

RealTime FaceRecognition Example 1.0.1

WebGL(beta) support(Unity5.3 or later)

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 2.0.8 or later”](#).

Features:

- This asset is the example 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

[Android Demo](#) [WebGL Demo](#) | [Demo Video](#)

Version changes:

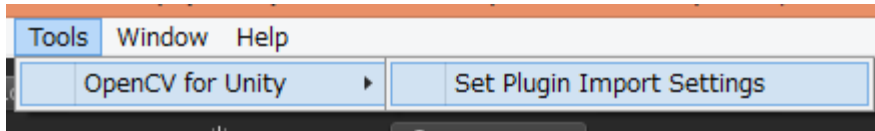
1.0.1 [Common] Changed the name of asset project. ("Sample" to "Example")

[Common] Fixed WebCamTextureHelper.cs.

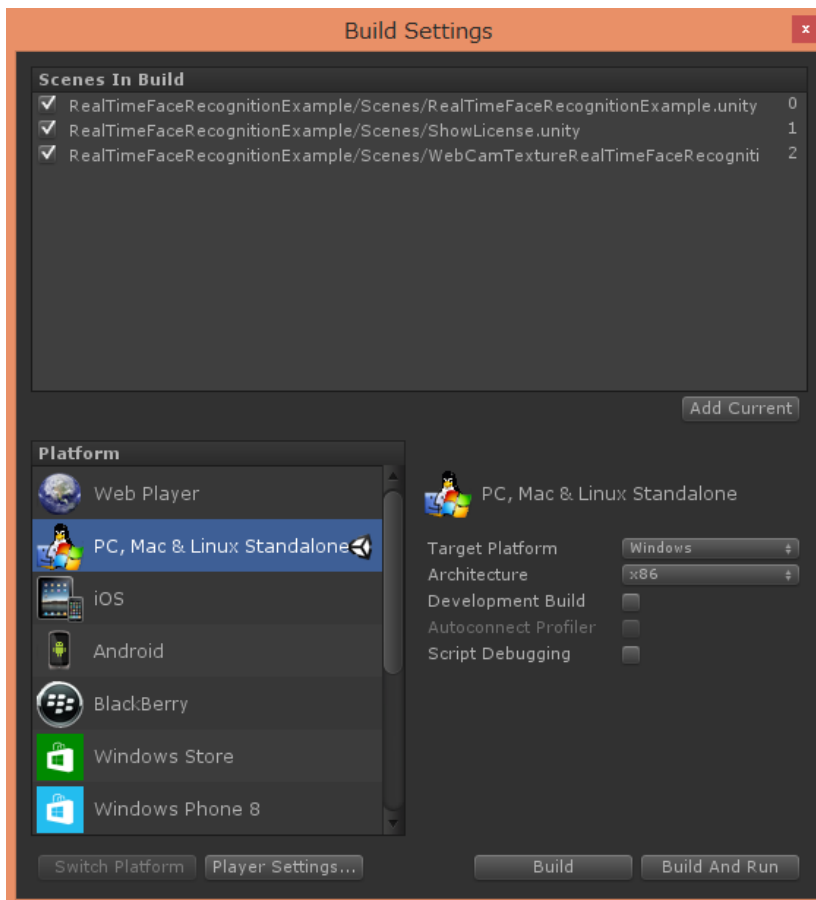
1.0.0 Initial version

Quick setup procedure to run the example scene:

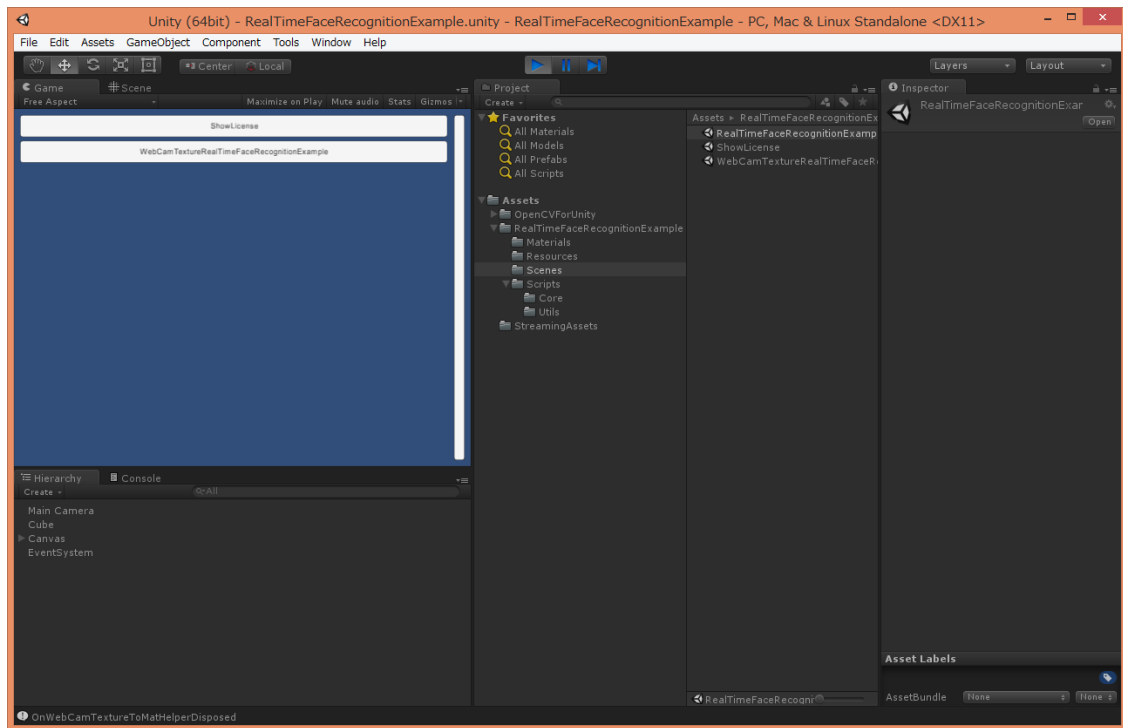
1. Import "[OpenCVForUnity](#)".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



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



4. Run RealTimeFaceRecognitionExample Scene.



Screenshot after the setup

