

# FaceTracker Example 1.1.9

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 10.8 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](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

**1.1.9** [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'UnityEngine.Application.LoadLevel(string)' is obsolete: 'Use SceneManager.LoadScene'.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".

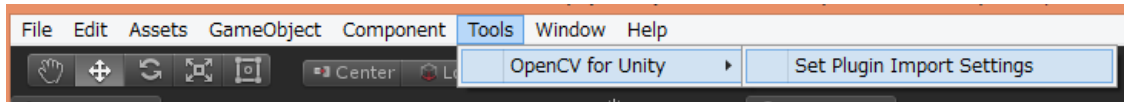
**1.0.2** [Common]Fix SampleScene.

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

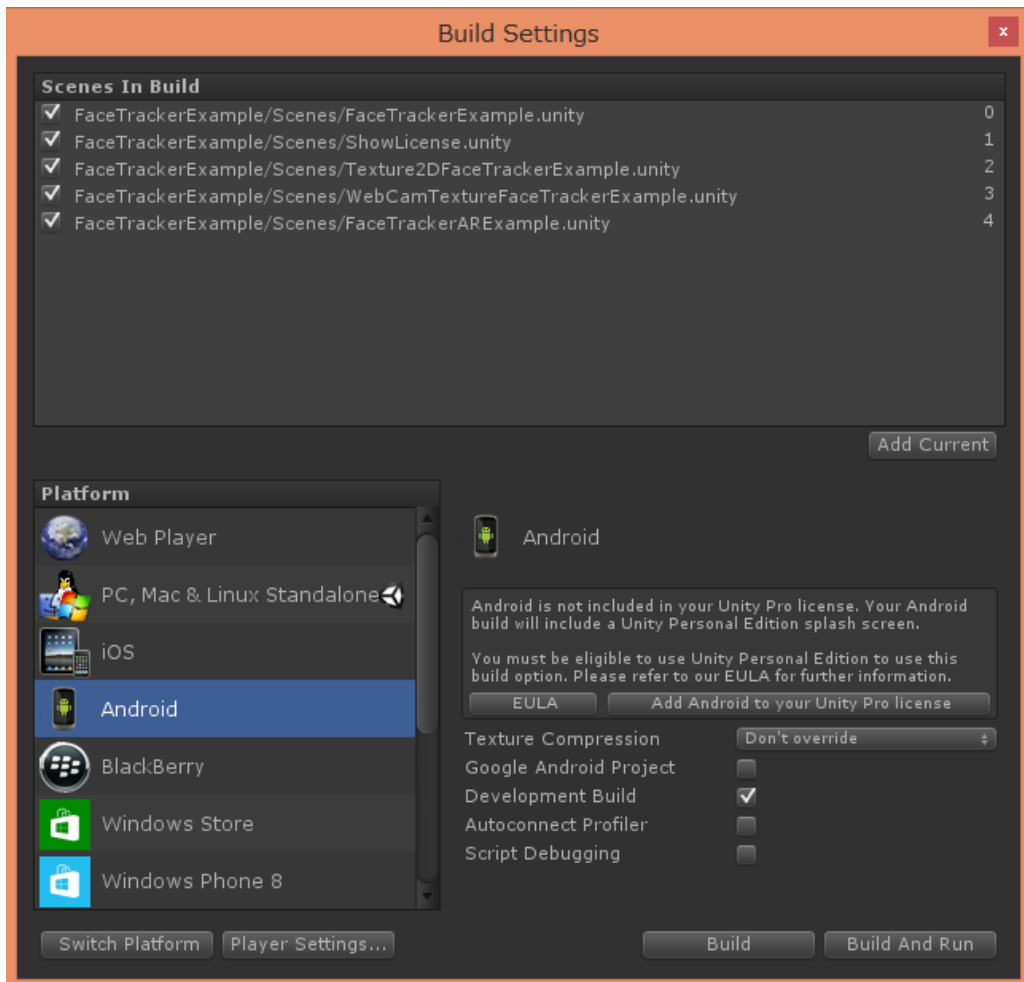
**1.0.0** Initial version

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

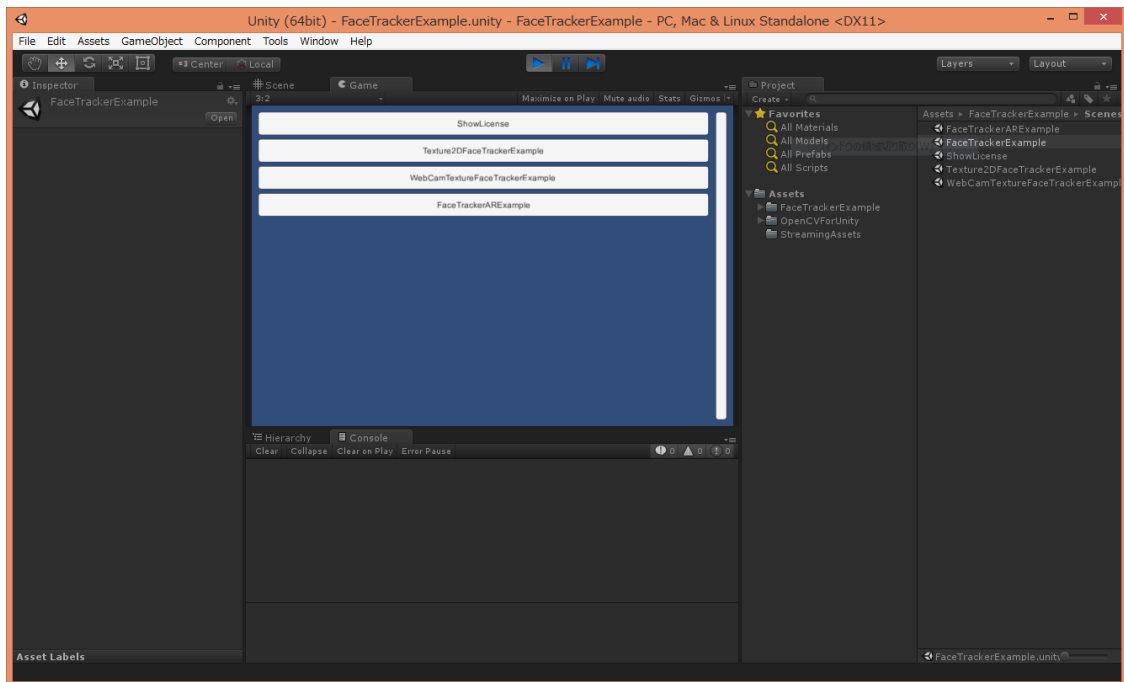
1. Import [“OpenCVForUnity”](#).
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



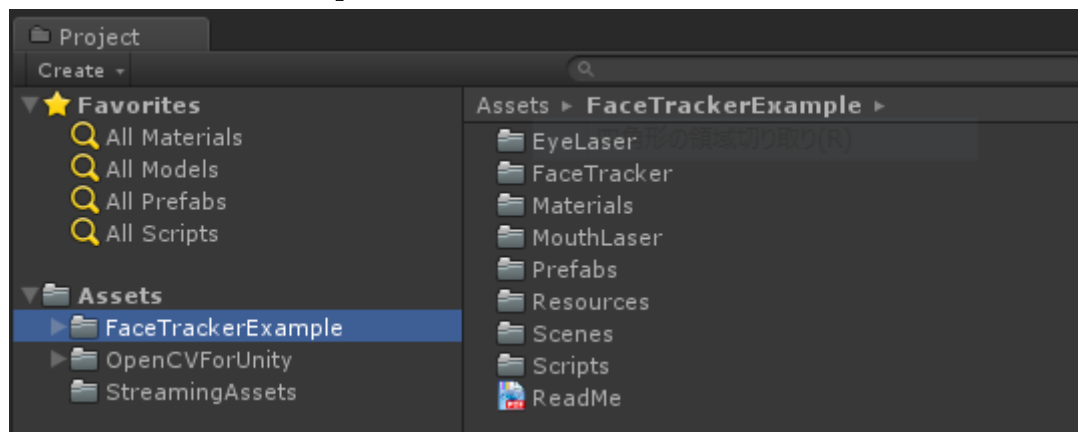
3. Add all of the “\*.unity” in the “FaceTrackerExample/Scenes” folder to [Build Settings] –[Scene In Build].



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”.