RealTime FaceRecognition Sample 1.0.0

iOS & **Android** support

WindowsStoreApps8.1 & **WindowsPhone8.1** & **Windows10 UWP** support

Win & **Mac** & **Linux** Standalone support

Support for preview in the **Editor**

Work with Unity Free & Pro

System Requirements

Build Win Standalone & Preview Editor : Windows7 or later

Build Mac Standalone & Preview Editor : OSX 10.8 or later

The execution of this asset is required "OpenCV for Unity".

Features:

- This asset is the sample project of the face recognition in real time using "OpenCV for Unity".

- This project's Code is the rewrite of https://github.com/MasteringOpenCV/code/tree/master/Chapter8_FaceRecognition. using "OpenCV for Unity"

- The Face recognition procedure is 4 steps.
    1. Face detection
    2. Face preprocessing
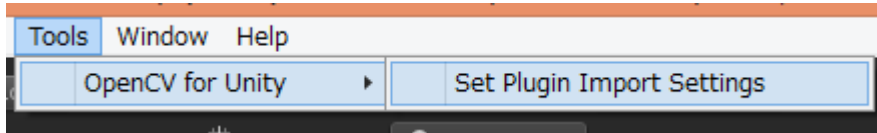   3. Collect and learn faces
    4. Face recognition

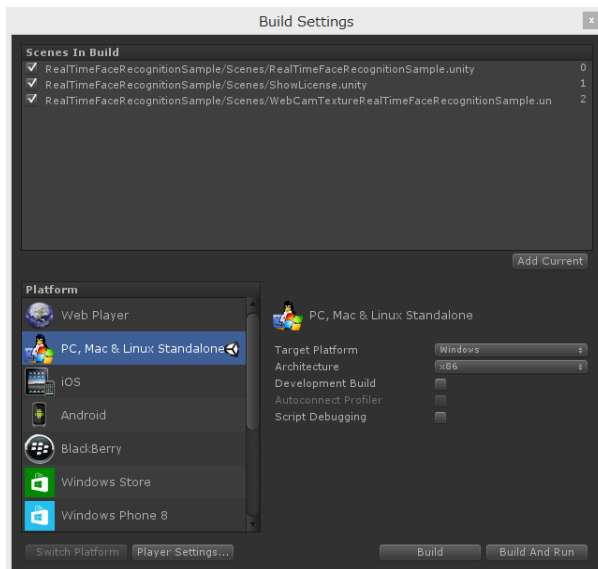Please download Demo Application for Android and watch Demo Video.

Version changes:

1.0.0 Initial version
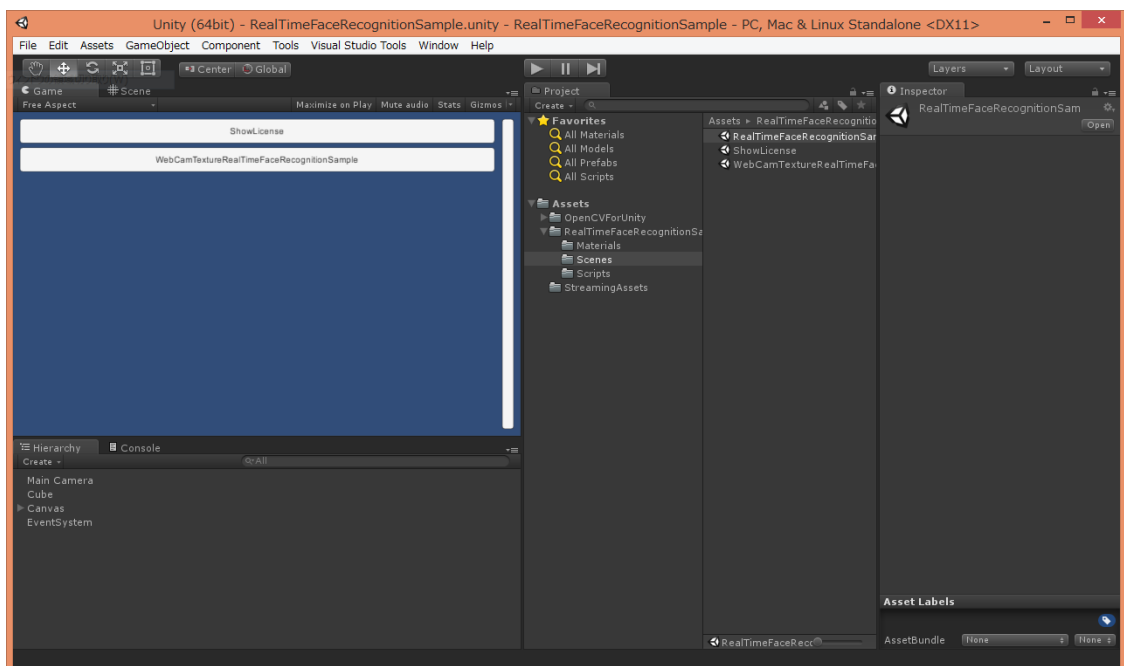
Quick setup procedure to run the sample scene:

1. Import "OpenCVForUnity".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].

3. Add all of the "***.unity" in the "RealTimeFaceRecognitionSample/Scenes" folder to [Build Settings] – [Scene In Build].

4. Run RealTimeFaceRecognitionSample Scene.

Screenshot after the setup