

# RealTime FaceRecognition Sample 1.0.0

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 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](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

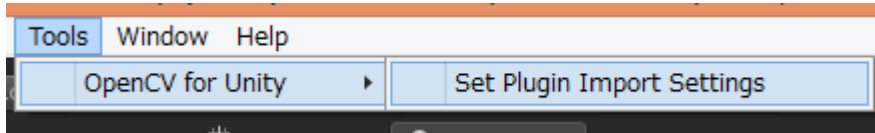
[Android Demo](#) [WebGL Demo](#) | [Demo Video](#)

## Version changes:

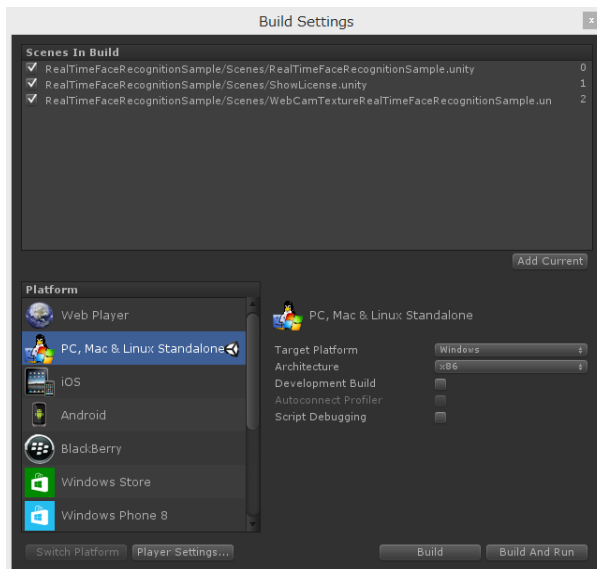
1.0.0 Initial version

### Quick setup procedure to run the sample scene:

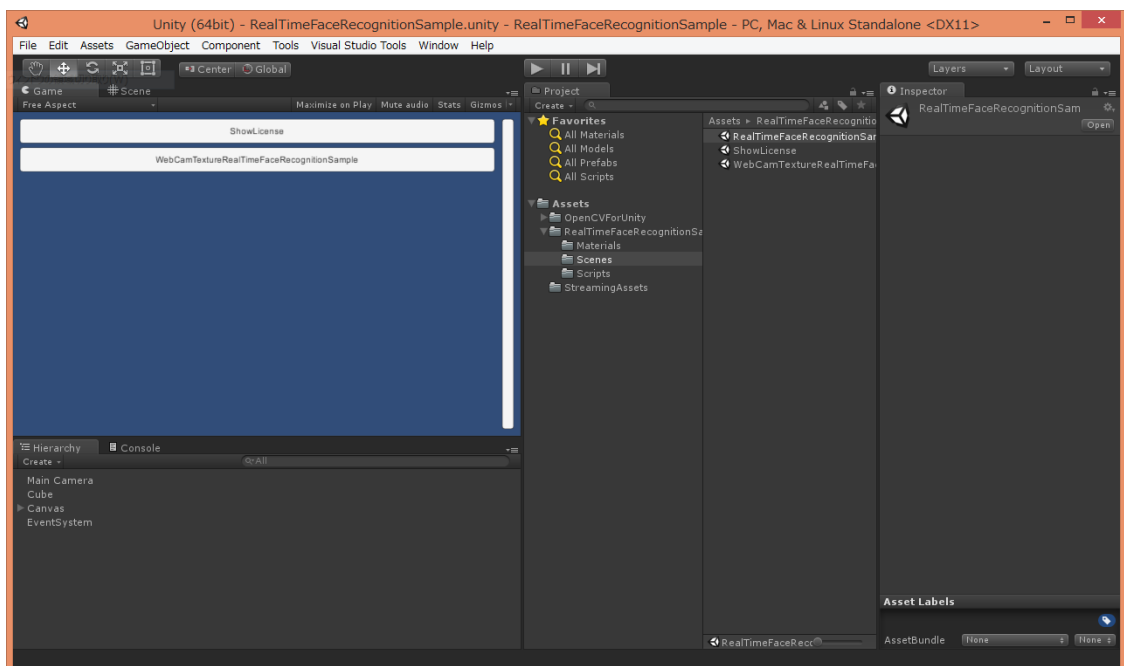
1. Import “[OpenCVForUnity](#)”.
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



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

