



VisionLabs
MACHINES CAN SEE

Quick Start Guide

written for LUNA SDK Mobile Aurora version 5.25.0

Contents

| | |
|-----------------------------------|----------|
| Introduction | 3 |
| Overview | 3 |
| FaceEngine | 3 |
| Getting started | 4 |
| Where is the code | 5 |
| FaceEngine SDK examples | 5 |

Introduction

This short guide will help you to get started with the SDK.

Overview

FaceEngine SDK is the core library. It is described in the FaceEngine_Handbook.pdf.

The **TrackEngine** tool is used for receiving images from video.

See Licensing.pdf for information about features licensing and license activation.

See FeatureMapMobile.htm for additional information about available functionality and features.

The ConfigurationGuide.pdf includes information about SDK configurations.

FaceEngine

FaceEngineSDK is the core library. It allows to implement the following functionality:

- Faces detection;
- Faces normalization (warping);
- Landmarks location on faces;
- Face descriptor extraction and matching;
- Estimators :
 - Eyes estimator (opened/closed eyes);
 - Head pose estimator.
 - BestShotQuality Estimator.

The FaceEngineSDK library for mobile platforms is available only in the Complete Edition (CE), which supports all functionalities.

Getting started

It is recommended to familiarize with the common FaceEngine SDK concepts and terminology first. For that, please refer to the handbook in **/doc/FaceEngine_Handbook.pdf**. Handbook contents is as follows:

- Chapters 1-3 cover common concepts and FaceEngine SDK modules;
- Chapters 4-7 describe each module in depth;
- Chapter 8 tells more about system requirements;
- Chapter 9 is dedicated to hardware and software requirements. Please make sure your system meets the requirements listed in chapter 9 before proceeding.

In appendixes one may find performance evaluation results and answers to some frequently asked questions.

Note, that the purpose of the handbook is to describe common concepts and give an idea what LUNA SDK is capable of. For detailed descriptions of particular functions, refer to the reference manual instead.

FaceEngine SDK configuration parameters are described in **doc/ConfigurationGuide.pdf**.

Where is the code

FaceEngine SDK examples

A demo application with source code is provided within the */examples* folder. It includes the best shot example.

The example shows:

- How to detect a face;
- How to normalize face (warping);
- How to use estimators:
 - eyes estimator,
 - BestShotQuality estimator;
- How to extract face descriptors from images and match them.