The Face Detect SDK can bring VR effects to video or camera stream which includes real-time face tracking, face pose tracking in 3D environment, face features and contour detection and marking, and facial expression recognition and expression coordinates generation. It can be implemented with video related applications, video live broadcasting, etc. Developers can add this SDK according to their AR/VR desires.

Features:

1. Face Tracking, provides 76 facial feature points.

2. 3D Pose Tracking, provides 3D coordinates during rotation, movements , etc.

3. Expression Detection, can detect 21 expressions, like smile, mouth open, frown, eye open, etc.

4. Dynamic Facial Modeling at runtime.

How to use

1. MilookEngine will drag on any GameObject.
2. The BasicSource object will drag can be MovieSource or CameraSource specified GameObject.
3. Then BasicSource instance will drag MilookEngine source attribute of the object.。
4. Would be any the void OnTrack (MilookEngine TrackerData tdata) code added to ListenerList.
5. OnTrack method will get tdata data, in order to process your logic.

TrackerData   
node: Mark facial features 78 points.  
facePose: The face of the 3 d space  
exp: expression weight  
maskVertexes: Facial Mesh vertex data

maskIndexs: Facial Mesh vertex sequence  
mirror: Is the data mirror

videoRotation: The rotation Angle of data..  
error：Error code.