

OpenCV for Unity

iOS & Android support

Work with Unity Free & Pro

OpenCV for Unity is Assets Plugin for using the OpenCV from Unity3D.

- Since making as a clone of OpenCV Java, you can use as it is all the [API Reference](#) [OpenCV Java](#). (However, “org.opencv.android” and “SURF and SIFT of org.opencv.features2d(so nonfree)” are excluded.)
- Many classes of OpenCV for Unity implement IDisposable. You can be manage the resources by "using" statement.
- providing a method to interconversion of the Unity's Texture2D and OpenCV's Mat.
- You can image processing in real time by using the WebCamTexture of Unity. (real-time face detection are working smoothly in iPhone5.) Please download [Demo Application](#) for Android and watch [tutorial video](#).

Version changes

1.0.1 Initial version

Android Setup

- Copy from “OpenCVForUnity/Plugin/Android/” to “Assets/Plugin/Android/” folder.(libnative_camera_r*.*.so is only required when using the VideoCapture.)
- Put the file that you want to use for Utils.getFilePath() in the “ Plugin/Android/assets/” folder.(haarcascade_frontalface_alt.xml is for OpenCVForUnitySample.scene. Please copy only when necessary.)

iOS Setup

- Copy from “OpenCVForUnity/Plugin/iOS/” to “Assets/Plugin/iOS/” folder.
- Add the file that you want to use for `Utils.getFilePath()` to Xcode project. (in Xcode project. Build Phases > Copy Bundle Resources > Add file. recommend to use `PostprocessBuildPlayer`.) (haarcascade_frontalface_alt.xml is for `OpenCVForUnitySample.scene`. Please copy only when necessary.)
- Link “OpenCVForUnity/iOS for Xcode/opencv2.framework” to Xcode project. (in Xcode project. Build Phases > Link Binary with Libraries > Add `opencv2.framework` . recommend to use `PostprocessBuildPlayer`.)

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