MarkerLess AR Sample 1.0.9
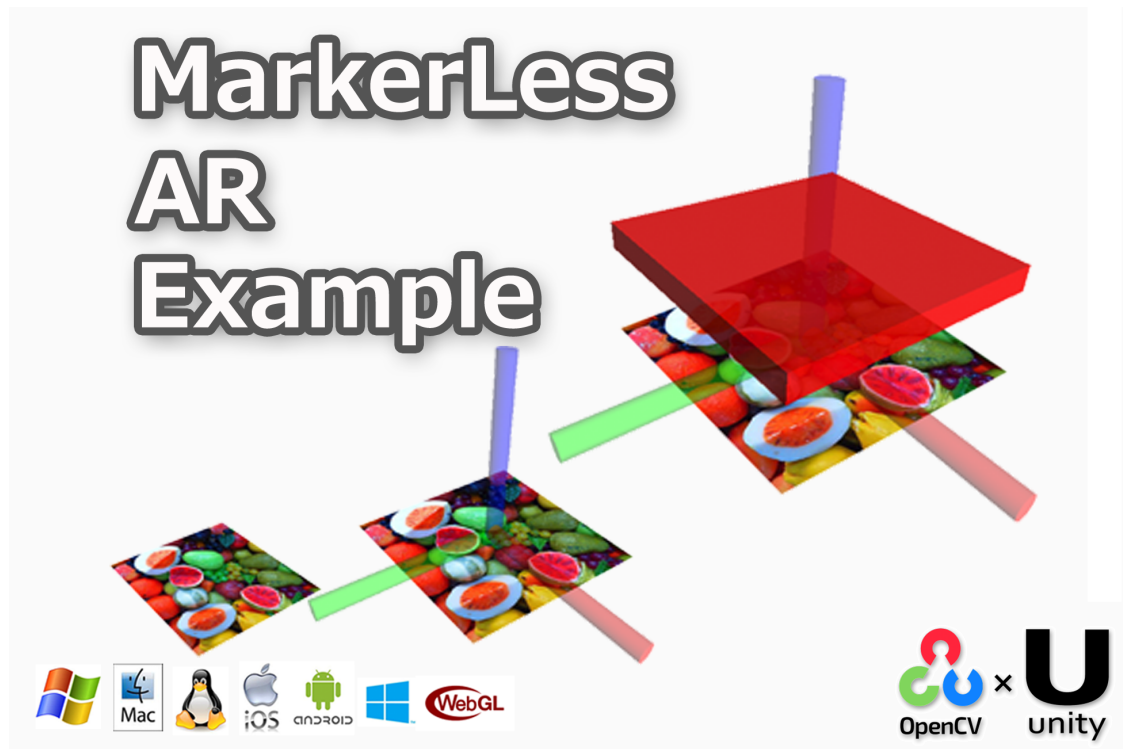
WebGL support
iOS & **Android** support
Windows10 UWP support
Win & **Mac** & **Linux** Standalone support
Support for preview in the **Editor**
Work with Unity Free & Pro

System Requirements
Build Win Standalone & Preview Editor : Windows8 or later
Build Mac Standalone & Preview Editor : OSX 10.12 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 using the "OpenCV for Unity".
● Texture2DMakerLessARExample
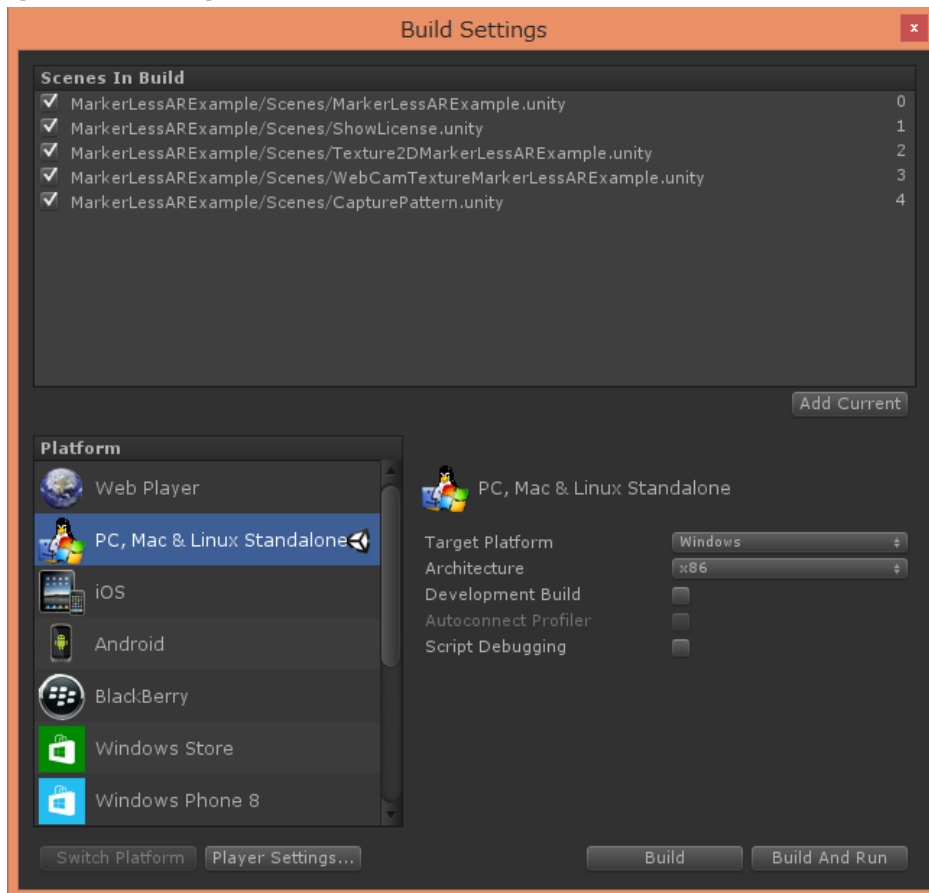● WebCamTextureMakerLesssARExample

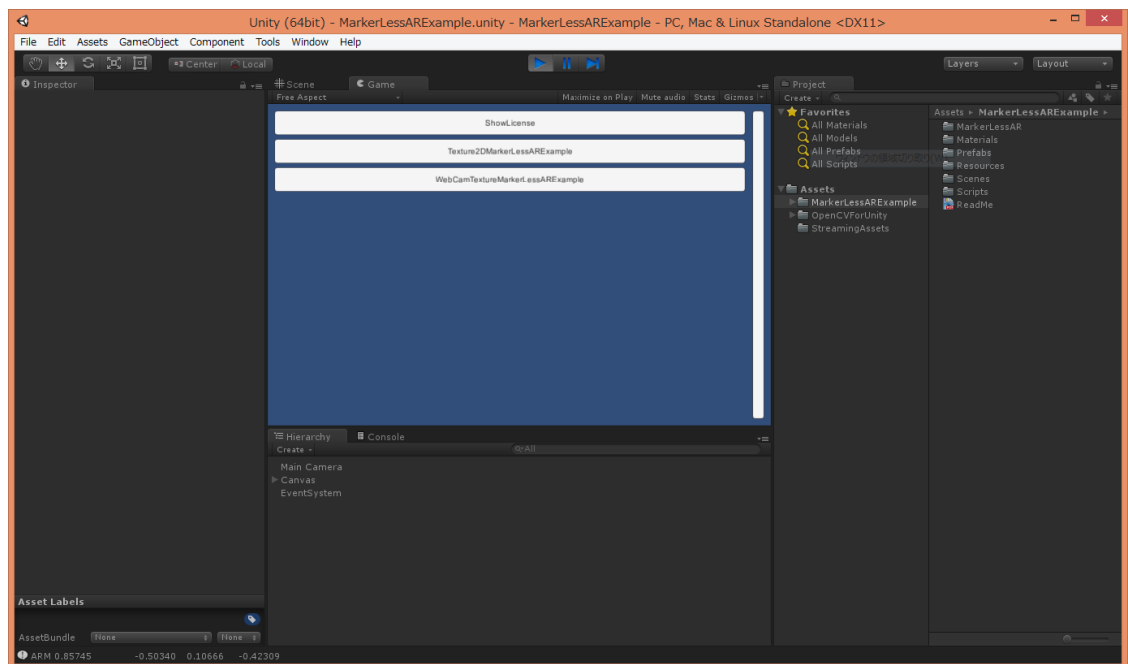Official Site | ExampleCode | Android Demo | WebGL Demo | Demo Video

Version changes:
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

Project

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Assets ▶ **MarkerLessARExample** ▶

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