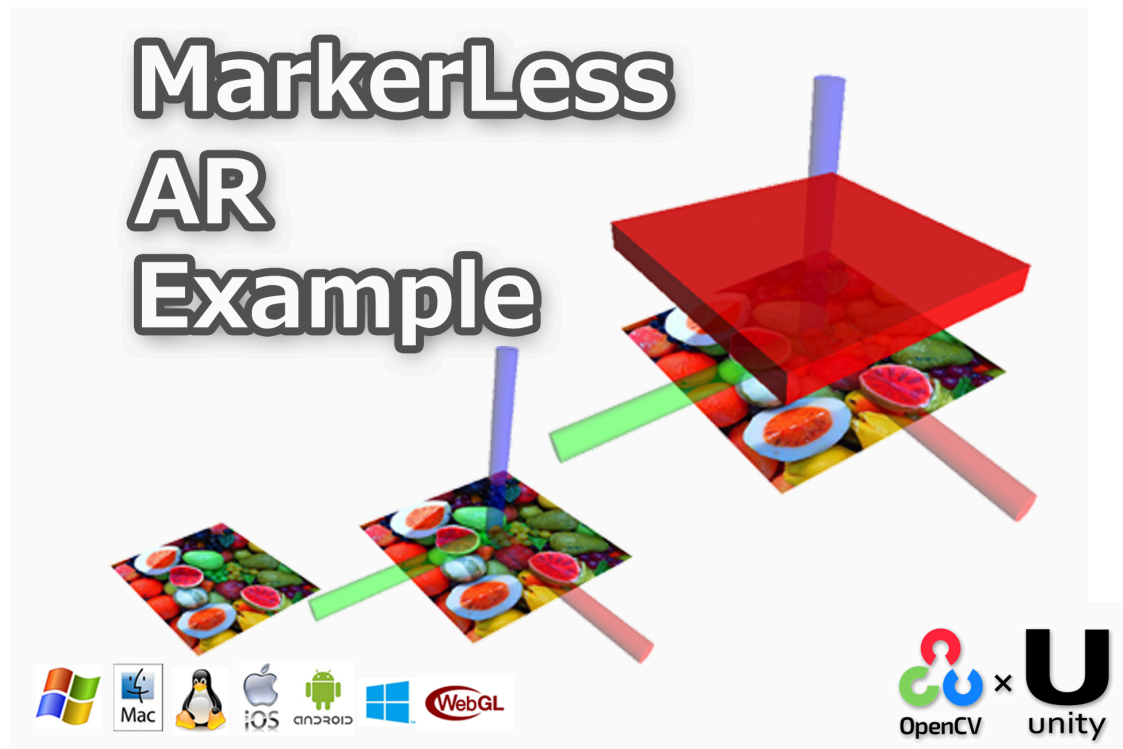


## MarkerLess AR Sample 1.1.0



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 10.13 or later

Build Linux Standalone & Preview Editor : Ubuntu 18.04 or later

Build Android : API level 24 or later

Build iOS : iOS Version 9.0 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
- WebCamTextureMakerLessARExample

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

### Version changes:

**1.1.0** [Common]Updated for OpenCV for Unity v2.5.9.( This asset requires OpenCVforUnity 2.5.9 or later.)

**1.0.9** [Common]Fixed a bug that occurs when a flat pattern image with no detectable keypoints is input. [Common]Added an option to WebCamTextureMarkerLessARExample to allow pre-set pattern textures.

**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.

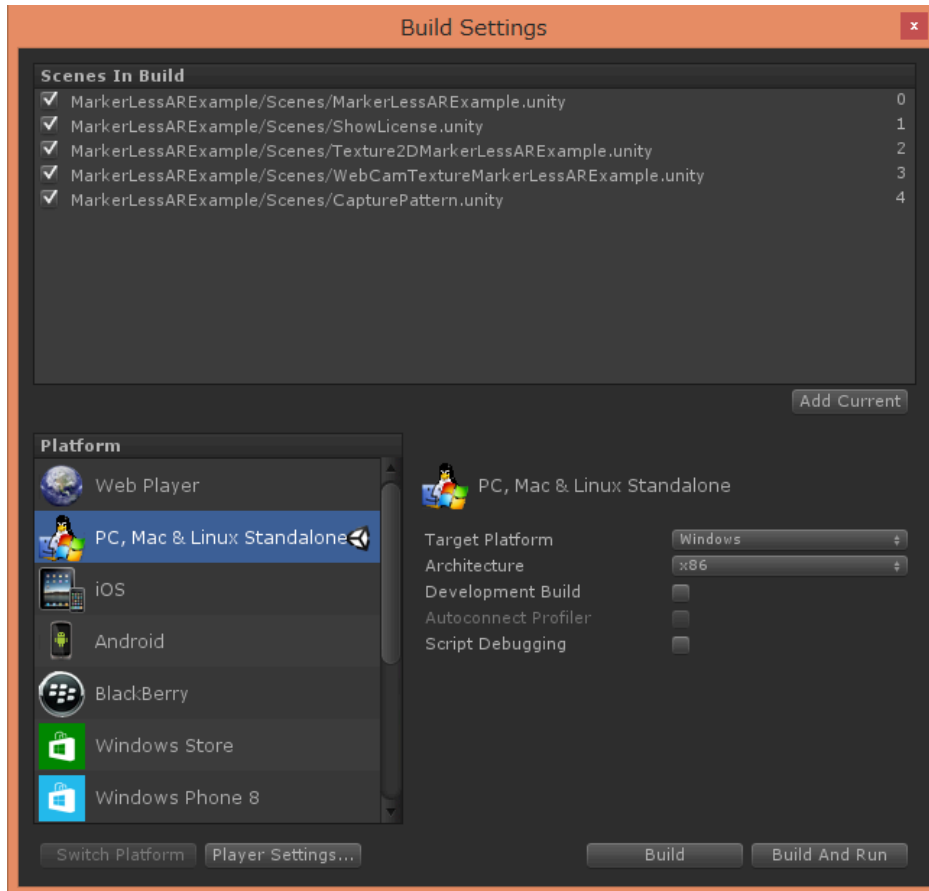
**1.0.2** [Common]Changed the name of asset project.("Sample" to "Example")

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

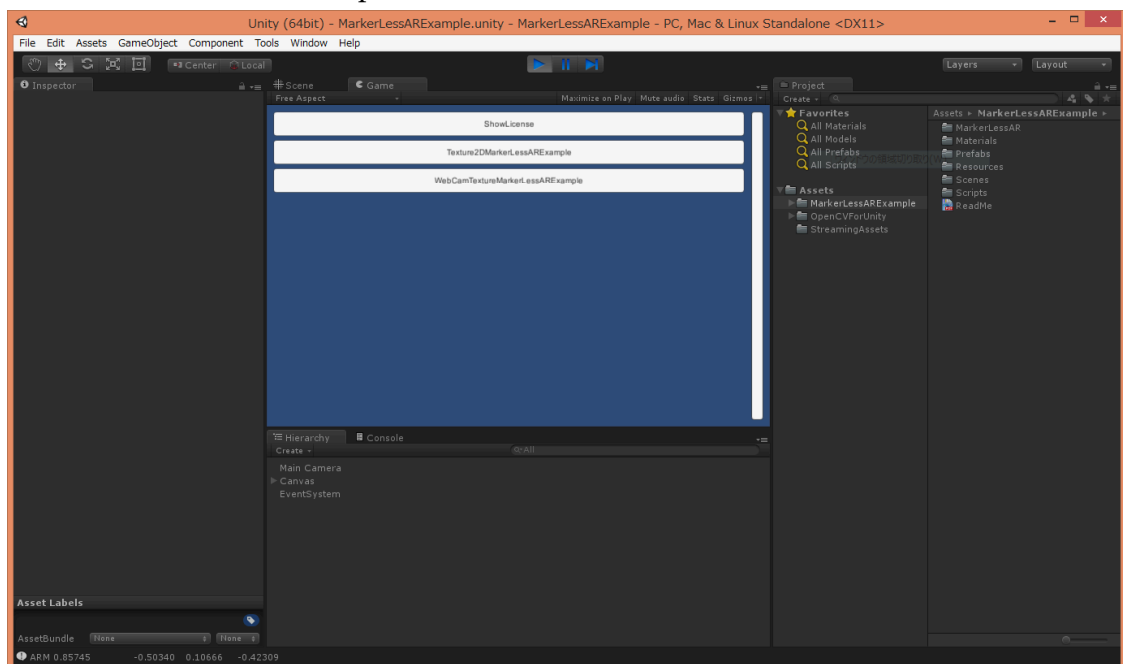
**1.0.0** Initial version

### 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

