

Quick Start Guide

written for LUNA SDK Mobile iOS version 4.6.0

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Quick Start Guide

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

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;
 - AGS estimator;
 - BestShotQuality Estimator.

FaceEngineSDK library is available in two versions: Frontend Edition (FE) and Complete Edition (CE):

- Complete Edition supports all functionality;
- Frontend Edition is a light version with excluded descriptor functionality (does not support descriptor extraction and matching).

SDK package structure

iOS version

Folder	Contents
/Frameworks	Application frameworks, containing libraries, headers and data
/doc	Documentation
/examples	Sample iOS code

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 licensing;
- 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:
 - head pose estimator,
 - eyes estimator,
 - AGS estimator,
 - BestShotQuality estimator;
- How to extract face descriptors from images and match them.