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 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

1.0.3 [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).