

OpenCV ObjectDetector

iOS & Android support

Win & Mac Standalone support(**Pro only**)

Support for preview in the **Editor**.(**Pro only**)

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

OpenCV ObjectDetector can be the object detection(Sync or Async) from Texture2D by using OpenCV.

- You can get a processing result of detectMultiScale() of OpenCV using haar cascade file that you specified.
- Object detection parameters (same as the parameters of detectMultiScale()) can be set in JSON format, You can get in JSON format Object detection result.

Please download [Demo Application](#) for Android and watch [tutorial video](#).

Version changes

1.0.7 [Common]Update SampleScene(Process of converting results of object detection to the 3D position).

1.0.6 [Common]Support for preview in the Editor.(Pro only) [Common]Support for Win & Mac Standalone.(Pro only) [Android]Change of location of the cascade file.Changed to use "Aseets/StreamingAssets/" folder. [iOS] Add the cascade file to Xcode project is no longer required.Changed to use"Aseets/StreamingAssets/" folder.

1.0.4 [iOS]fix library(libjpeg,libpng) version coflicts.

1.0.3 update ReadMe.pdf

1.0.2 [Common]Update to OpenCV2.4.9.[Common]Support LBP cascade file. [Android]opencv library – 2.4.8.jar is no longer required.[iOS] Link "libc++.dylib" to Xcode project is no longer required.

1.0.1 Remove unnecessary files.

1.0.0 Initial version

Android Setup

- Copy from “OpenCVObjectDetector/Plugins/Android/” to “Assets/Plugins/Android/” folder.
- Put the cascade file that you want to use for object detection in the “Aseets/StreamingAssets/”.(Upgrade from 1.0.4 If “Error: Duplicate file(s) in apk” occurs , Please delete the file with the same name in the “Plugins/Android/assets/” folder.)

iOS Setup

- Copy from “OpenCVObjectDetector/Plugins/iOS/” to “Assets/Plugins/iOS/” folder.
- Put the cascade file that you want to use for object detection in the “Aseets/StreamingAssets/”.(Upgrade from 1.0.4 Add the cascade file to Xcode project is no longer required.)
- Link “OpenCVObjectDetector/iOS for Xcode/opencv2.framework” to Xcode project. (in Xcode project. Build Phases > Link Binary with Libraries > Add opencv2.framework . recommend to use PostprocessBuildPlayer.)

Win Standalone Setup

- Copy from “OpenCVObjectDetector/Plugins/x86/” to “Assets/Plugins/x86/” folder.
- Copy from “OpenCVObjectDetector/Plugins/x86_64/” to “Assets/Plugins/x86_64/” folder.
- Put the cascade file that you want to use for object detection in the “Aseets/StreamingAssets/”.

Mac Standalone Setup

- Copy from “OpenCVObjectDetector/Plugins/opencvobjectdetector.bundle” to “Assets/Plugins/opencvobjectdetector.bundle” folder.
- Put the cascade file that you want to use for object detection in the “Aseets/StreamingAssets/”.

Detect param example (JSON format)

```
{
  "filename":"haarcascade_frontalface_alt", //haar cascade filename
  "scaleFactor":1.1, //Please refer to OpenCV cvHaarDetectObjects() arg.
  "minNeighbors":2, // Please refer to OpenCV cvHaarDetectObjects() arg.
  "flags":2, // Please refer to OpenCV cvHaarDetectObjects() arg.
  "minWidth":80, // Please refer to OpenCV cvHaarDetectObjects() arg.
  "minHeight":80, // Please refer to OpenCV cvHaarDetectObjects() arg.

  "flipCode":0, //(optional) flip the image in Detect. Please refer to OpenCV cv::flip arg.

  "rects":[ //(optional) Ranges of detection in Texture2D. To set when you want to
detect part of the Texture2D. Texture2D is bottom-left origin.

    {
      "id":0, // (optional)Id identify the detection range.default 0.
      "x":10,
      "y":10,
      "width":200,
      "height":300
    },
    {
      "id":1, //(optional) Id identify the detection range.default 0.
      "x":200,
      "y":210,
      "width":150,
      "height":150
    }
  ]
}
```

Detect result example (JSON format)

```
{
  "haarcascade_frontalface_alt":[ //cascade filename that was used to detect.
    {
      "id":0, //detection range id that you set in Detect param.
      "x":20,
      "y":35,
      "width":179,
      "height":179
    },
    {
      "id":1, //detection range id that you set in Detect param.
      "x":211,
      "y":200,
      "width":100,
      "height":95
    }
  ]
}
```

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