

MarkerBased AR Sample 1.0.6

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 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

1.0.6 [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).

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},
```

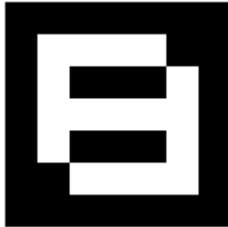
```
new int[]{1,0,1,1,1},
```

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

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



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



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