FaceDetector.Face   Added in API level 1 (/guide/topics/manifest/uses-sdk-element#ApiLevels)

Kotlin (/reference/kotlin/android/media/FaceDetector.Face) | **Java**

public class FaceDetector.Face
extends Object (/reference/java/lang/Object)

java.lang.Object (/reference/java/lang/Object)
   ↳ android.media.FaceDetector.Face

A Face contains all the information identifying the location of a face in a bitmap.

Summary

Constants

float	**CONFIDENCE_THRESHOLD** (/reference/android/media/FaceDetector.Face#CONFIDENCE_THRESHOLD) The minimum confidence factor of good face recognition
int	**EULER_X** (/reference/android/media/FaceDetector.Face#EULER_X) The x-axis Euler angle of a face.
int	**EULER_Y** (/reference/android/media/FaceDetector.Face#EULER_Y) The y-axis Euler angle of a face.
int	**EULER_Z** (/reference/android/media/FaceDetector.Face#EULER_Z) The z-axis Euler angle of a face.

Public methods

float	**confidence** (/reference/android/media/FaceDetector.Face#confidence())( ) Returns a confidence factor between 0 and 1.
float	**eyesDistance** (/reference/android/media/FaceDetector.Face#eyesDistance())( ) Returns the distance between the eyes.
void	**getMidPoint** (/reference/android/media/FaceDetector.Face#getMidPoint(android.graphics.PointF))

                        `))`
                        (`PointF` (/reference/android/graphics/PointF) `point`)

                        Sets the position of the mid-point between the eyes.

`float`   `pose` (/reference/android/media/FaceDetector.Face#pose(int))`(int euler)`

                        Returns the face's pose.

Inherited methods

   From class `java.lang.Object` (/reference/java/lang/Object)

`Object` (/reference/java/lang/Object)	`clone` (/reference/java/lang/Object#clone())`()`
	Creates and returns a copy of this object.
`boolean`	`equals` (/reference/java/lang/Object#equals(java.lang.Object)) (`Object` (/reference/java/lang/Object) `obj`)
	Indicates whether some other object is "equal to" this one.
`void`	`finalize` (/reference/java/lang/Object#finalize())`()`
	Called by the garbage collector on an object when garbage collection determines that there are no more references to the object.
`final Class` (/reference/java/lang/Class)`<?>`	`getClass` (/reference/java/lang/Object#getClass())`()`
	Returns the runtime class of this `Object`.
`int`	`hashCode` (/reference/java/lang/Object#hashCode())`()`
	Returns a hash code value for the object.
`final void`	`notify` (/reference/java/lang/Object#notify())`()`
	Wakes up a single thread that is waiting on this object's monitor.
`final void`	`notifyAll` (/reference/java/lang/Object#notifyAll())`()`
	Wakes up all threads that are waiting on this object's monitor.
`String` (/reference/java/lang/String)	`toString` (/reference/java/lang/Object#toString())`()`
	Returns a string representation of the object.
`final void`	`wait` (/reference/java/lang/Object#wait(long,%20int))`(long timeout, int nanos)`
	Causes the current thread to wait until another thread invokes the `notify()` (/reference/java/lang/Object#notify()) method or the `notifyAll()` (/reference/java/lang/Object#notifyAll()) method for this object, or some other thread interrupts the current thread, or a

certain amount of real time has elapsed.

final void	**wait** (/reference/java/lang/Object#wait(long))**(long timeout)**
	Causes the current thread to wait until either another thread invokes the **notify()** (/reference/java/lang/Object#notify()) method or the **notifyAll()** (/reference/java/lang/Object#notifyAll()) method for this object, or a specified amount of time has elapsed.
final void	**wait** (/reference/java/lang/Object#wait())**()**
	Causes the current thread to wait until another thread invokes the **notify()** (/reference/java/lang/Object#notify()) method or the **notifyAll()** (/reference/java/lang/Object#notifyAll()) method for this object.

Constants

CONFIDENCE_THRESHOLD

Added in API level 1 (/guide/topics/manifest/uses-sdk-element#ApiLevels)

```
public static final float CONFIDENCE_THRESHOLD
```

The minimum confidence factor of good face recognition

Constant Value: 0.4

EULER_X

Added in API level 1 (/guide/topics/manifest/uses-sdk-element#ApiLevels)

```
public static final int EULER_X
```

The x-axis Euler angle of a face.

Constant Value: 0 (0x00000000)

EULER_Y

Added in API level 1 (/guide/topics/manifest/uses-sdk-element#ApiLevels)

```
public static final int EULER_Y
```

The y-axis Euler angle of a face.

The y-axis Euler angle of a face.

Constant Value: 1 (0x00000001)

EULER_Z   Added in <u>API level 1</u> (/guide/topics/manifest/uses-sdk-element#ApiLevels)

```
public static final int EULER_Z
```

The z-axis Euler angle of a face.

Constant Value: 2 (0x00000002)

Public methods

confidence   Added in <u>API level 1</u> (/guide/topics/manifest/uses-sdk-element#ApiLevels)

```
public float confidence ()
```

Returns a confidence factor between 0 and 1. This indicates how certain what has been found is actually a face. A confidence factor above 0.3 is usually good enough.

Returns

float

eyesDistance   Added in <u>API level 1</u> (/guide/topics/manifest/uses-sdk-element#ApiLevels)

```
public float eyesDistance ()
```

Returns the distance between the eyes.

Returns

float

getMidPoint

Added in <u>API level 1</u> (/guide/topics/manifest/uses-sdk-element#ApiLevels)

```
public void getMidPoint (PointF (/reference/android/graphics/PointF) point)
```

Sets the position of the mid-point between the eyes.

Parameters

point	PointF: the PointF coordinates (float values) of the face's mid-point

pose

Added in <u>API level 1</u> (/guide/topics/manifest/uses-sdk-element#ApiLevels)

```
public float pose (int euler)
```

Returns the face's pose. That is, the rotations around either the X, Y or Z axis (the positions in 3-dimensional Euclidean space).

Parameters

euler	int: the Euler axis to retrieve an angle from (*EULER_X*, *EULER_Y* or *EULER_Z*)

Returns

float	the Euler angle of the of the face, for the given axis

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