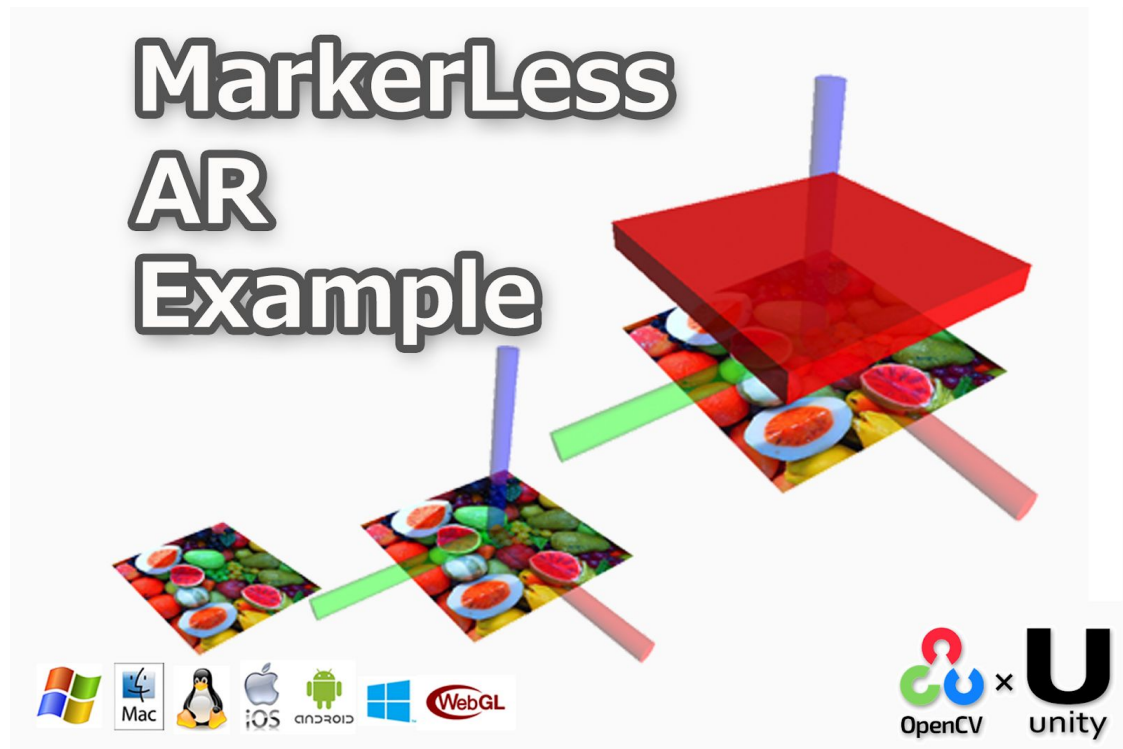


MarkerLess AR Sample 1.0.7



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

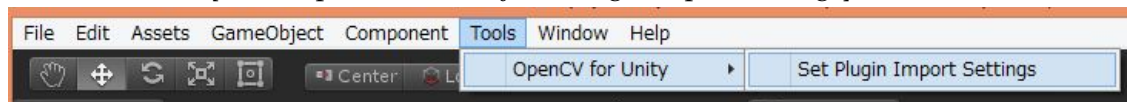
[Official Site](#) | [ExampleCode](#) | [Android Demo](#) | [WebGL Demo](#) | [Demo Video](#)

Version changes:

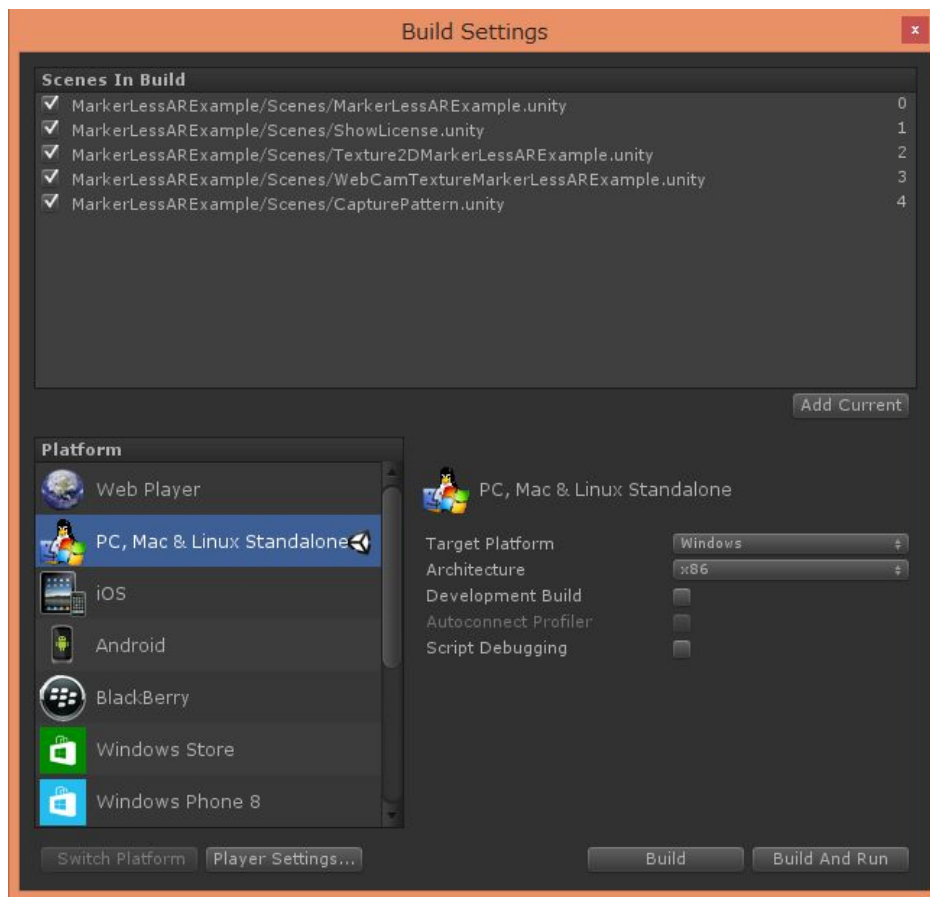
- 1.0.7** [Common]Updated for OpenCV for Unity v2.4.2.(This asset requires OpenCVforUnity 2.4.2 or later.) [Common]Refactored the script.
- 1.0.6** [Common]Updated for OpenCV for Unity v2.3.8.(This asset requires OpenCVforUnity 2.3.8 or later.)
- 1.0.5** [Common]Updated for OpenCV for Unity v2.3.3.(This 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:

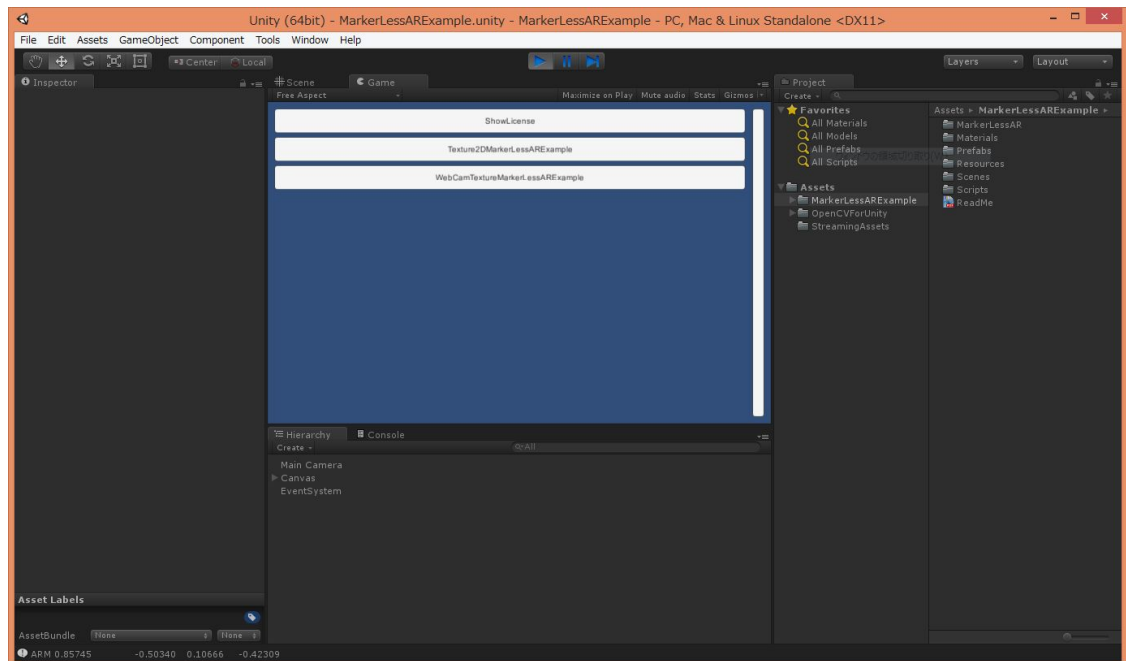
1. Import "[OpenCVForUnity](#)".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



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

