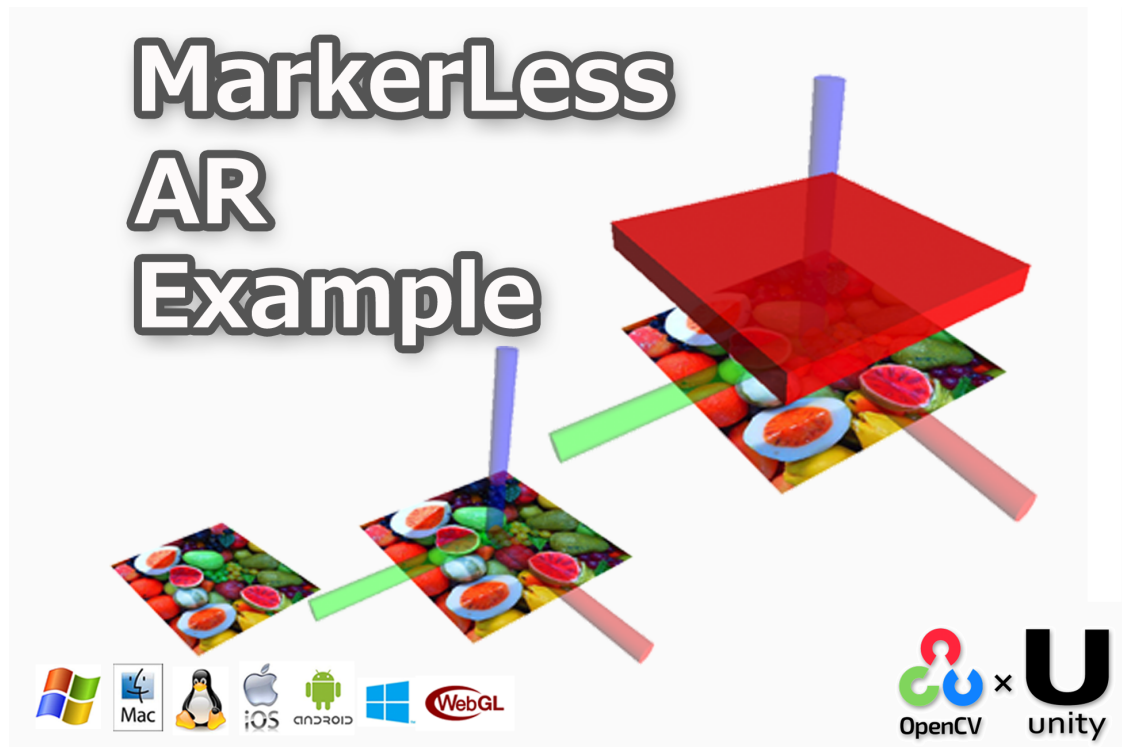


MarkerLess AR Sample 1.0.8



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 : Windows8 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 using the "OpenCV for Unity".

- Texture2DMakerLessARExample
- WebCamTextureMakerLessARExample

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

Version changes:

1.0.8 [Common]Updated for OpenCV for Unity v2.5.0.(This asset requires OpenCVforUnity 2.5.0 or later.)

1.0.7 [Common]Updated for OpenCV for Unity v2.4.2.(This asset requires OpenCVforUnity 2.4.2 or later.) [Common]Refactored the script.

1.0.6 [Common]Updated for OpenCV for Unity v2.3.8.(This asset requires OpenCVforUnity 2.3.8 or later.)

1.0.5 [Common]Updated for OpenCV for Unity v2.3.3.(This asset requires OpenCVforUnity 2.3.3 or later.)

1.0.4 [Common]Updated to WebCamTextureToMatHelper.cs v1.0.9.

1.0.3 [UWP]Fixed for UWP.

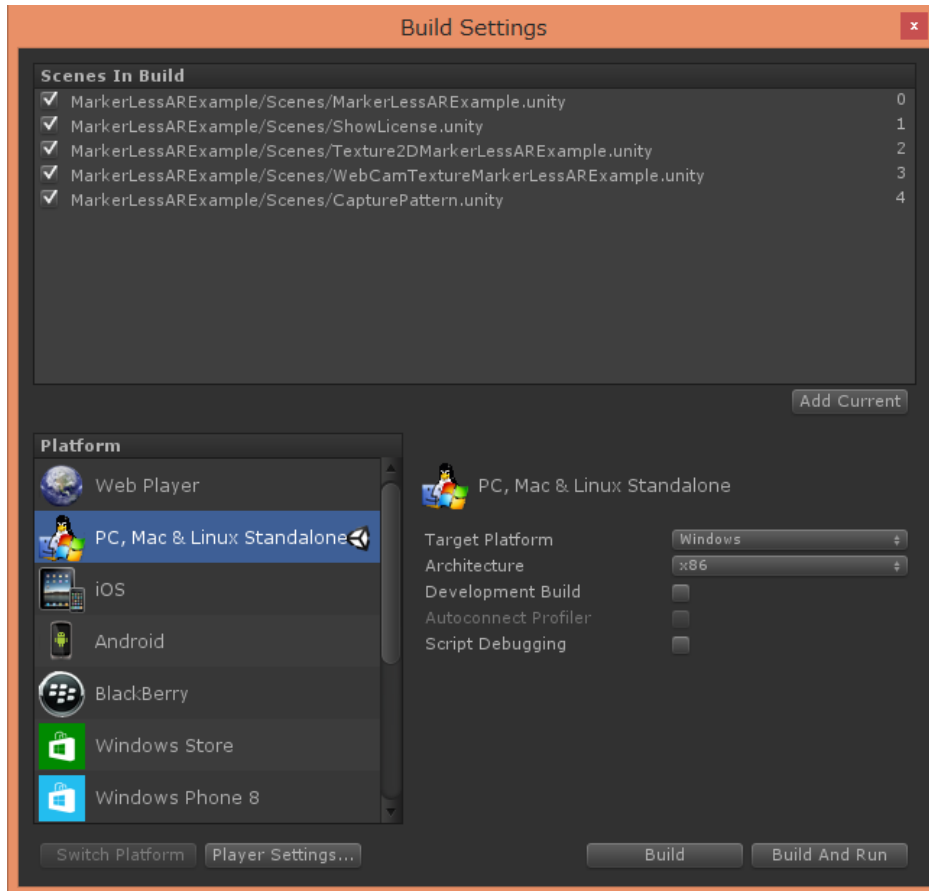
1.0.2 [Common]Changed the name of asset project.("Sample" to "Example")

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

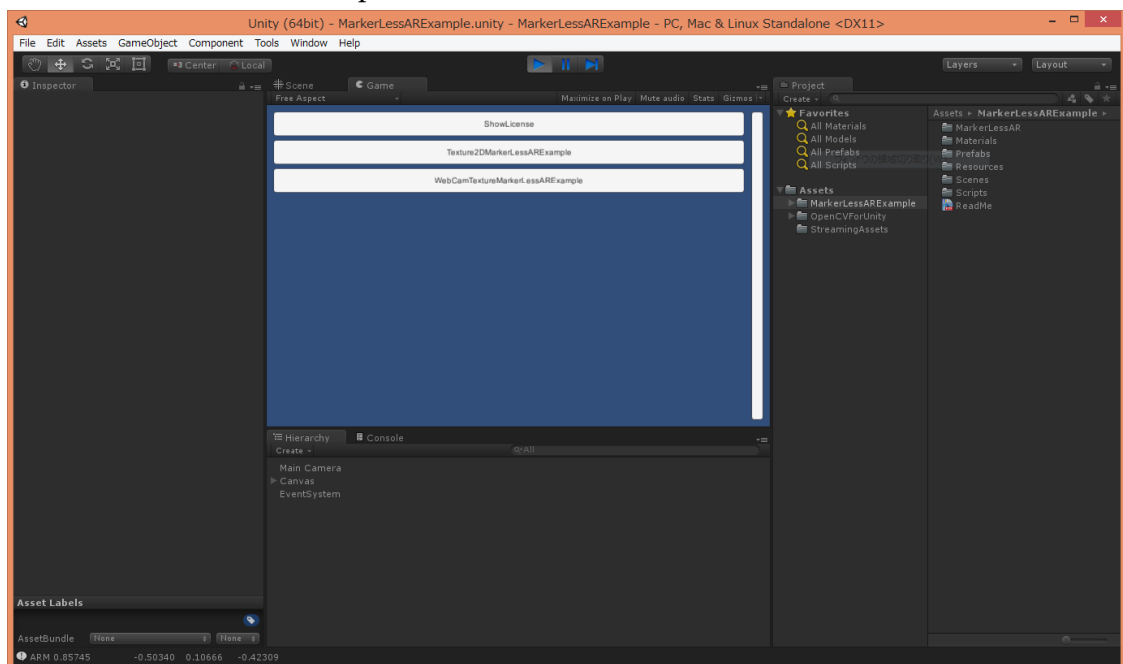
1.0.0 Initial version

Quick setup procedure to run the example scenes:

1. Import “[OpenCVForUnity](#)”.
2. Add all of the “***.unity” in the “MarkerLessARExample” folder to [Build Settings] –[Scene In Build].



3. Run the MarkerLessARExample scene.





Screenshot after the setup

