Supported platforms

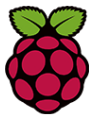
visage|SDK is available on all major platforms and embedded systems.

Unity

visage|SDK can also be integrated with the Unity game engine.

Deliver incredible live effects including 3D face placement, face painting, face swapping, or face masking – either from video or live from your phone or webcam. Our Unity face tracking plugin lets you use various functionalities of visage|SDK to build your Unity app on the platform of your choice.

Supported platforms:

	Windows	Windows 10
	iOS	Minimum supported iOS SDK 11.0
	Mac OS X	Minimum supported Mac OS SDK 10.13
	HTML5	Minimum supported: FireFox 53 Chrome 57 Safari 13
	Android	Minimum supported Android 5.0 (API level 21) Maximum supported Android 13 (API level 33)
	RedHat	RedHat 7.0
	Ubuntu	Ubuntu 18.04 LTS
	Xilinx	
	Raspberry Pi	Raspbian GNU/Linux 8 (jessie)