

OpenCV for Unity 2.2.6

WebGL support

iOS & Android support

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

OpenCV for Unity is an Assets Plugin for using **OpenCV** from within **Unity**.

- Since this package is a **clone of OpenCV Java**, you are able to use the same API as OpenCV Java 3.3.1(git: [opencv,opencv-contrib](#)).
- You can image processing in **real-time** by using the **WebCamTexture** capabilities of Unity. (**real-time face detection works smoothly on iPhone 5**)
- Provides a method to interconversion of **Unity's Texture2D** and **OpenCV's Mat**.
- **IDisposable** is implemented in many classes.You can manage the resources with the “**using**” statement.
- [PlayMakerActions for OpenCVforUnity](#) is available.

[Official Site](#) | [ExampleCode](#) | [Android Demo](#) [WebGL Demo](#) | [Tutorial & Demo Video](#) | [Forum](#) | [API Reference](#) | [Support Modules](#)

Please refer to [OpenCV official document](#) for the details of the argument of the method.

Example code using OpenCV for Unity is available.

- [MarkerBased AR Example](#)
- [MarkerLess AR Example](#)
- [FaceTracker Example](#)
- [FaceSwapper Example](#)
- [FaceMask Example](#)
- [RealTime FaceRecognition Example](#)
- [GoogleVRWithOpenCVForUnityExample](#)
- [Vuforia with OpenCV for Unity Example](#)
- [Kinect with OpenCV for Unity Example](#)
- [AVPro with OpenCV for Unity Example](#)
- [HoloLens with OpenCV for Unity Example](#)

Version changes

2.2.6 [Android]Added arm64-v8a Architecture. [Common]Added ImwriteScreenCaptureExample.

2.2.5 [Common] Updated to WebCamTextureToMatHelper.cs v1.0.4. [Common] Fixed MobileNetSSDExample and MobileNetSSDWebCamTextureExample.

2.2.4 [Common]Updated to OpenCV3.3.1. [Common]Added ResnetSSDFaceDetectionExample, YoloObjectDetectionExample, YoloObjectDetectionWebCamTextureExample.

2.2.3 [Common]Updated to WebCamTextureToMatHelper.cs v1.0.3. [iOS] opencv2.framework is changed from static framework to embeddd framework. (Target minimum iOS Version must be set to 8.0 or higher.)

2.2.2 [Common]Added TextRecognitionExample.

2.2.1 [Common]Updated to OpenCV3.3.0. [Common]Added dnn module.(win,mac,ios,android platform) [Common]Added img_hash, reg, text module.(all platform) [Common]Added MobileNetSSDExample, MobileNetSSDWebCamTextureExample, TensorFlowWebCamTextureExample, ThinPlateSplineShapeTransformerExample, TextDetectionExample, VideoWriterExample. [Common]WindowsStoreApp8.1 & WindowsPhone8.1 support have been deprecated.

2.2.0 [Common]Updated WebCamTextureToMatHelper.cs v1.0.2 [Common]Improved Utils.getPathAsync().

2.1.9 [WebGL]Fixed Utils.getFilePathAsync() method.

2.1.8 [Common]Added PCAExample. [Common]Updated WebCamTextureToMatHelper.cs and OptimizationWebCamTextureToMatHelper.cs(Changed several method names.).

2.1.7 [Common]Improved Utils.getFilePath() and Utils.getFilePathAsync(). [Common]Improved WebCamTextureAsyncDetectFaceExample.cs. [Common] Fixed the const value of Calib3d class.

2.1.6 [Common]Fixed fastMatToTexture2D() method.

2.1.5 [Common]Updated to OpenCV3.2.0. [Common]Added fuzzy, phase_unwrapping, saliency, shape, tracking module. [Common]Added TrackingSample. [iOS]Added ios_exclude_contrib.zip for build size reduction. [Android]Added android_exclude_contrib.zip for build size reduction.

2.1.4 [Common]Changed the scene name("Sample" to "Example") [Common]Fixed ArUcoTexture2DExample and ArUcoWebCamTextureExample. [Common]Added ConnectedComponentsExample. [Common]Added GreenScreenExample.

2.1.3 [UWP]Added OpenCVForUnityUWP_Beta3.zip.

2.1.2 [Common]Fixed WebCamTextureToMatHelper.cs.(flipVertical and flipHorizontal flag)

2.1.1 [Common]Fixed OpenCVForUnityMenuItem.cs.(No valid name for platform: 11 Error) [Common]Added Utils.textureToTexture2D() method. [Common]Added Mat class operators. [Common]Added PolygonFilterSample.

2.1.0 [Common]Fixed WebCamTextureToMatHelper class. [Common]Added Utils.getVersion(). [Common]Fixed Utils.getFilePathAsync().

2.0.9 [WebGL]Added WebGL(beta) support.(Unity5.3 or later)

2.0.8 [Common]Improved WebCamTextureHelper class. [Common]Fixed ArUcoSample.

2.0.7 [Common]Added aruco, structured_light, xfeatures2d module. [Common]Added ArUcoSample, GrabCutSample, InpaintSample, MatchShapesSample, MSERSample.

2.0.6 [WSA]Fixed an issue where Windows App Certification Kit fails.

2.0.5 [Common]Added HOGDescriptorSample.

2.0.4 [Android]Added Support for Split Application Binary (.OBB) [Android]Removed opencvforunity.jar.

2.0.3 [Common]Added SVMSample. [Common]Fixed VideoCaptureSample and WebCamTextureAsyncDetectFaceSample. [UWP]Added OpenCVForUnityUWP_Beta2.zip.

2.0.2 [Common]Fixed CS0618 warnings: `UnityEngine.Application.LoadLevel(string)' is obsolete: `Use SceneManager.LoadScene'.

2.0.1 [OSX]Fixed SIGILL Exception. [Common]Added Utils.setDebugMode() method. [Common]Added MatchTemplateSample, StereoBMSample, SeamlessCloneSample and WebCamTextureDetectCirclesSample. [Common]Added flipVertical flag, flapHorizontal flag and GetWebCamDevice() method to WebCamTextureToMatHelper.cs.

2.0.0 [Common]Updated to OpenCV3.1.0. [Common]Included Old Version based on “OpenCV2.4.11”. [Common] Included Beta Version of Windows10 UWP Support.(This is beta version based on OpenCV3.0.0. opencv_contrib modules is not supported.)

Beta16 [iOS]Fixed libopencvforunity.a Bitcode Setting.

Beta15 [Common]Fixed WebCamTextureToMatHelper.cs.(Add didUpdateThisFrame () method)

Beta14 [Common]Fixed WebCamTextureToMatHelper.cs.(Bug of rotation conversion from WebCamTexture to Mat in Win,Mac StandAlone Build)

Beta13 [Common]Added fastTexture2DToMat() and fastMatToTexture2D(). [Common] Renewed the samples using WebCamTextureToMatHelper.(Supports all screen orientation.)

Beta12 [iOS]Fixed malloc_error that occurs in Unity5.3.1p2.

Beta11 [iOS]Enabled Jpeg format.(Added mjpeg format support in VideoCapture class)

Beta10 [iOS]Enabled Bitcode.

Beta9 [UWP]Added support for Windows10 UWP.(This is a test version. opencv_contrib modules is not supported.)

Beta8 [Common]Fix FaceRecognizerSample. [Common] Delete the method using Default parameter specifiers. [Android] Compile the library using “armabi-v7a with NEON” option.

Beta7 [Common]Add WrapPerspectiveSample, HandPoseEstimationSample.

Beta6 [iOS]Fix WebCamTexture bug of SampleScene in Unity5.2.

Beta5 [Linux]Add Linux Support. [WindowsStoreApp8.1]Support for methods using Low-level Native Plugin Interface. [Common]Rewrite SampleScene.

Beta4 [Common]Add Utils. getGraphicsDeviceType(). [Common]Add SampleScene Setup Tutorial Video for Unity5.

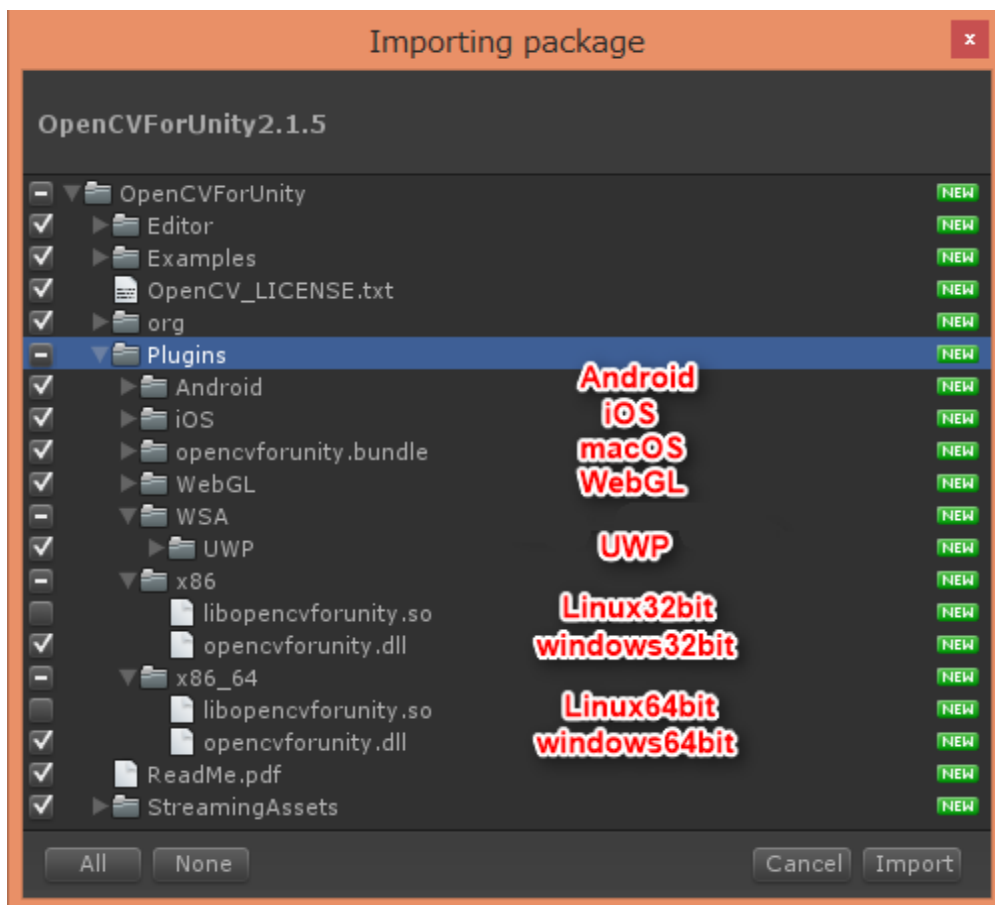
Beta3 [Common]Add CamShiftSample.(Object Tracking) [Common]Add OpenCVForUnityMenuItem.cs.(This script set plugin import settings automatically from MenuItem.)

Beta2 [iOS] Fix problem when working with Metaio(UnityAppController problem). [Common]Add [System.Serializable] to basic class. [Common] change folder name from “OpenCVForUnity/OpenCVForUnity_Editor/” to “OpenCVForUnity/Editor/”.

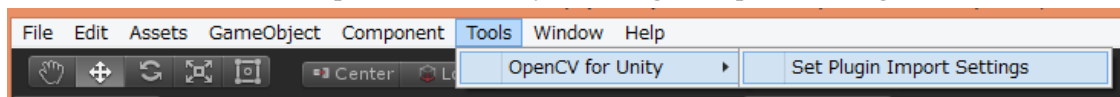
[iOS]Move “OpenCVForUnity/OpenCVForUnity_Editor/opencv2.framework” to “OpenCVForUnity/Plugins/iOS” folder.

Quick setup procedure to run the example scenes ([Setup Tutorial Video](#))

1. Import the OpenCVForUnity.package. You do not need to import plug-in files for platforms not supported by your project.



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



3. Move the “OpenCVForUnity/StreamingAssets/” folder to the “Assets/” folder.

- Additional Setup for MobileNetSSDExample or MobileNetSSDWebCamTextureExample : Download <https://github.com/chuanqi305/MobileNet-SSD/blob/master/images/004545.jpg>. Copy 004545.jpg to “Assets/StreamingAssets/dnn/” folder. Download

<https://drive.google.com/file/d/0B3gersZ2cHIxRm5PMWRoTkdHdHc/view>.

Copy MobileNetSSD_deploy.caffemodel to “Assets/StreamingAssets/dnn/” folder. Download

https://github.com/chuanqi305/MobileNetSSD/blob/master/MobileNetSSD_deploy.prototxt. Copy

MobileNetSSD_deploy.prototxt to “Assets/StreamingAssets/dnn/” folder.

- Additional Setup for ResnetSSDFaceDetectionExample : Download https://raw.githubusercontent.com/opencv/opencv_3rdparty/b2bfc75f6aea5b1f834ff0f0b865a7c18ff1459f/res10_300x300_ssd_iter_140000.caffemodel. Copy res10_300x300_ssd_iter_140000.caffemodel to “Assets/StreamingAssets/dnn/” folder. Download

https://github.com/opencv/opencv/blob/master/samples/dnn/face_detector/deploy.prototxt. Copy deploy.prototxt to “Assets/StreamingAssets/dnn/” folder.

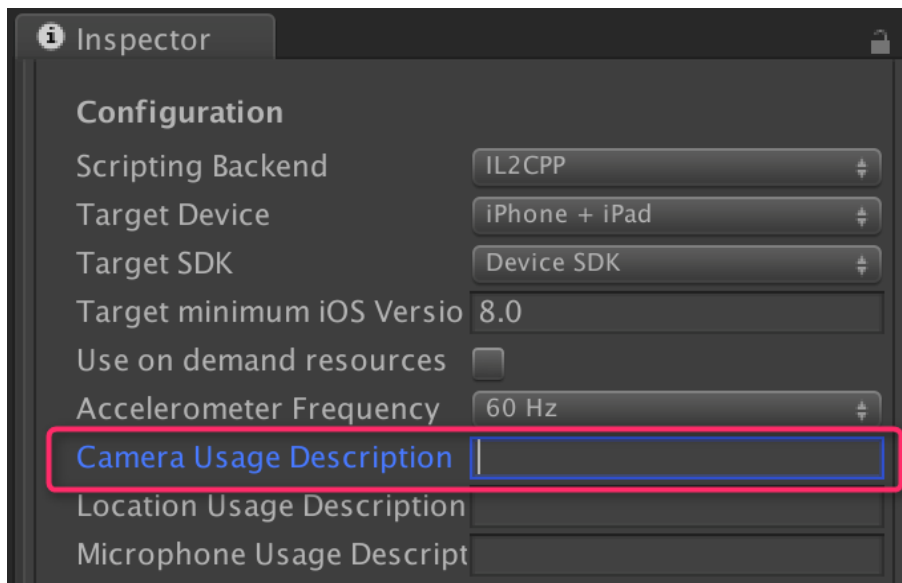
- Additional Setup for TensorFlowWebCamTextureExample : Download and unzip

<https://storage.googleapis.com/download.tensorflow.org/models/inception5h.zip>. Copy

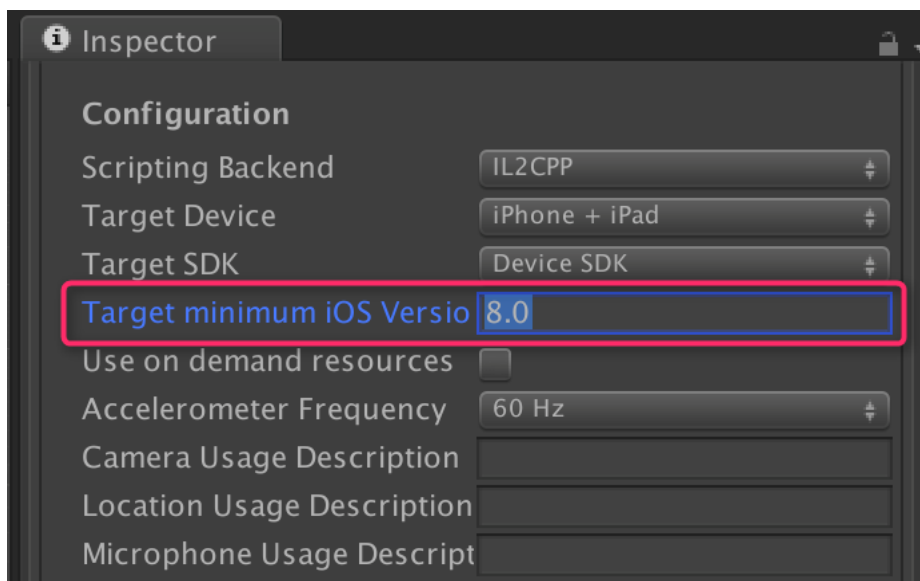
tensorflow_inception_graph.pb and imagenet_comp_graph_label_strings.txt to “Assets/StreamingAssets/dnn/” folder.

- Additional Setup for YoloObjectDetectionExample or YoloObjectDetectionWebCamTextureExample : Download <https://github.com/pjreddie/darknet/blob/master/data/person.jpg>. Copy person.jpg to “Assets/StreamingAssets/dnn/” folder. Download <https://github.com/pjreddie/darknet/blob/master/cfg/tiny-yolo.cfg>. Copy tiny-yolo.cfg to “Assets/StreamingAssets/dnn/” folder. Download <https://pjreddie.com/media/files/tiny-yolo.weights>. Copy yolo.weights to “Assets/StreamingAssets/dnn/” folder.

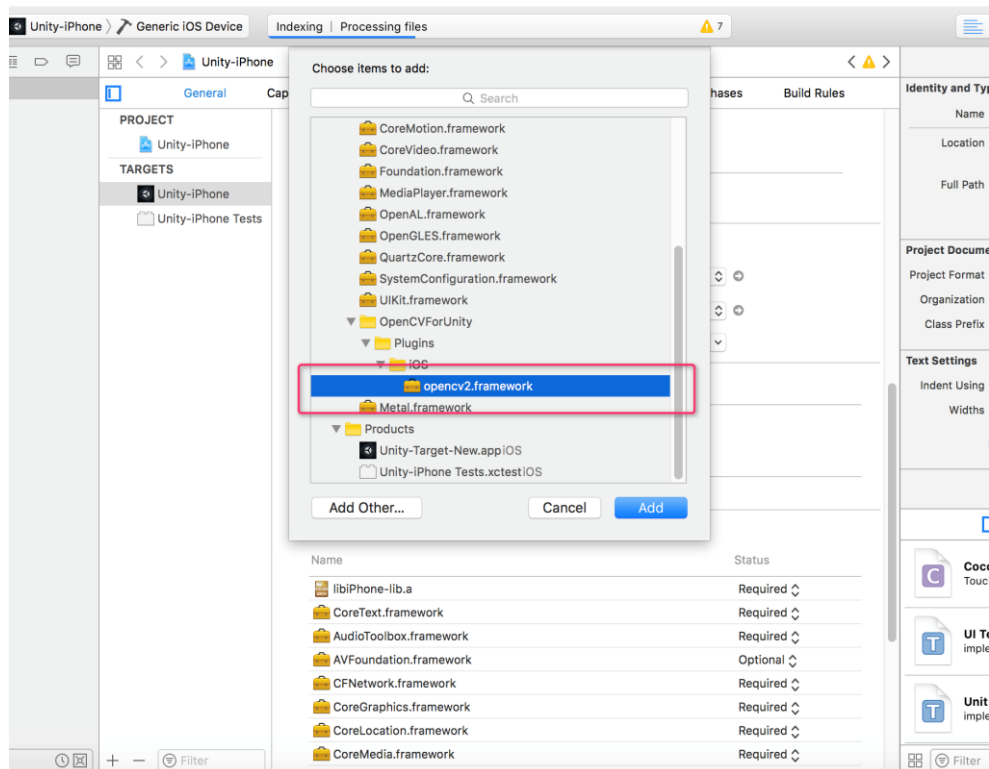
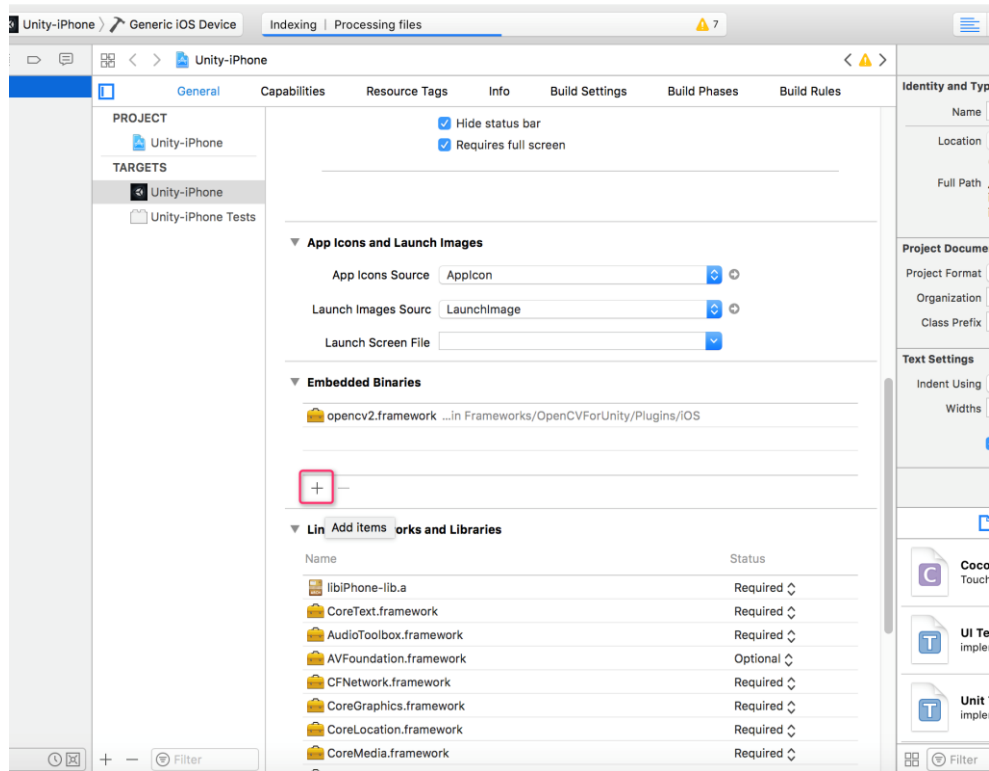
4. [iOS] Set [PlayerSettings]-[Other Settings]-[Configuration]-[Camera Usage Description].



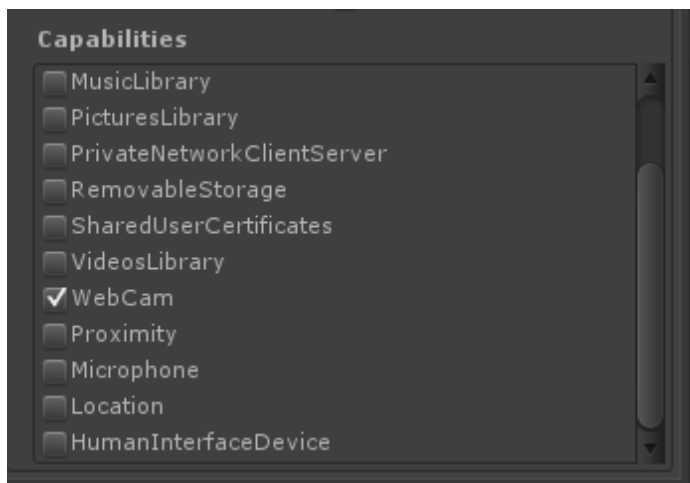
Set Target minimum iOS Version to 8.0 or higher.



If the version of Unity is less than 2017.2, you have to set `opencv2.framework` to Embedded Binaries manually.

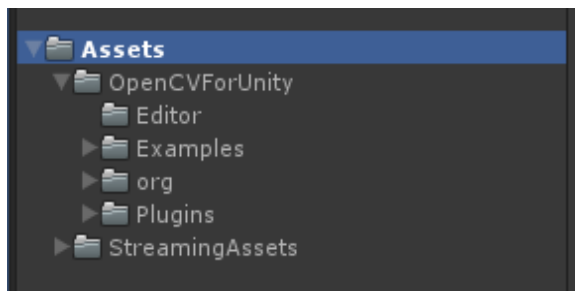


5. [Windows10 UWP] If use webCamTextue class, Please choose “WebCam” in [PlayerSettings]-[PublishingSettings]-[Capabilities].



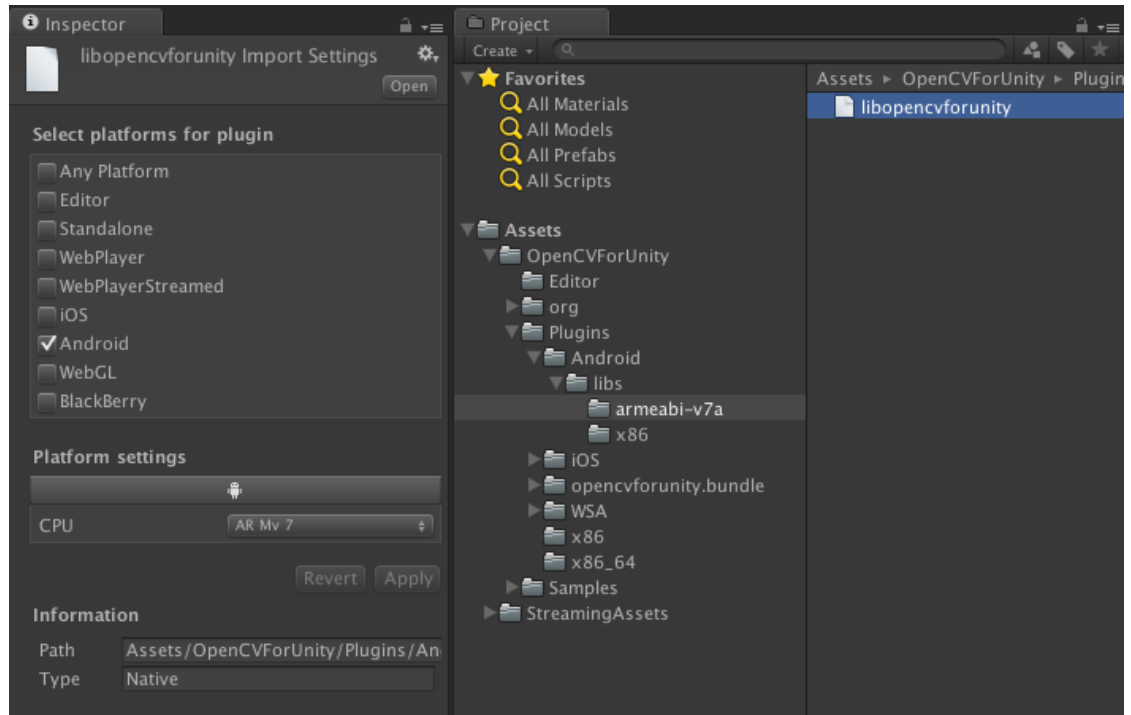
6. **[Linux]** For setup of linux platform, you need to build the OpenCV library. Please see Linux Setup Procedure.
7. Add all of the “***.unity” in the “OpenCVForUnity/Examples” folder to [Build Settings] – [Scene In Build].

Screenshot after the setup

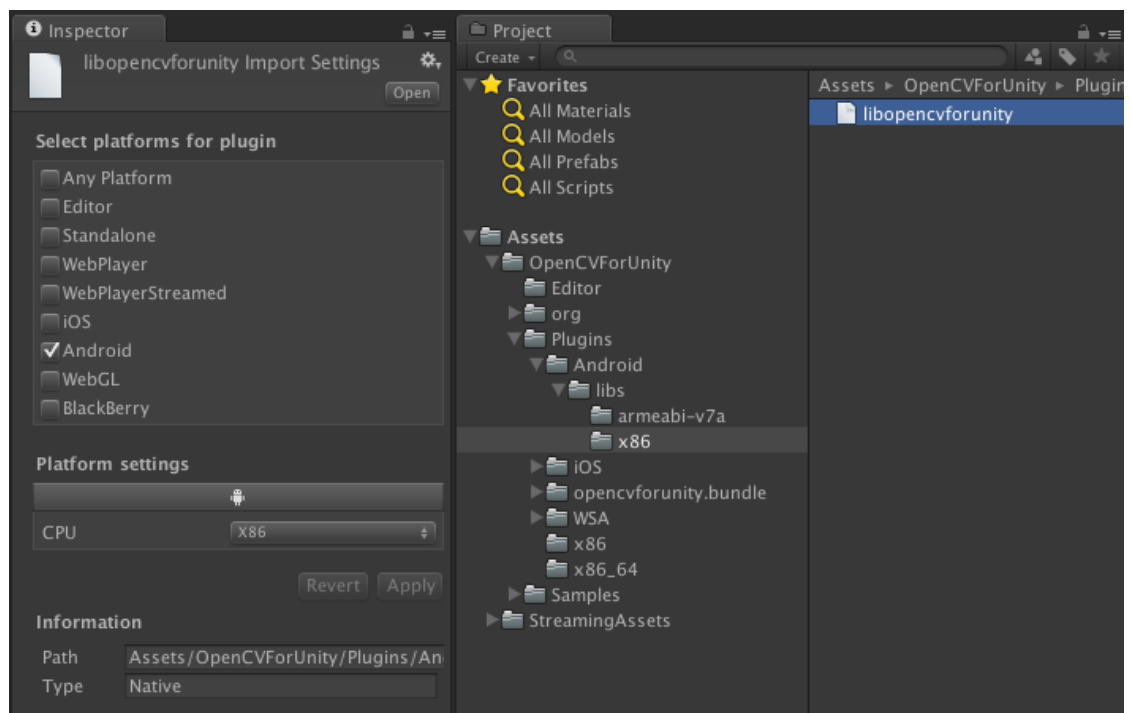


Android Setup Procedure

- “OpenCVForUnity/Plugins/libs/armeabi-v7a/*.so” - Select platform Android and CPU ARMv7 in Inspector.



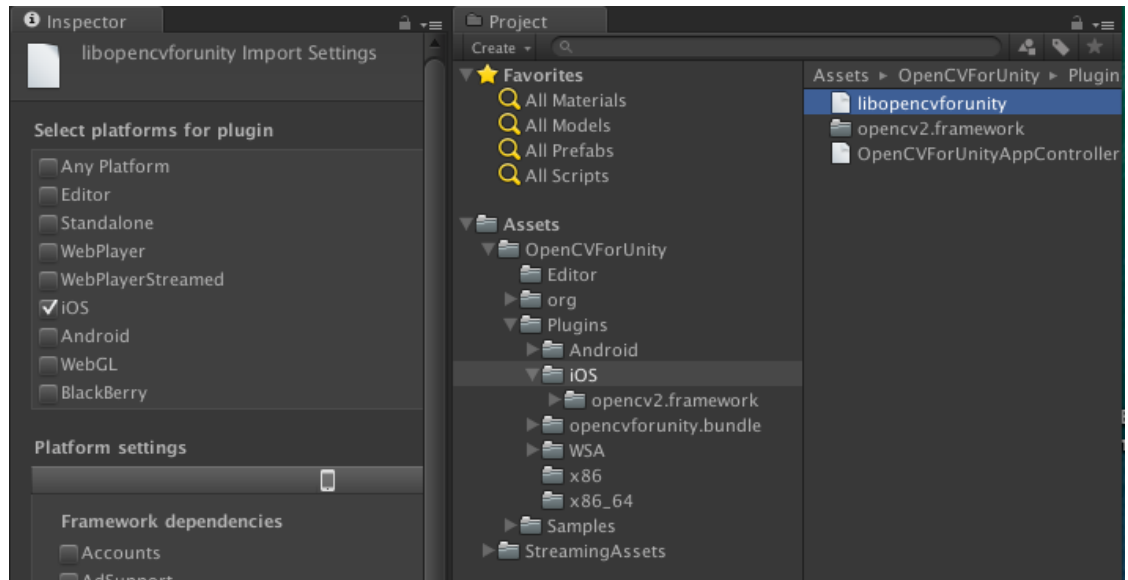
- “OpenCVForUnity/Plugins/libs/x86/*.so” – Select platform Android and CPU x86 in Inspector.



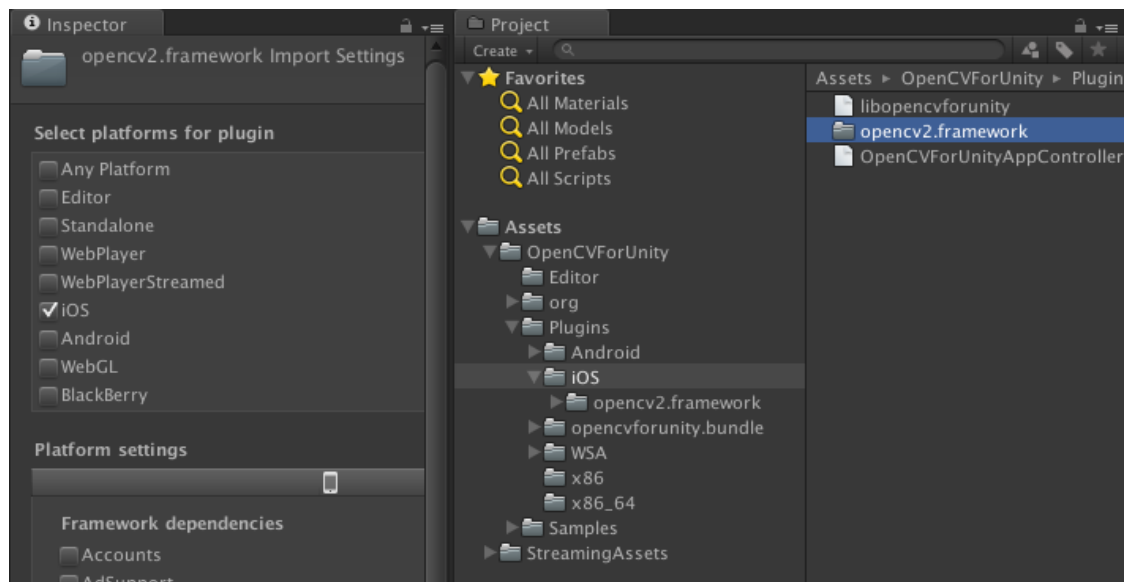
- Put the file that you want to use for `Utils.getFilePath()` in the “Aseets/StreamingAssets/” folder. (`haarcascade_frontalface_alt.xml` is for `OpenCVForUnityExample.scene`. Please copy only when necessary.)
- If you do not use `opencv_contrib` module, build size will be reduced by using native plugin file excluding `opencv_contrib` module.
 1. Replace the `OpenCVForUnity/Plugins/Android/libs` folder to the `OpenCVForUnity/Extra/exclude_contrib/Android/libs` folder.
 2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].
 3. Delete the `OpenCVForUnity/Assets/OpenCVForUnity/org/opencv_contrib` folder and the `OpenCVForUnity/Examples/ContribModules` folder.

iOS Setup Procedure

- “OpenCVForUnity/Plugins/iOS/libopencvforunity.a” – Select platform iOS in Inspector.

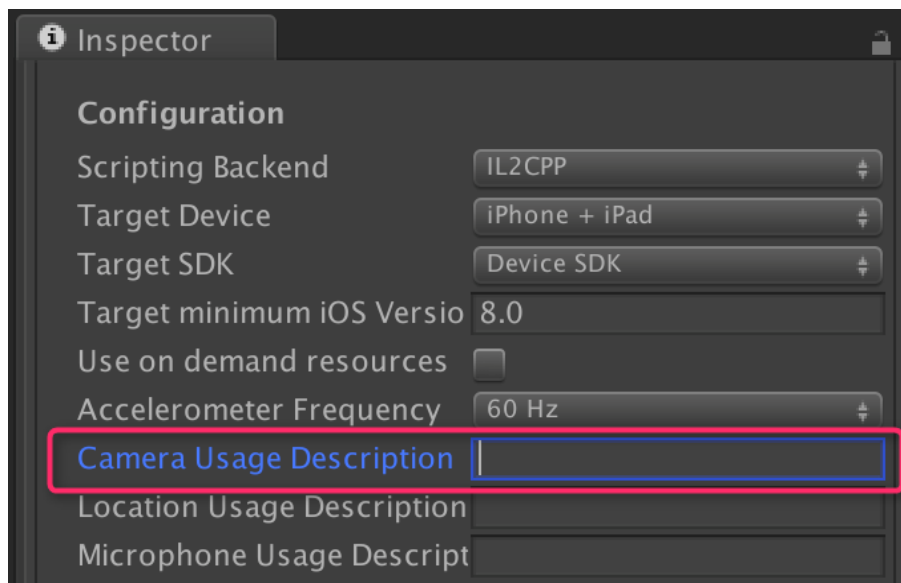


- “OpenCVForUnity/Plugins/iOS/opencv2.framework” – Select platform iOS in Inspector.



- Put the file that you want to use for `Utils.getFilePath()` in the “Assets/StreamingAssets/” folder. (haarcascade_frontalface_alt.xml is for OpenCVForUnityExample.scene. Please copy only when necessary.)
- If iOS platform, Set [PlayerSettings]-[Other Settings]-[Configuration]-

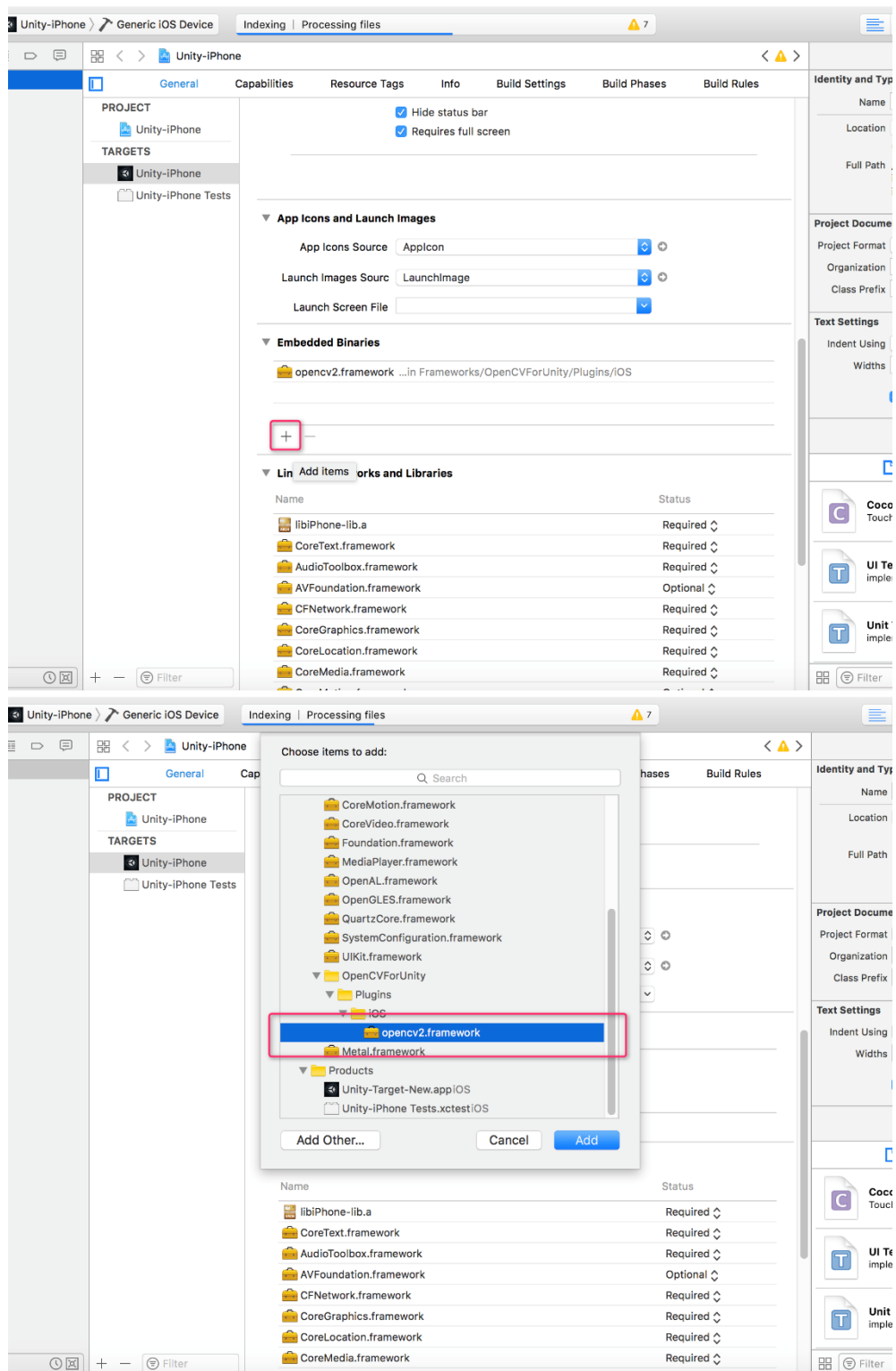
[Camera Usage Description].



- Set Target minimum iOS Version to 8.0 or higher.



- If the version of Unity is less than 2017.2, you have to set opencv2.framework to Embedded Binaries manually.



- When exporting ipa file, you need to remove the unneeded architectures from opencv2.framework, before submitting it.
Please see Q & A No.9 for details.

- When "-ObjC" is set to "OTHER_LDFLAGS" by other Asset, the following error may occur.

```
Undefined symbols for architecture armv7:
```

```
  "_OBJC_CLASS_$_ALAssetsLibrary", referenced from:
```

```
      objc-class-ref in opencv2(cap_ios_video_camera.o)
```

```
ld: symbol(s) not found for architecture armv7
```

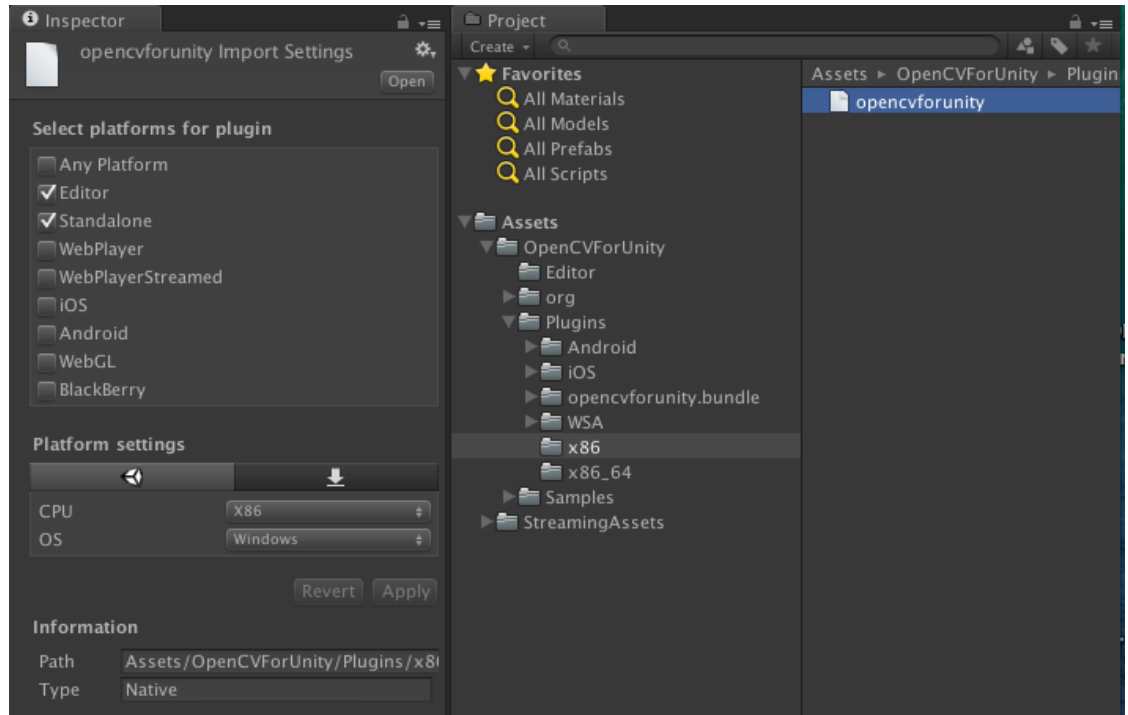
```
clang: error: linker command failed with exit code 1 (use -v to see invocation)
```

In that case, add `proj.AddFrameworkToProject(target, "AssetsLibrary.framework", false);` to `"Assets/OpenCVForUnity/Editor/iOS_BuildPostprocessor.cs"`.

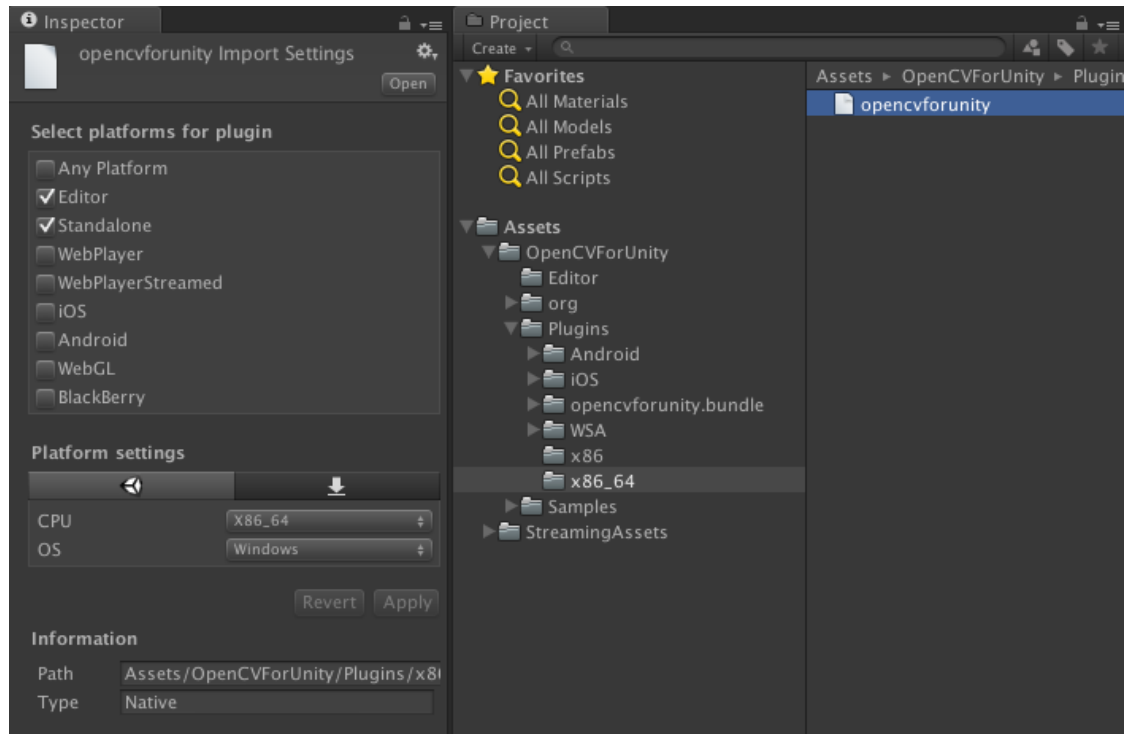
- If you do not use `opencv_contrib` module, build size will be reduced by using native plugin file excluding `opencv_contrib` module.
 1. Replace the `OpenCVForUnity/Plugins/iOS` folder to the `OpenCVForUnity/Extra/exclude_contrib/iOS` folder.
 2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].
 3. Delete the `OpenCVForUnity/Assets/OpenCVForUnity/org/opencv_contrib` folder and the `OpenCVForUnity/Examples/ContribModules` folder.

Win Standalone Setup Procedure

- “OpenCVForUnity/Plugins/x86/opencvforunity.dll” – Select platform Editor, Standalone and CPU x86 and OS Windows in Inspector.














- “OpenCVForUnity/Plugins/x86_64/opencvforunity.dll” – Select platform Editor, Standalone and CPU x86_64 and OS Windows in Inspector.



- Put the file that you want to use for `Utils.getFilePath()` in the "Assets/StreamingAssets/". (haarcascade_frontalface_alt.xml is for `OpenCVForUnityExample.scene`. Please copy only when necessary.)
- If you want to use more video formats with the "Video Capture (string filename)" or "VideoWriter" method, setup is required.
 - 1)Download "OpenCV for Windows Version 3.3.1"(<http://opencv.org/downloads.html>).
 - 2)Set PATH variable to "opencv_ffmpeg3.3.1.dll" or "opencv_ffmpeg3.3.1_64.dll".
 - if 32bit, "%path%to%opencv%build%x86%vc12%bin%".
 - if 64bit, "%path%to%opencv%build%x64%vc12%bin%".

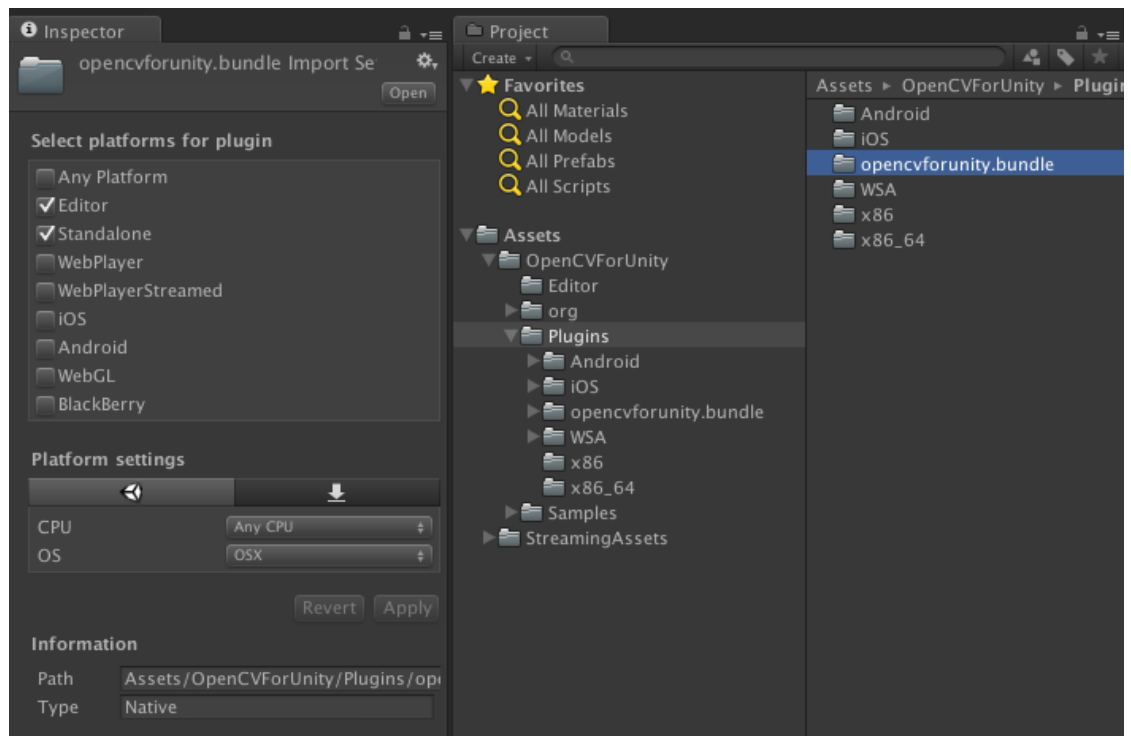
Or

 - 2)Copy to Project Folder.

-  Assets
-  Library
-  ProjectSettings
-  test_Data
-  Assembly-CSharp.csproj
-  Assembly-CSharp-vs.csproj
-  opencv_ffmpeg310_64.dll
-  test.exe
-  TestProject.sln
-  TestProject.userprefs
-  TestProject-csharp.sln

Mac Standalone Setup Procedure

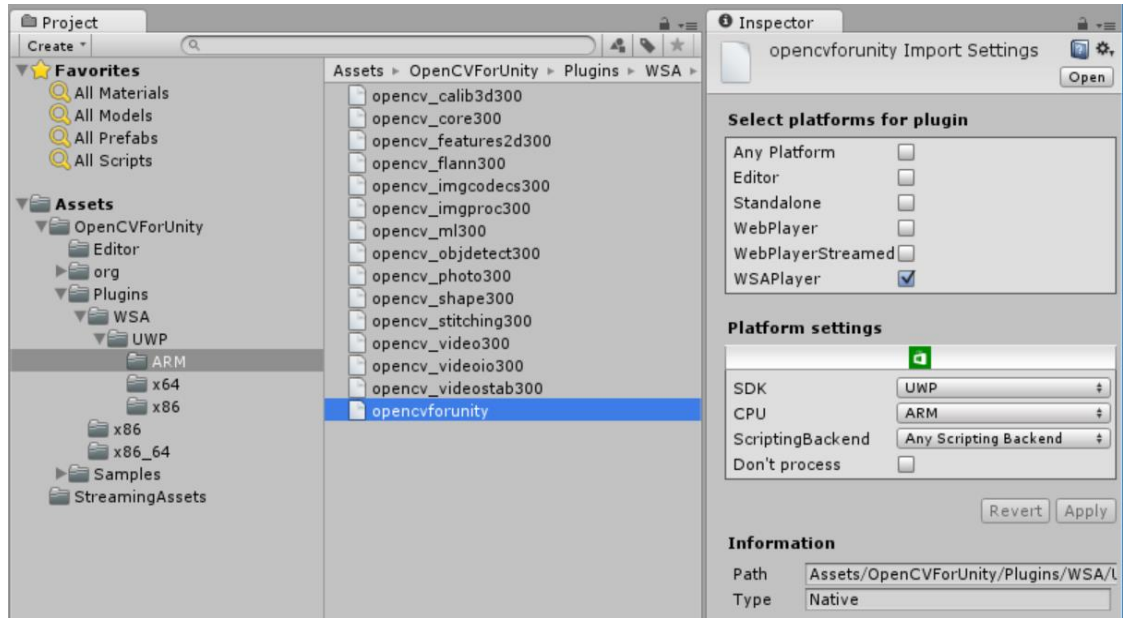
- “OpenCVForUnity/Plugins/opencvforunity.bundle” – Select platform Editor, Standalone and CPU x86_64 and OS OSX in Inspector.



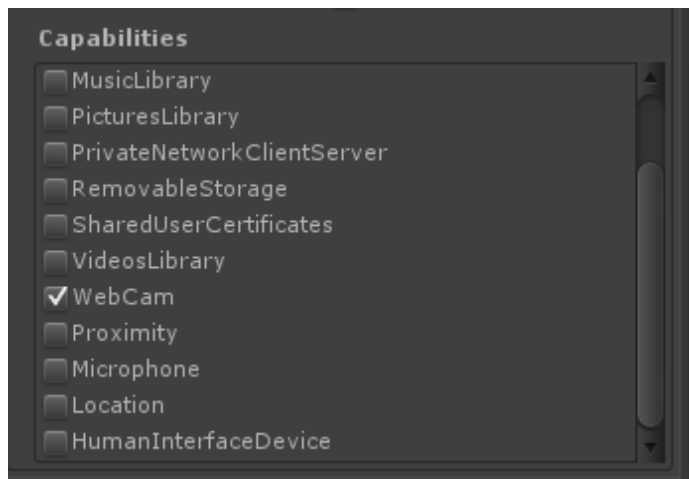
- Put the file that you want to use for `Utils.getFilePath()` in the “Assets/StreamingAssets/”. (haarcascade_frontalface_alt.xml is for OpenCVForUnityExample.scene. Please copy only when necessary.)

UWP Setup Procedure

- “OpenCVForUnity/Plugins/WSA/UWP/ARM/*.dll” - Select platform WSAPlayer and SDK81 and CPU ARM in Inspector. Set “x86” and “x64” in the same way as “ARM”.



- Put the file that you want to use for `Utils.getFilePath()` in the “Assets/StreamingAssets/”. (haarcascade_frontalface_alt.xml is for OpenCVForUnitySample.scene. Please copy only when necessary.)
- If use webCamTextue class, Please choose “WebCam” in [PlayerSettings]-[PublishingSettings]-[Capabilities].



Linux Setup Procedure

- Install OpenCV3.3.1
(<https://github.com/opencv/opencv/tree/86ff4a1ccfb3681452d0ebbf0dc7bd90f93ed0b1>) with opencv-
contrib(https://github.com/opencv/opencv_contrib/tree/d71da5dfe4996dd9c4131878dd2222b3634cfb94)

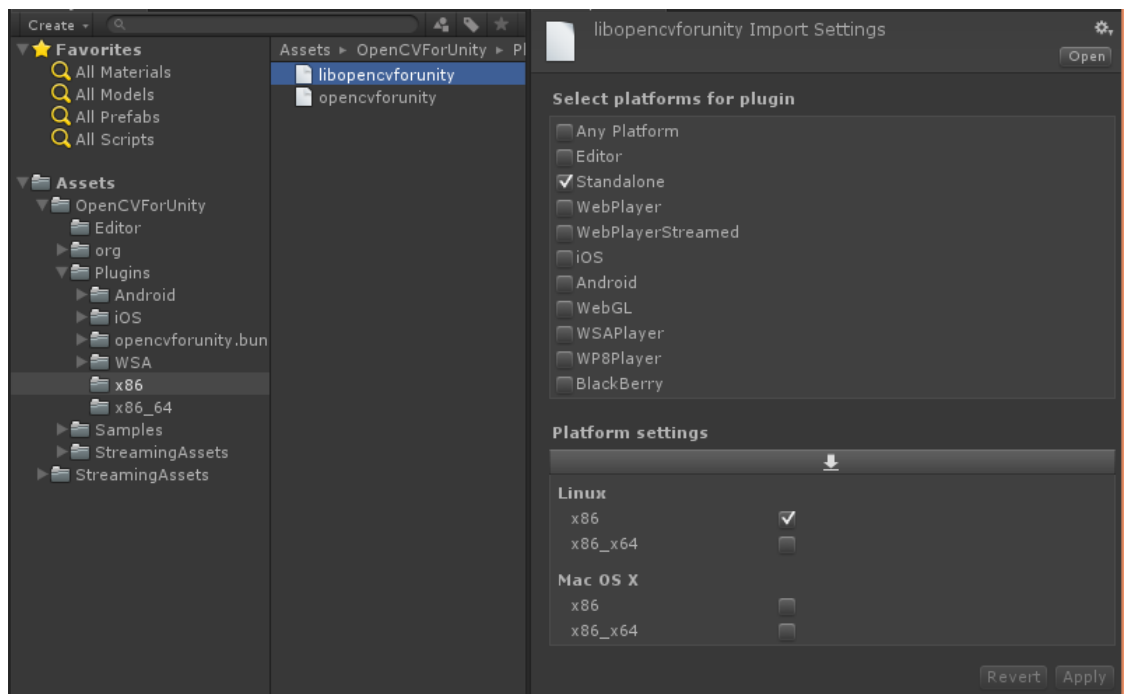
Example of Install command

```
#!/bin/sh

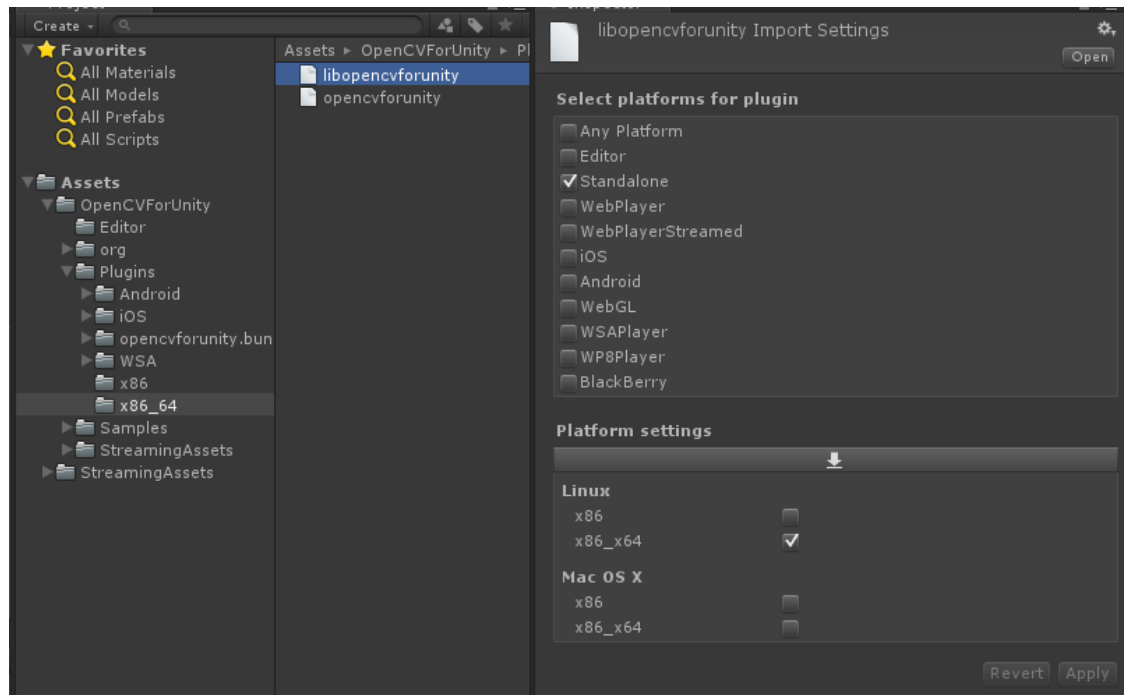
sudo apt-get -y install build-essential cmake git pkg-config libdc1394-22
libdc1394-22-dev libjpeg-dev libpng12-dev libtiff5-dev libjasper-dev libavcodec-
dev libavformat-dev libswscale-dev libxine2-dev libgstreamer0.10-dev
libgstreamer-plugins-base0.10-dev libv4l-dev libtbb-dev libqt4-dev libfaac-dev
libmp3lame-dev libopencore-amrnb-dev libopencore-amrwb-dev libtheora-dev
libvorbis-dev libxvidcore-dev x264 v4l-utils unzip
mkdir opencv
cd opencv
wget
https://github.com/opencv/opencv/archive/86ff4a1ccfb3681452d0ebbf0dc7bd90
f93ed0b1.zip
unzip 86ff4a1ccfb3681452d0ebbf0dc7bd90f93ed0b1.zip
wget
https://github.com/opencv/opencv_contrib/archive/d71da5dfe4996dd9c413187
8dd2222b3634cfb94.zip
unzip d71da5dfe4996dd9c4131878dd2222b3634cfb94.zip
cd opencv-86ff4a1ccfb3681452d0ebbf0dc7bd90f93ed0b1
mkdir build
cd build
cmake -D CMAKE_BUILD_TYPE=RELEASE -D
CMAKE_INSTALL_PREFIX=/usr/local -D WITH_TBB=ON -D
BUILD_opencv_python2=OFF -D BUILD_opencv_python3=OFF -D
BUILD_opencv_java=OFF -D WITH_V4L=ON -D WITH_OPENCL=OFF -D
CV_TRACE=OFF
```

```
OPENCV_EXTRA_MODULES_PATH=../../opencv_contrib-  
d71da5dfe4996dd9c4131878dd2222b3634cfb94/modules ..  
make -j $(nproc)  
sudo make install  
sudo /bin/bash -c 'echo "/usr/local/lib" > /etc/ld.so.conf.d/opencv.conf'  
sudo ldconfig
```

- “OpenCVForUnity/Plugins/x86/libopencvforunity.so” – Select platform Editor, Standalone and CPU x86 and OS Linux in Inspector.



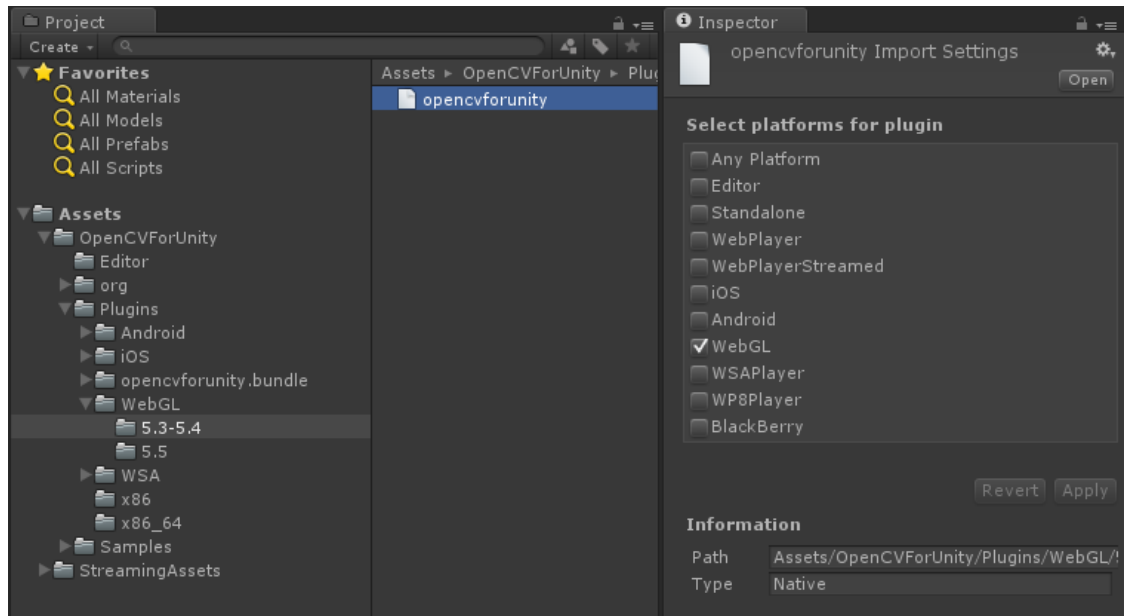
- “OpenCVForUnity/Plugins/x86_64/libopencvforunity.so” – Select platform Editor, Standalone and CPU x86_64 and OS Linux in Inspector.



- Put the file that you want to use for `Utils.getFilePath()` in the "Assets/StreamingAssets/". (haarcascade_frontalface_alt.xml is for OpenCVForUnityExample.scene. Please copy only when necessary.)
- Additional Setting is required to run on the editor.
<http://forum.unity3d.com/threads/native-plugin-in-editor-steam-specifically.384970/>

WebGL Setup Procedure

- “OpenCVForUnity/Plugins/WebGL/unity_version/opencvforunity.bc” – Select platform WebGL in Inspector. By Selecting MenuItem [Tools/OpenCV for Unity/Set Plugin Import Settings], You can easily set up.



- Put the file that you want to use for `Utils.GetFilePathAsync()` in the “Assets/StreamingAssets/”. In Case of WebGL platform, you need to use `Utils.GetFilePathAsync()` instead of `Utils.GetFilePath()`. (haarcascade_frontalface_alt.xml is for OpenCVForUnityExample.scene. Please copy only when necessary.)
- In the WebGL (asm.js) platform, the calculation result of Float type may be significantly different from other platforms. When using the OpenCV’s method that use the Mat class (CvType is CV_32F) as an argument, you need to pay attention to the calculation precision.

Q & A

Q1.

Asset package size is large. Is there a way to reduce?

A1.

Please remove plugin folders of non-output target platforms that are included in the package.

Q2.

Support Web platform?

A2.

Since the Unity Web Player does not support the native plugin, "OpenCV for Unity" does not support "WebPlayer Platform".

A WebGL platform was added as an alternative. (Unity 5.3 or higher).

Q3.

How do learn the details of OpenCV's method and argument?

A3.

Please refer to OpenCV official document (<http://docs.opencv.org/3.3.1/index.html>) and OpenCV Tutorials (http://docs.opencv.org/3.3.1/d9/df8/tutorial_root.html) for the details of the argument of the method..

Q4.

How can I convert Mat class operators defined in C++?

A4.

Way to translation of Mat class operators defined in C++.

<https://enoxsoftware.com/opencvforunity/way-to-translation-of-mat-class-operators-defined-in-cpp/>

Q5.

"DllNotFoundException: opencvforunity" is displayed on the console when run the example scene.

A5.

The plugin does not seem to be loaded correctly. Please check the setup procedure.

Q6.

“ArgumentException: The output Mat object has to be of the same size” is displayed on the console when run the example scene.

A6.

After having setup Plugin, Plugin may work well when you reboot Unity.

Q7.

“Level 'Texture2DtoMatExample' (-1) could not be loaded because it has not been added to the build settings.” is displayed on the console when run the example scene.

A7.

Please add all of “***.unity” scenes into the “Assets/OpenCVForUnity/Examples” folder to [Build Settings] – [Scene In Build].

Q8.

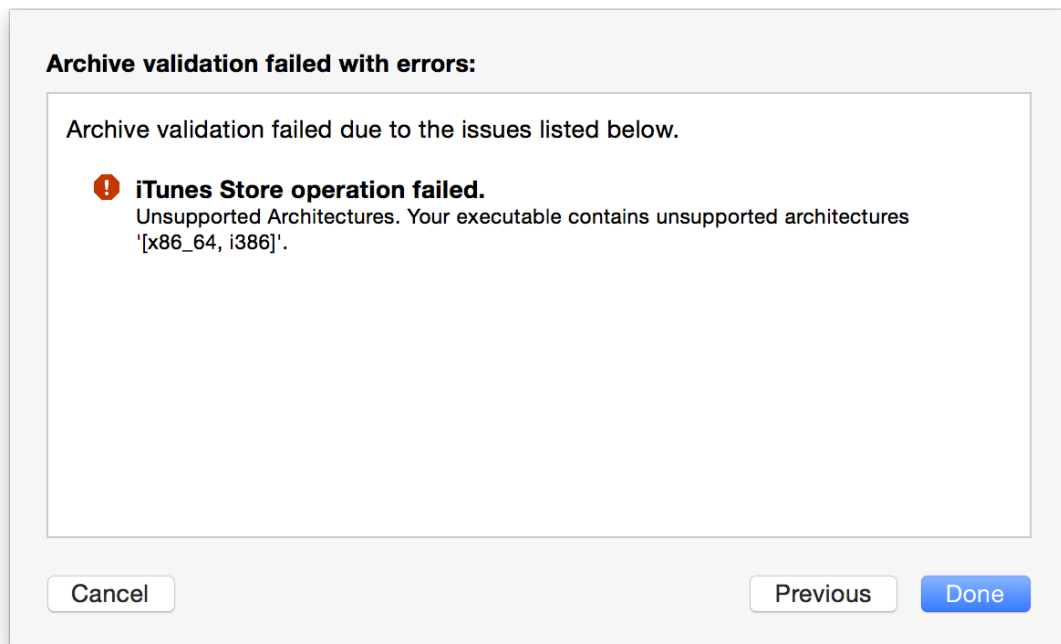
In DetectFaceExample or WebCamTextureDetectFaceExample, red rectangle is not displayed around a face.

A8.

You might have failed to read the “haarcascade_frontalface_alt.xml”. Please confirm whether there is the “StreamingAssets” folder at the right position.

Q9.

[iOS]Submit to App Store issues: Unsupported Architecture x86, i386“Unsupported Architecture. Your executable contains unsupported architecture '[x86_64, i386]'.”



A9.

“The problem is that the Buy framework contains a build for both the simulator (x86_64) and the actual devices (ARM).

Of course, you aren’t allowed to submit to the App Store a binary for an unsupported architecture, so the solution is to “manually” remove the unneeded architectures from the final binary, before submitting it.”

<http://ioscake.com/submit-to-app-store-issues-unsupported-architecture-x86.html>
<http://ikennd.ac/blog/2015/02/stripping-unwanted-architectures-from-dynamic-libraries-in-xcode/>

