

MarkerBased AR Sample 1.1.9

WebGL(beta) support(Unity5.3 or later)

iOS & Android support

WindowsStoreApps8.1 & WindowsPhone8.1 & Windows10 UWP(beta) 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

The execution of this asset is required “[OpenCV for Unity](#)”.

This asset is the Augmented Reality Sample that detect and recognize NxN block 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.

[Official Site](#) | [SampleCode](#) | [Android Demo](#) [WebGL Demo](#) | [Demo Video](#)

[Cardboard With OpenCV for Unity Sample](#) is available.

Version changes

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

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

1.1.7 [Common]Changed namespace to OpenCVMarkerBasedAR.(To avoid namespace and classname conflict.) [Common]Fixed CS0618 warnings: 'UnityEngine.Application.LoadLevel(string)' is obsolete: 'Use SceneManager.LoadScene'.

1.1.6 [Common]Added namespace. [Common]Added flipVertical flag, flipHorizontal flag and GetWebCamDevice() method to WebCamTextureToMatHelper.cs.

1.1.5 [Common]Changed to methods of moving the AR object.

1.1.4 [Common]Support for “OpenCV for Unity 2.0.0”.

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 Unity” 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.

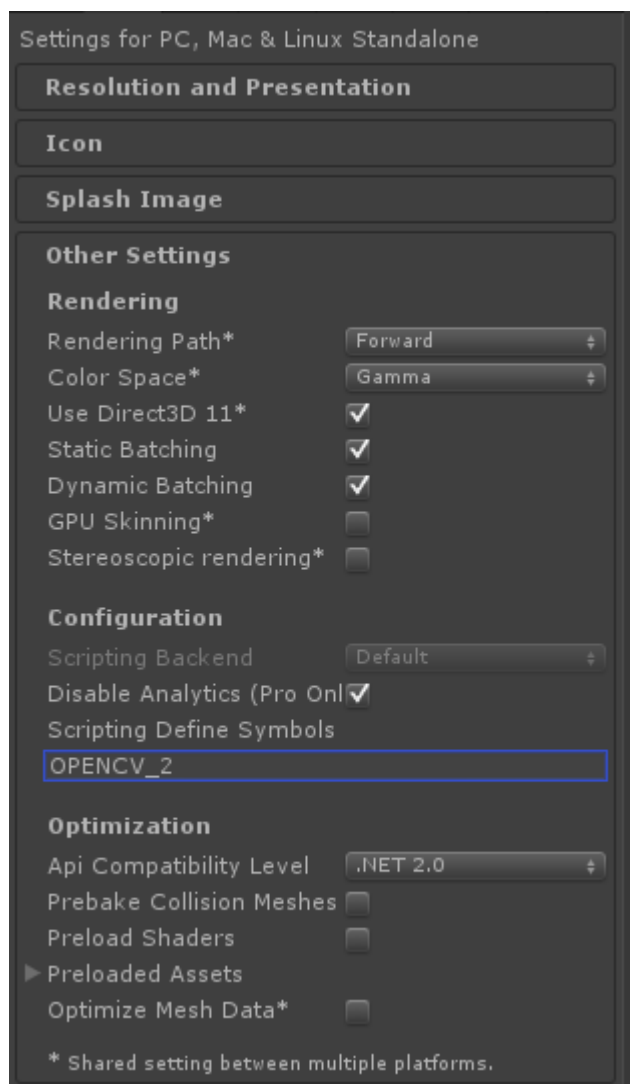
1.0.1 [Common]Support for “OpenCV for Unity 1.0.9”

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 “OpenCV2.4.11”, please set the “Scripting Define Symbols” to “OPENCV_2”.



Q&A

Q.

I want to change the Marker Image.

A.

Marker design is changeable from the Inspector.

