Breaking Down Active vs Passive Liveness

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Active liveness requires a voluntary user response or action. This usually involves following a set of instructions to do something like smiling or repeating words shown on the screen. This addition of instructions to follow is often where users will drop out due to inability to follow those instructions or lack of willingness to do.

A passive solution, however, does not require any specific response from the user. An example of this might be flashing colors on a screen and just analysing the way that reflects off of the face. The user does not need to do anything other than be themselves.