**R&D for AR Foundation and Face effects (Unity):**

**My follow up resources:**

https://github.com/Banuba/beauty-web

https://github.com/topics/makeup

https://github.com/echoARxyz/Unity-ARFoundation-echoAR-demo-Face-Makeup

<https://github.com/KAlO2/PerfectShow>

[Face Tracking, Face Filters with AR Foundations in Unity3d | Circuit Stream Workshop](https://www.youtube.com/watch?v=L9ZWLIxkzUo&ab_channel=CircuitStream)

[Learn and Build AR & AI Face Filters App with Flutter 2.0](https://www.udemy.com/course/build-flutter-ar-face-filters-app-like-snapchat-filters-2021/)

Env setup: https://www.youtube.com/watch?v=9N8a73tewxk&t=1752s&ab\_channel=CodeProf

https://vrgamedevelopment.pro/arcore-unity-tutorial/

**Informations:**

Apple use ARkit

Google use ARCore

Unity compiles the basic feature of ARCore And ARKit

**Walkthrough:**

1. **Basic Demo Face filter using Unity**: (not resolved)

Followed Resource [link](https://www.youtube.com/watch?v=L9ZWLIxkzUo&ab_channel=CircuitStream)

Problem demonstration:

After building first demo app faced an error in camera display went black however I solved it by enabling ARCore from player setting.

Furthermore, the demo app is fully built. But Now facing a bug which is face is not tracking at all to be more precise only button is showing up on the screen but it’s not functioning properly though I have set the scripts and placed the method on the **onClick( )** action of the button.

1. **Unity-AR Foundation-echo AR-demo-Face-Makeup:**

Followed Resource [link](https://github.com/echoARxyz/Unity-ARFoundation-echoAR-demo-Face-Makeup)

Problem demonstration:

**3.**