setup procedure to run the example scenes:

1. Import “[OpenCVForUnity](#)”.
2. Import “[Dlib FaceLandmark Detector](#)”.
3. Move the “DlibFaceLandmarkDetector/StreamingAssets/sp\_human\_face\_68.dat” to the “Assets/StreamingAssets/” folder.



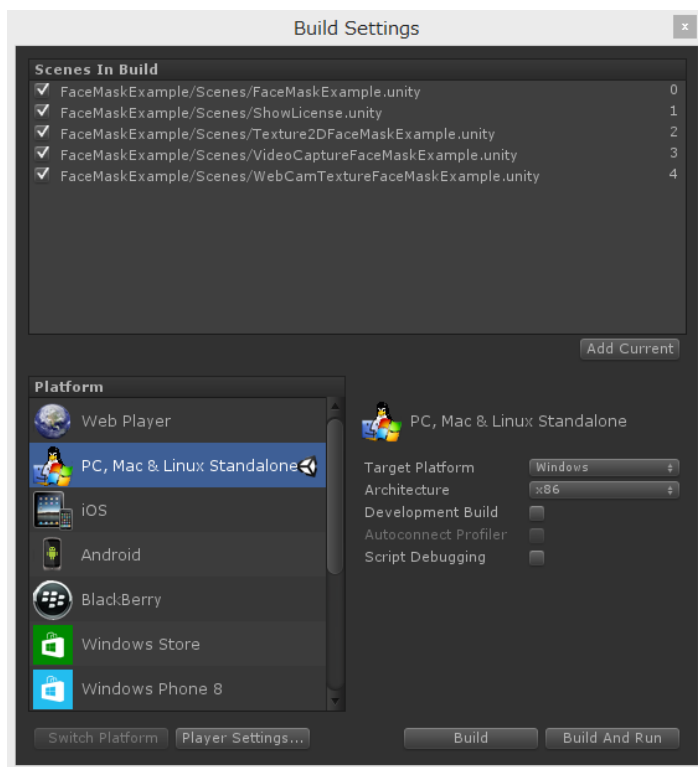
4. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



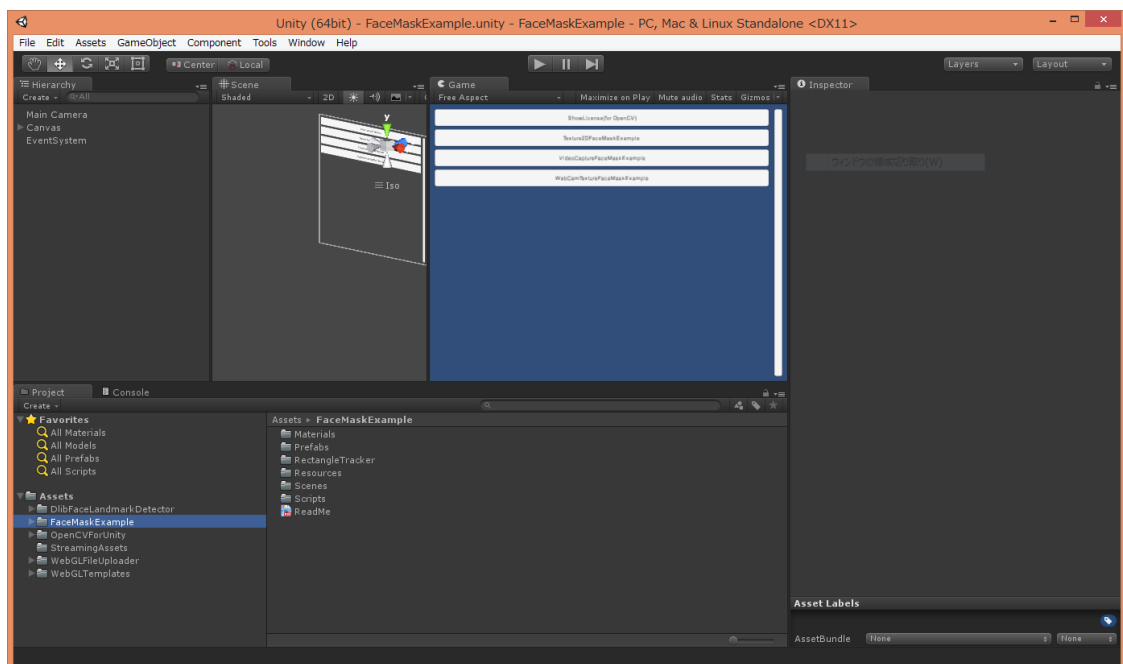
5. Select MenuItem[Tools/Dlib FaceLandmark Detector/Set Plugin Import Settings].



6. Add all of the “\*\*\*.unity” in the “FaceMaskExample/Scenes” folder to [Build Settings] – [Scene In Build].



7. Run the FaceMaskExample scene.



Screenshot after the setup

