RealTime FaceRecognition Example 1.0.2

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

Official Site | ExampleCode | Android Demo WebGL Demo | Demo Video

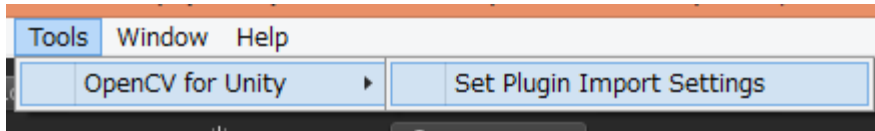**Version changes:**

1.0.2 [UWP]Fixed for UWP.

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

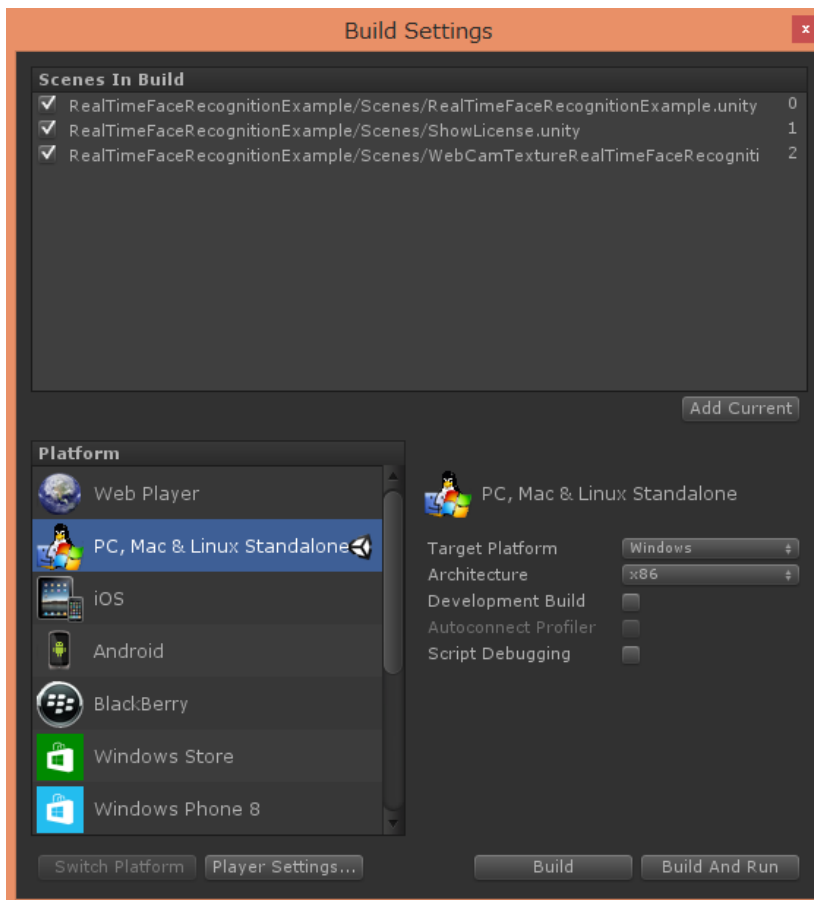**1.0.0** Initial version
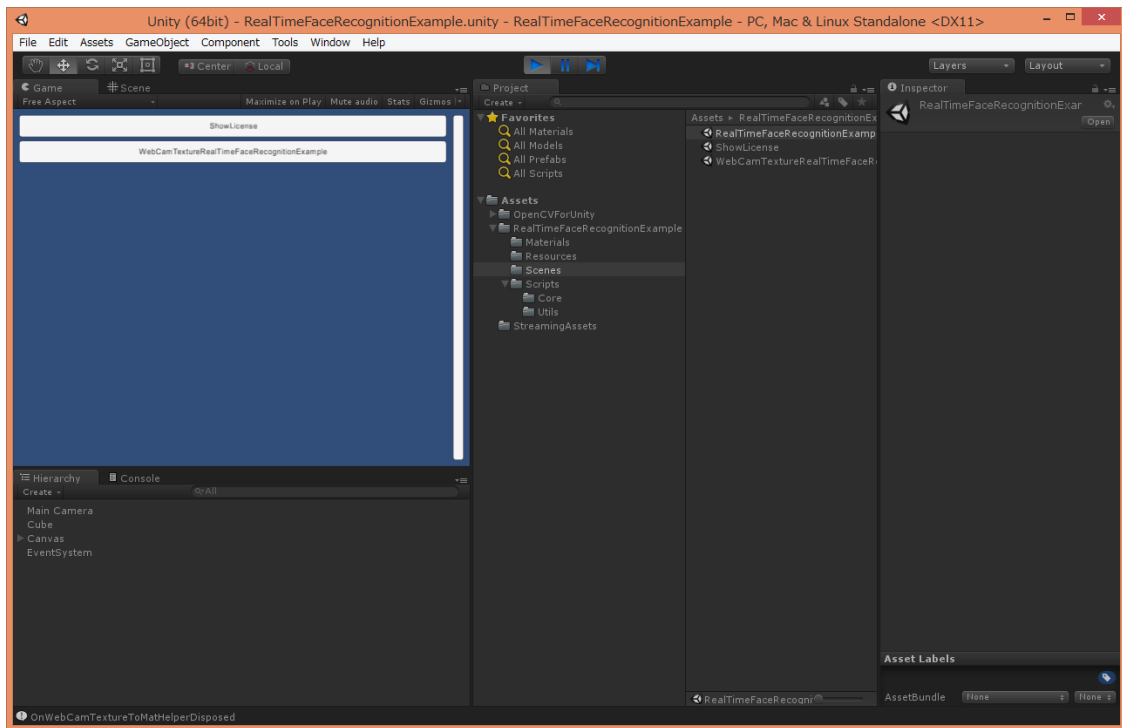
Quick setup procedure to run the example scene:

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