



Vive Face Tracker Developer User Guide

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Vive Face Tracker Developer Quick Start

Developers can develop applications for the Face Tracker (also known as Lip Tracker) and the Eye Tracker using the same SDK.

Download the SDK and Runtime (SRanipal) <https://hub.vive.com/download>

The SDK folder structure shows 3 supported APIs, Native C, Unity and UE4:

Contents

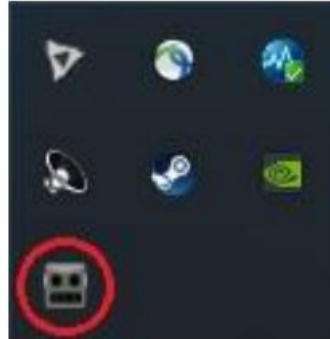
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- 2 Install and run the SRanipal Runtime:
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SDK Folder Structure




- Document\Document_C.Ink (C API reference)
- SRanipal
- SRanipal_Sample
- SRanipal_Sample.sln
- 02_Unity
- Document
- Getting Started with SRanipal in Unity.pdf
- Document_Unity.Ink (SRanipal API reference)
- Vive-SRanipal-Unity-Plugin.unitypackage · Getting Started with SRanipal in Unity.pdf
- Document_Unity.Ink (SRanipal API reference)
- Vive-SRanipal-Unity-Plugin.unitypackage
- 03_Unreal
- Document
- Getting Started with SRanipal in Unreal.pdf
- Document_Unreal.Ink (SRanipal Unreal API reference)
- Vive-SRanipal-Unreal-Plugin.zip

Install and run the SRanipal Runtime:

1. Launch SR_Runtime until the status icon appears in the notification tray:



The status icon reflects the status of your tracking devices:

	SR runtime is launched but HMD does not support face tracking.
	The face tracking device is in idle mode.
	Face tracking is active; i.e., a program is retrieving data from it.

2. Start SteamVR (if not running already)
3. Put on your HMD.
4. Done. You are ready to develop face-aware applications.

5. If you want to quit the runtime, right-click on the status icon and click Quit to stop SR_Runtime.

Developing with the Unity Plugin

1. Open unity and create a new 3D project.
2. Select Asset > Import Package > Custom Package.
3. Select the Vive-SRanipal-Unity-Plugin.unitypackage
4. In the Importing Package dialog, ensure that all package options are selected and click on Import.
5. Accept any API upgrades if prompted.

Opening a sample scene

1. In the Unity Project window, find the scene file Sample.unity in Asset > ViveSR > Scenes



2. Click Play.
3. For details about this sample, please refer to
\$(SRANIPAL)2_UnityPluginGetting Started with SRanipal in Unity.docx
4. For details about this API, please refer to \$(SRANIPAL)2_UnityDocument_Unity.Ink

Developer Forum: <https://forum.vive.com/forum/78-vive-eye-tracking-sdk/>

Documents / Resources

<p>Vive Face Tracker Developer Quick Start</p> <p>Download the Vive Face Tracker Developer Quick Start</p> <p>Download the SDK and Runtime (Optional)</p> <p>https://github.com/vive/vive-face-tracker</p> <p>For more information, please refer to the Vive Face Tracker Developer Quick Start</p> <p>SDK Folder Structure</p> <p>Assets</p> <ul style="list-style-type: none">1. Vive Face Tracker2. Vive Face Tracker3. Vive Face Tracker4. Vive Face Tracker5. Vive Face Tracker6. Vive Face Tracker7. Vive Face Tracker8. Vive Face Tracker9. Vive Face Tracker10. Vive Face Tracker	<p>VIVE Vive Face Tracker Developer [pdf] User Guide</p> <p>Vive, Face Tracker, Developer</p>
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