

# 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:

## SDK Folder Structure

SRanipal\_SDK\_Guide.pdf

01\_C\  
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- Document\Document\_C.lnk (C API reference)
- SRanipal\
  - SRanipal\_Sample\
    - SRanipal\_Sample.sln

02\_Unity\  
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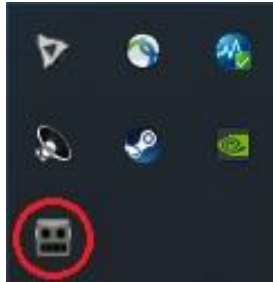
- Document\
  - Getting Started with SRanipal in Unity.pdf
  - Document\_Unity.lnk (SRanipal API reference)
  - Vive-SRanipal-Unity-Plugin.unitypackage
  - Getting Started with SRanipal in Unity.pdf
  - Document\_Unity.lnk (SRanipal API reference)
  - Vive-SRanipal-Unity-Plugin.unitypackage

03\_Unreal\  
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- Document\
  - Getting Started with SRanipal in Unreal.pdf
  - Document\_Unreal.lnk (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)\02\_Unity\Plugin\Getting Started with SRanipal in Unity.docx*
4. For details about this API, please refer to *\$(SRANIPAL)\02\_Unity\Document\_Unity.Ink*

Developer Forum:

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