

MarkerLess AR Sample 1.0.1

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 Sample 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".

- Texture2DMakerLessARSample
- WebCamTextureMakerLesssARSample

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

Version changes

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

1.0.0 Initial version

Setup

- Import and Setup “[OpenCVForUnity](#)”.
- Import “MarkerLessARSample”.