

# MarkerBased AR Sample 1.1.3

**iOS & Android** support

**Win & Mac** Standalone support(if Unity4,Pro only)

Support for preview in the **Editor**(if Unity4,Pro only)

**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 [Demo Video](#).

## **Version changes**

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

**1.1.2** [Common] Renewed the samples using WebCamTextureToMatHelper.(Supports all screen orientation.)

**1.1.1** [Common]Added Marker Design Inspector.( Improved procedures to change the marker image)

**1.1.0** [Common]Change to use uGUI in SampleScene.

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

**1.0.8** [Common]Rewrite SampleScene.

**1.0.7** [Common]Add the code to support Beta Version of “OpenCV for Untiy” based on “OpenCV3.0.0”.

**1.0.6** [Common]Fix SampleScene.

**1.0.5** [Common]Fix SampleScene. [Common] Change Property of Platform Dependent Compilation from UNITY\_IPHONE to UNITY\_IOS.

**1.0.4** [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.

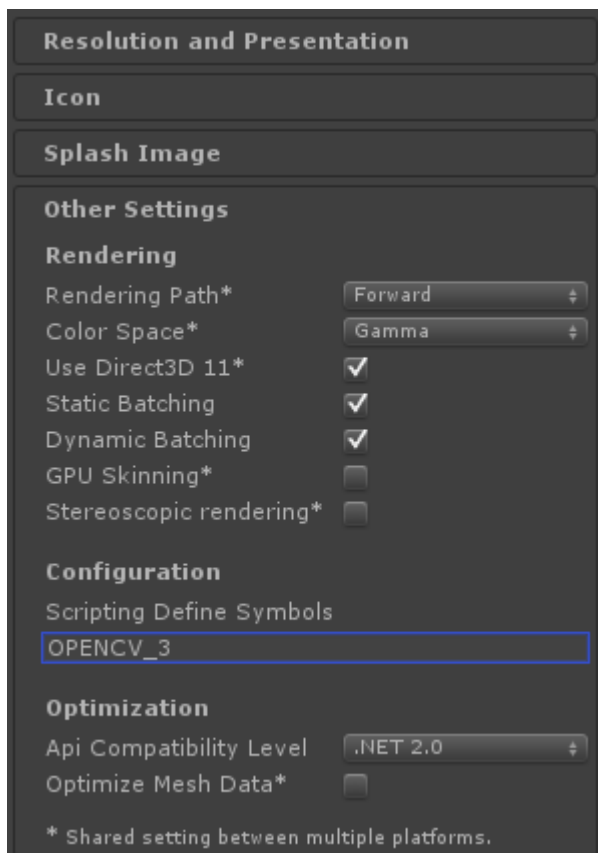
**1.0.1** [Common]Support for “OpenCV for Unity 1.0.9”

**1.0.0** Initial version

## Setup

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

If you want to use the Beta Version of “OpenCV for Untiy” based on “OpenCV3.0.0”, please set the “Scripting Define Symbols” to “OPENCV\_3”.



## Q&A

Q.

I want to change the Marker Image.

A.

Marker design is changeable from the Inspector.

