

# MarkerLess AR Sample 1.0.4

**WebGL** support

**iOS & Android** support

**Windows10 UWP** 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 10.9 or later**

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

This asset is a Marker-Less Augmented Reality Example using the actual environment as input instead of printed square markers and display 3d model in WebCamTexture in real-time.

Code is a rewrite of [https://github.com/MasteringOpenCV/code/tree/master/Chapter3\\_MarkerlessAR](https://github.com/MasteringOpenCV/code/tree/master/Chapter3_MarkerlessAR) using the "OpenCV for Unity".

- Texture2DMakerLessARExample
- WebCamTextureMakerLesssARExample

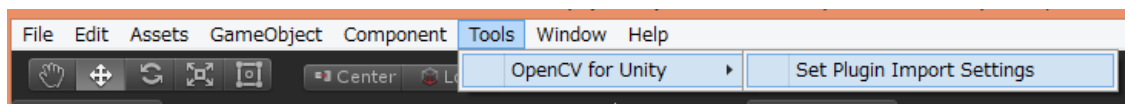
[Official Site](#) | [ExampleCode](#) | [Android Demo](#) [WebGL Demo](#) | [Demo Video](#)

## Version changes

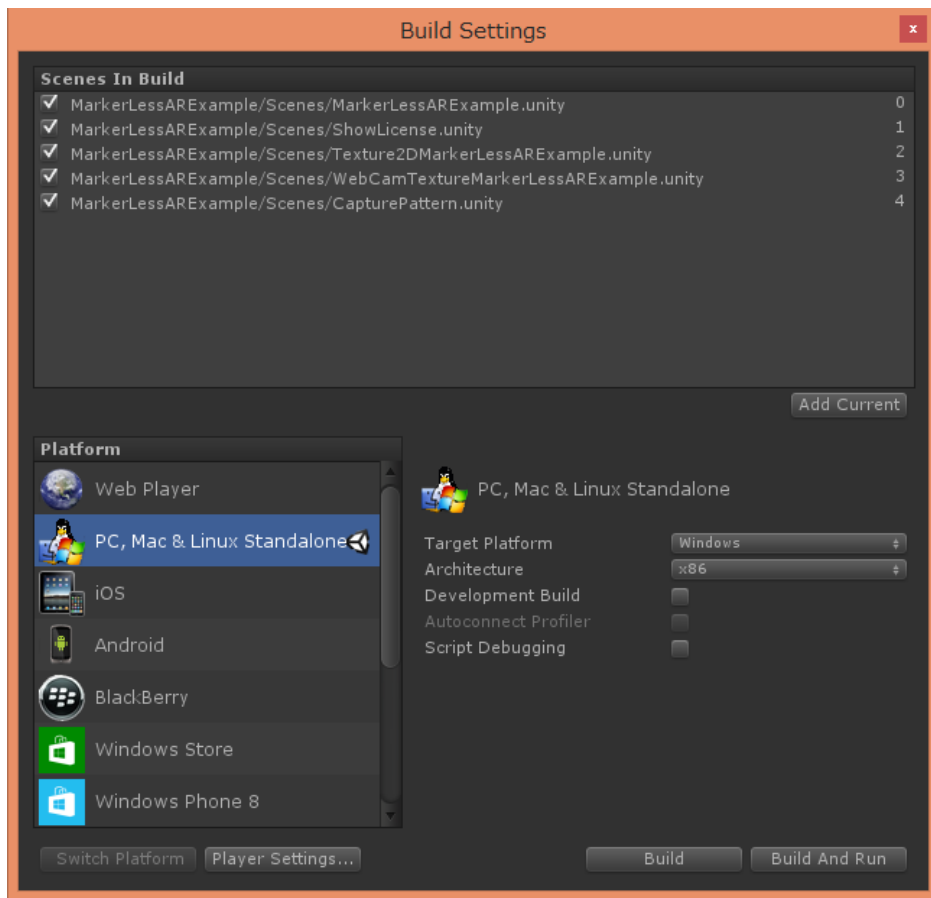
- 1.0.4 [Common]Updated to WebCamTextureToMatHelper.cs v1.0.9.
- 1.0.3 [UWP]Fixed for UWP.
- 1.0.2 [Common]Changed the name of asset project.("Sample" to "Example")
- 1.0.1 [Common]Fixed WebCamTextureToMatHelper.cs.(flipVertical and flipHorizontal flag)
- 1.0.0 Initial version

## Quick setup procedure to run the example scenes:

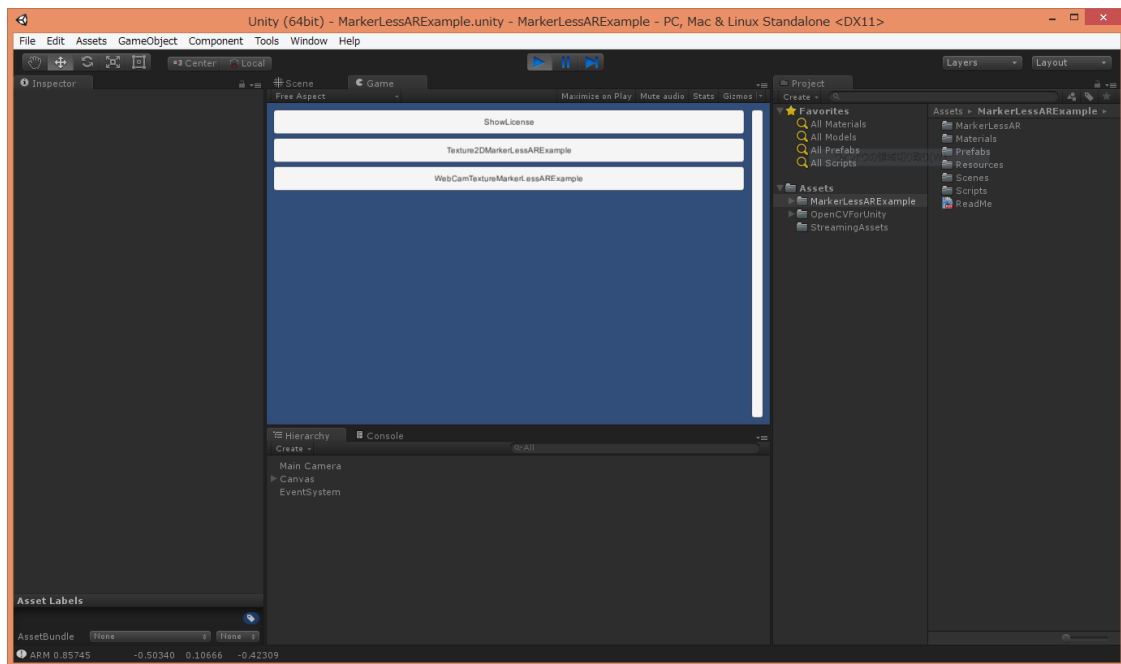
1. Import "[OpenCVForUnity](#)".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



3. Add all of the "/\*.unity" in the "MarkerLessARExample" folder to [Build Settings] -[Scene In Build].



4. Run the MarkerLessARExample scene.



Screenshot after the setup

