

MarkerLess AR Sample 1.0.2

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

iOS & Android support

WindowsStoreApps8.1 & WindowsPhone8.1

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 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 the rewrite of 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

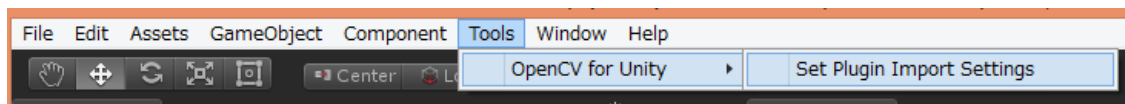
1.0.2 [Common] Changed the name of asset project. ("Sample" to "Example")

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

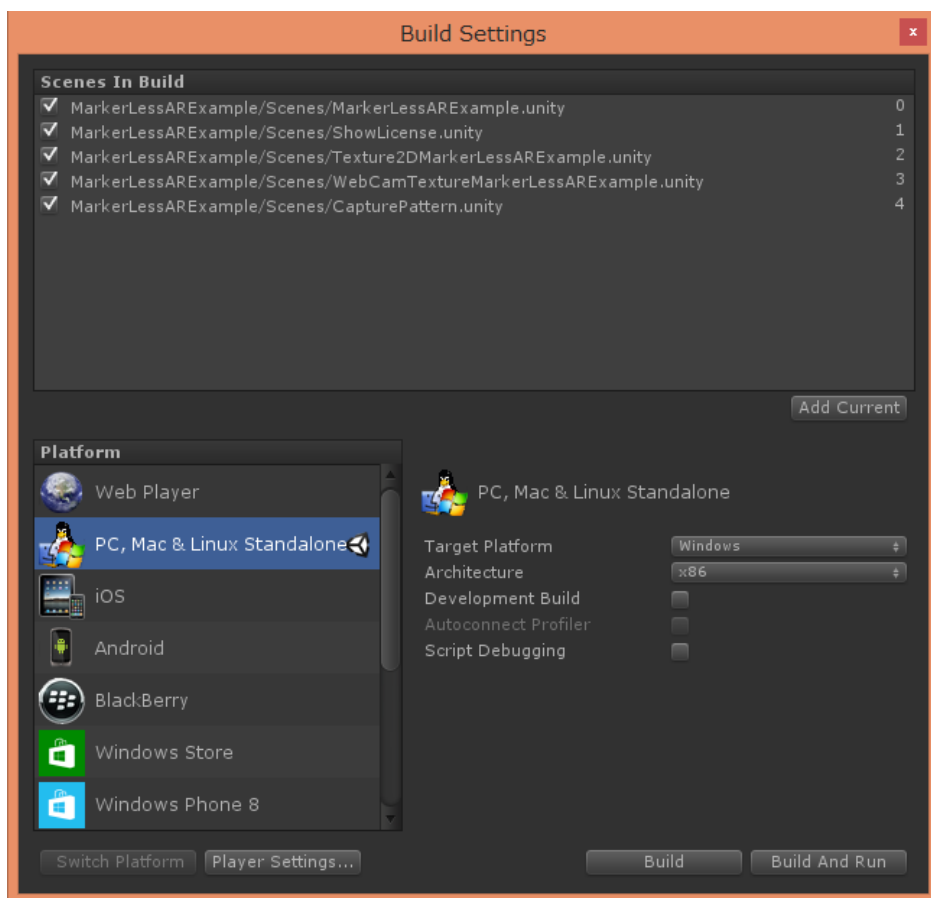
1.0.0 Initial version

Quick setup procedure to run the example scene:

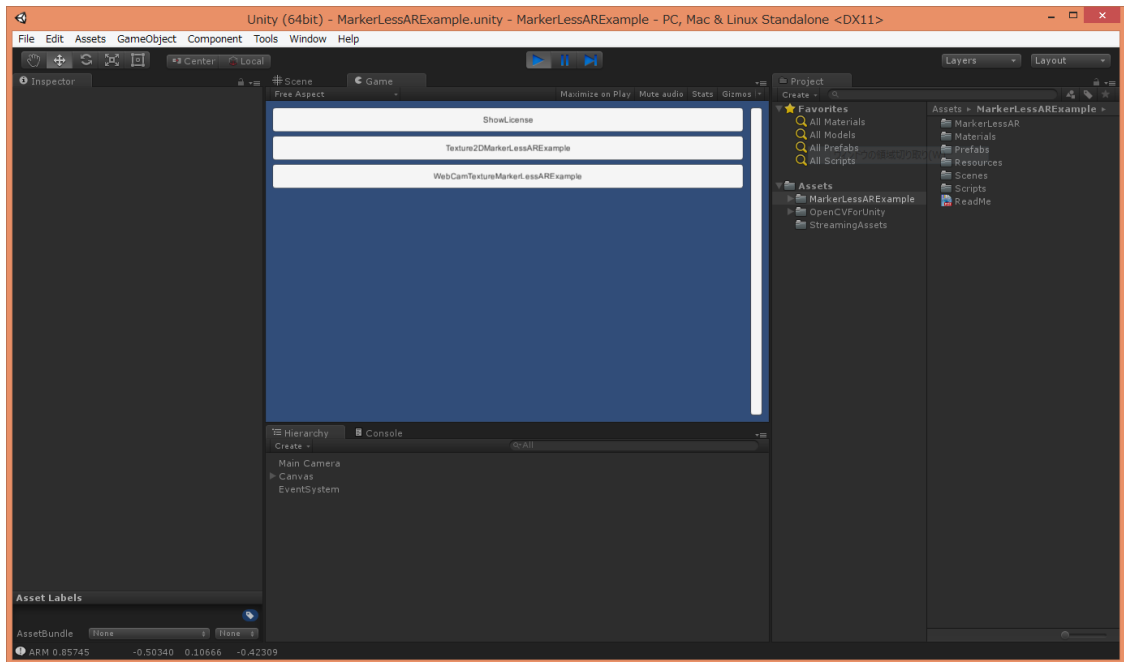
1. Import "[OpenCVForUnity](#)".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



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



4. Run MarkerLessARExample Scene.



Screenshot after the setup

