

Release notes

- [16 Jul 2021 visage|SDK 8.8b2 \(Beta\)](#)
- [30 Sep 2020 visage|SDK 8.7 \(Stable\)](#)
- [31 Jul 2020 visage|SDK 8.7b2 \(Beta\)](#)
- [08 May 2020 visage|SDK 8.7b1 \(Beta\)](#)
- [10 Feb 2020 visage|SDK 8.6.1 \(Stable\)](#)
- [30 Mar 2019 visage|SDK 8.5 \(Stable\)](#)

16 Jul 2021 visage|SDK 8.8b2 (Beta)

Platforms: *Windows, Android, iOS, Linux, macOS, RedHat, HTML5*

Face tracking and detection with protective masks

Face tracking and detection algorithms are enhanced so that they can track and detect faces wearing protective masks of various colors and patterns.

Switching from tracking and detection of visible contour points to physical contour points

Introducing the physical contour the stability and accuracy of one of the main visage|SDK features – 3D head-pose estimation has been improved. Improved the usability of the visage|SDK for many market fields such as DMS, Virtual Try-on, and Gaming.

Platforms: *iOS*

Swift wrapper

You can now develop with visage|SDK using Swift language on iOS using a newly implemented Swift wrapper

[Known issues](#)

30 Sep 2020 visage|SDK 8.7 (Stable)

Platforms: *Windows, Android, iOS, Linux, macOS, RedHat, HTML5*

New face recognition model

Introducing a smaller, faster, and more accurate face recognition model.

The new and improved face detection model

Introducing improved face detection model, more robust to various challenging conditions such as faces with high variability in scale, illumination, pose and occlusion.

New fast mode of VNN tracking algorithm

Introducing new VNN algorithm fast mode which significantly improves performance at the cost of feature points precision while keeping the same precision of head pose.

Improved tracking performance of VNN algorithm

VNN tracking algorithm now works with higher FPS, with significant improvements on devices such as high-end mobile and desktop devices.

Platforms: *Android, iOS*

Reduced tracking noise in VNN tracking algorithm on mobile platforms

New VNN tracking models now work with less tracking jitter.

[Known issues](#)

31 Jul 2020 visage|SDK 8.7b2 (Beta)

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Improved tracking speed of VNN algorithm

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Reduced tracking noise in VNN tracking algorithm (iOS, Android)

New VNN tracking models now work with less tracking jitter.

[Known issues](#)

08 May 2020 visage|SDK 8.7b1 (Beta)

New runner on mobile platforms – Android and iOS

Optimized for running neural networks and significantly improving the performance of visage|SDK algorithms.

New Face recognition model

Introducing a smaller, faster, and more accurate face recognition model that completely replaces the old model that will no longer be distributed.

The model is available for desktop platforms and on mobile platforms.

[Known issues](#)

10 Feb 2020 visage|SDK 8.6.1 (Stable)

A novel experimental tracking algorithm – VNN – introduced

The new algorithm minimizes jitter, increases tracking accuracy and robustness but reduces tracking performance (speed). It is demonstrated in ShowcaseDemo and FaceTracker2 samples via new *Ultra* tracking configuration.

New neural network runner provided – OpenVINO™ toolkit

Significantly improves the performance of age estimation, face recognition and face tracking with VNN algorithm on Intel 64-bit processors.

OpenVINO is a trademark of Intel Corporation or its subsidiaries.

Ear tracking NEW FEATURE

Additional 24 feature points on ears are now tracked (12 points per ear). Ear tracking is configurable through the tracker configuration file or API.

Iris tracking NEW FEATURE

Face data from tracker and detector now includes information about iris diameter.

VisageConfiguration API introduced

It is now possible to modify specific tracker configuration parameters via an interface during tracking.

Age estimation accuracy improved

30 Mar 2019 visage|SDK 8.5 (Stable)

Improved smoothing filter

Smoothing of feature points is performed using multiple filters. For still face, higher amount of smoothing is applied while fast movements are less smoothed in order to avoid noticeable delay. Increased stability of feature points and head position especially in profile and half-profile pose.

Refactoring of frame preprocessing resulting in more stable FPS and improved accuracy on high-resolution frames

The core tracking loop was re-implemented to make the tracking frame rate less dependent on the size of the face in the image. This fixes performance drops in cases where the face takes up a small portion of the frame. Additionally, noise introduced by resizing of higher-resolution frames is reduced which results in more stable tracking.

HTML5

API upgraded to use typed arrays

API for fetching tracking data has been modified to return typed arrays. Improves performance and simplifies memory management of tracked data.

IOS

ANDROID

ShowcaseDemo introduces example of tracking from video including source code.