

# MarkerBased AR Sample

**iOS & Android** support

**Win & Mac** 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”](#)**.

This asset is the Augmented Reality Sample that detect and recognize markers and display 3d model in WebCamTexture in real-time.

Code is the rewrite of [https://github.com/MasteringOpenCV/code/tree/master/Chapter2\\_iPhoneAR](https://github.com/MasteringOpenCV/code/tree/master/Chapter2_iPhoneAR) using the "OpenCV for Unity".

- Texture2DMakerBasedARSample - By detecting the marker from Texture2D, display AR model.
- WebCamTextureMakerBasedARSample - By detecting a marker from WebCamTexture, display AR model in real-time.

Please download [Demo Application](#) for Android and watch [tutorial video](#).

## Version changes

**1.1.4** [Common]Fix the direction of rotation of the mat that is converted from WebCamTexture.

**1.0.3** [Common]Fix direction of WebCamTexture.

**1.0.2** [Common]Divide asset for Unity4 and Unity5.

**1.0.1** [Common]Support for “OpenCV for Unity 1.0.9”

**1.0.0** Initial version

## Setup

- Import and Setup “[OpenCVForUnity](#)”.
- Import “MarkerBasedARSample”.
- Print the marker image(MarkerBasedARSample/Resources/maker.png).

## Q&A

Q.

I want to change the Marker Image.

A.

Please change the ids array of hammDistMarker method of Marker class.

0 represents black, 1 represents the white.

marker

[1, 0, 0, 0, 0]

[0, 1, 1, 1, 0]

[1, 0, 1, 1, 1]

[1, 0, 1, 1, 1]

[1, 0, 1, 1, 1]

↓

ids

new int[]{1,0,0,0,0},

new int[]{1,0,1,1,1},

new int[]{0,1,0,0,1},//??? Maybe it is dummy data.

new int[]{0,1,1,1,0}