How to Run the Kinect Face Tracking Example

1. Download and install Kinect SDK as described in the next section, if you haven't done it already.
2. Open scene 'KinectFaceTracking', located at Assets/FacetrackingDemo-folder.
3. Run the scene.
4. Try to move your head, open your mouth, raise eyebrows or move lips.
5. You can debug what the Facetracker sees by checking 'Compute Color Map', 'Display Color Map' and 'Visualize Facetracker'-parameters of FacetrackingManager-component of MainCamera.

Installation of Kinect Sensor with MS SDK

1. Download the Kinect SDK or Kinect Windows Runtime. Here is the download page: http://www.microsoft.com/en-us/kinectforwindowsdev/Downloads.aspx
2. Run the installer. The installation of Kinect SDK/Runtime is simple and straightforward.
3. Connect the Kinect sensor. The needed device drivers will be installed automatically.

How to Reuse the Kinect Face Tracking in Your Own Unity Project

1. Copy folder 'KinectScripts' from Assets-folder of the example to the Assets-folder of your project. This folder contains the two needed scripts – FacetrackingManager and FacetrackingWrapper.
2. Copy folder 'Resources' from Assets-folder of the example to the Assets-folder of your project. This folder contains the native libraries, needed by the Unity-project.
3. Add 'FacetrackingManager'-script to the MainCamera. If you use multiple cameras, create an empty GameObject and add the script to it.
4. Use the public functions of 'FacetrackingManager'-script in your scripts. As an example, take a look at the Update()-function of 'ModelFaceController' – a component of the FaceRigged-object.

Support and Feedback

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