FaceTracker Example 1.2.2

iOS & **Android** support
Windows10 UWP support
WebGL support
Win & **Mac** & **Linux** Standalone support
Support for preview in the **Editor**
Work with Unity Free & Pro

System Requirements
Build Win Standalone & Preview Editor : Windows8 or later
Build Mac Standalone & Preview Editor : OSX 10.9 or later

The execution of this asset is required "OpenCV for Unity".

This asset is a Non-rigid Face Tracking Example that can model and track the many complex parts of a person's face in WebCamTexture in real-time.
Code is a rewrite of https://github.com/MasteringOpenCV/code/tree/master/Chapter6_NonRigidFaceTracking using "OpenCV for Unity".

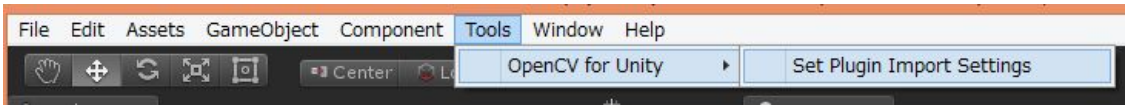
- Texture2DFaceTrackerExample - By detecting and tracking face from Texture2D, draw face's points and connections.
- WebCamTextureFaceTrackerExample - By detecting and tracking face from WebCamTexture, draw face's points and connections.
- FaceTrackerARExample - By using the tracking points of the face, display AR Object.

Official Site | ExampleCode | Android Demo | WebGL Demo| Demo Video

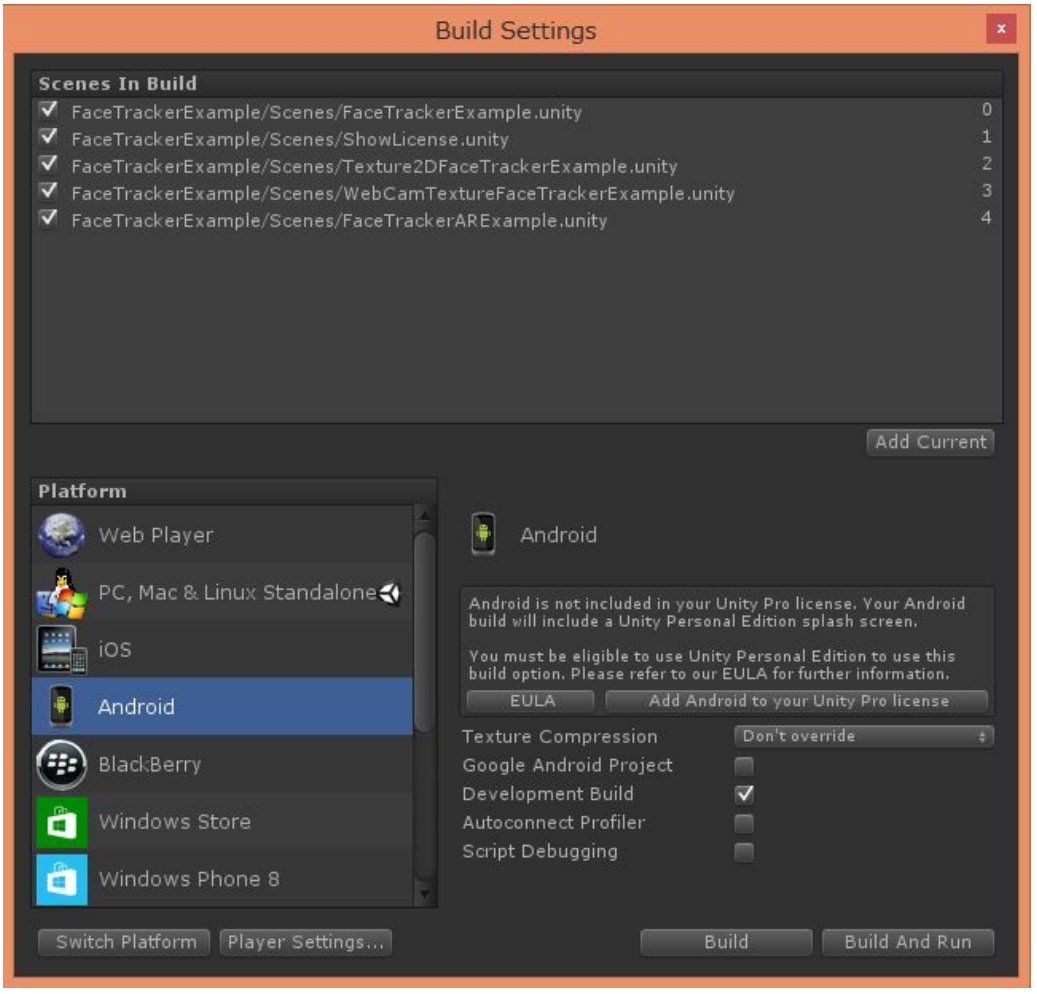
Version changes:
1.2.2 [Common]Updated for OpenCV for Unity v2.4.2.(This asset requires OpenCVforUnity 2.4.2 or later.) [Common]Refactored the script.
1.2.1 [Common]Fixed FaceTrackerARExample.
1.2.0 [Common]Updated for OpenCV for Unity v2.3.8.(This asset requires OpenCVforUnity 2.3.8 or later.)
1.1.9 [Common]Updated for OpenCV for Unity v2.3.3.(This asset requires OpenCVforUnity 2.3.3 or later.)
1.1.8 [Common]Updated to WebCamTextureToMatHelper.cs v1.0.4. [WebGL]Fixed WebCamTextureFaceTrackerExample and FaceTrackerARExample for WebGL platform.
1.1.7 [UWP]Fixed for UWP.
1.1.6 [Common]Changed the name of asset project.("Sample" to "Example") [Common]Fixed WebCamTextureHelper.cs.
1.1.5 [Common]Updated WebCamTextureToMatHelper.cs.
1.1.4 [Common]Added AutoResetMode.
1.1.3 [Common]Improved the processing speed slightly.
1.1.2 [Common]Changed namespace to OpenCVFaceTracker.(To avoid namespace and classname conflict.) [Common]Fixed CS0618 warnings: `UnityEngine.Application.LoadLevel(string)' is obsolete: `Use SceneManager.LoadScene'.
1.1.1 [Common]Added namespace. [Common]Added flipVertical flag, flapHorizontal flag and GetWebCamDevice() method to WebCamTextureToMatHelper.cs.
1.1.0 [Common]Changed to methods of moving the AR object.
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

Quick setup procedure to run the example scenes:

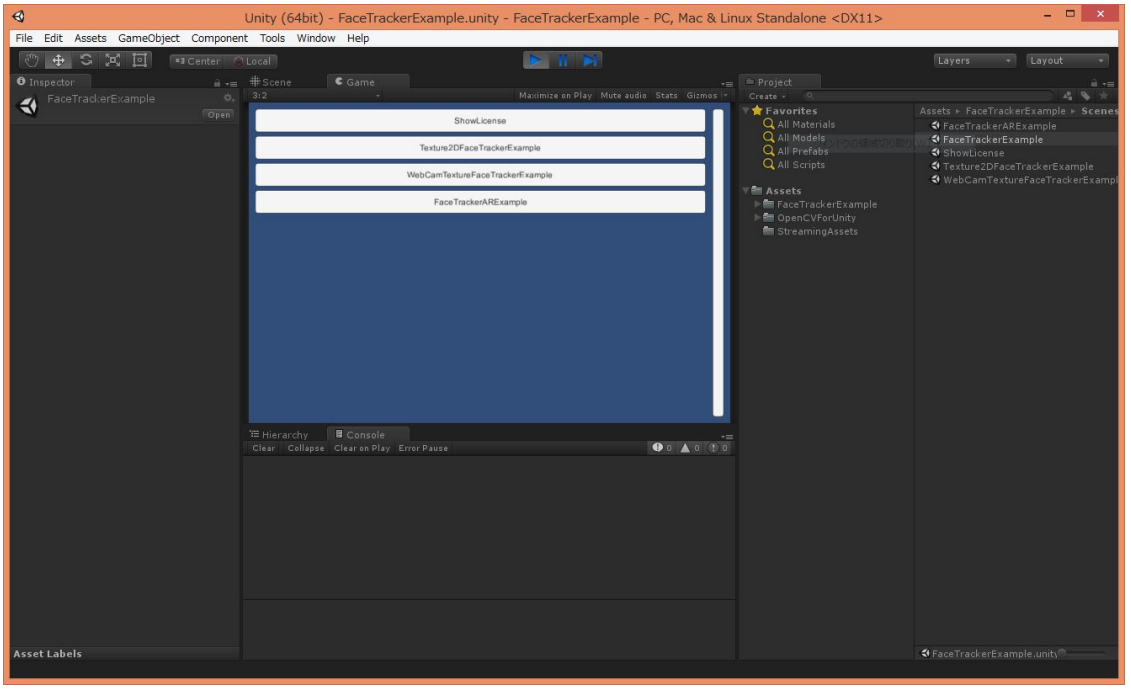
1. Import "OpenCVForUnity".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



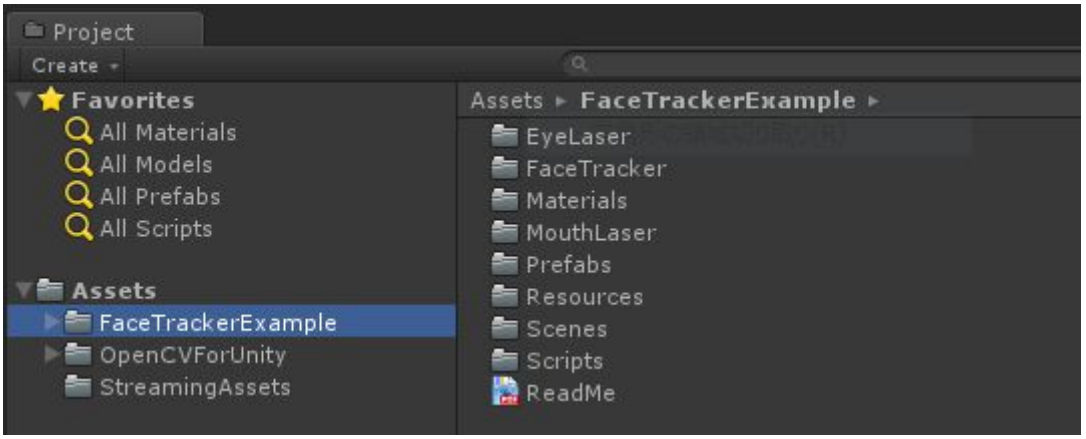
3. Add all of the "***.unity" in the "FaceTrackerExample/Scenes" folder to [Build Settings] –[Scene In Build].



4. Run the FaceTrackerExample scene.



Screenshot after the setup



Q&A

Q1.

How can I to create a “tracker_model” file?

A1.

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”.