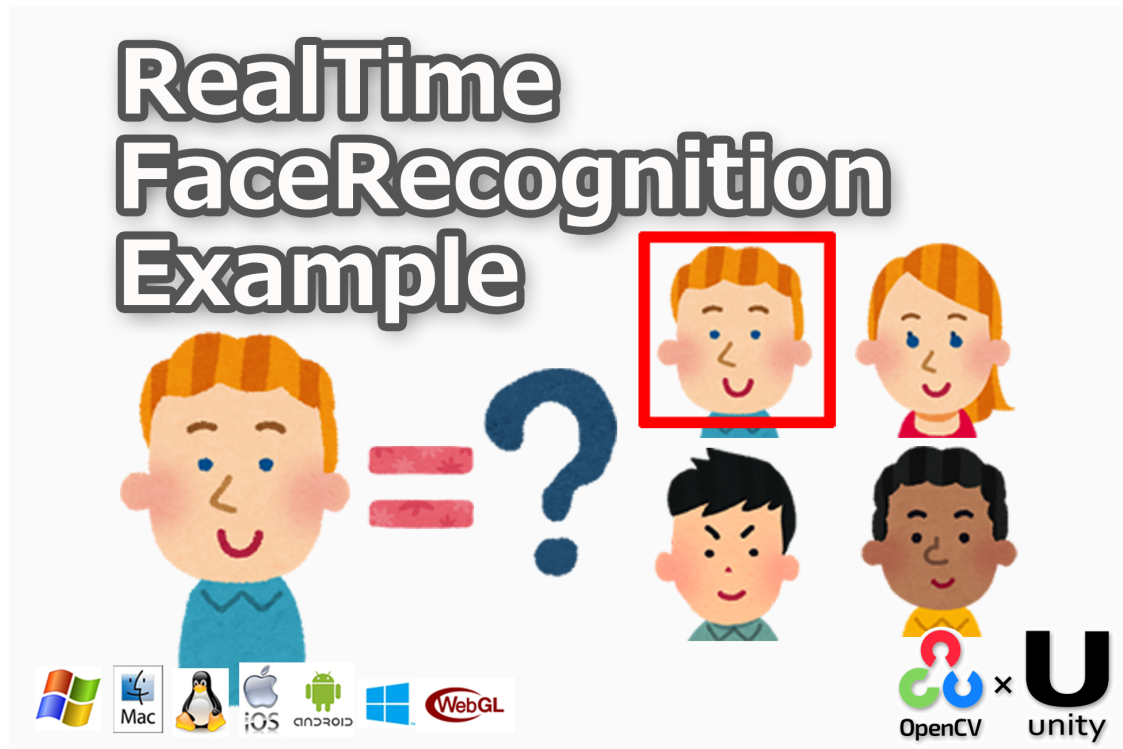


RealTime FaceRecognition Example 1.0.8



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 10.9 or later

The execution of this asset is required "[OpenCV for Unity](#)".

Features:

- This asset is an example project of face recognition in real time using "[OpenCV for Unity](#)".
- This project's Code is a rewrite of https://github.com/MasteringOpenCV/code/tree/master/Chapter8_FaceRecognition. using "[OpenCV for Unity](#)"
- The Face recognition procedure is 4 steps.
 1. Face detection
 2. Face preprocessing
 3. Collect and learn faces
 4. Face recognition

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

Version changes:

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]Fixed save and load process. [Common]Update to WebCamTextureToMatHelper v1.0.6.

1.0.3 [Common]Updated for OpenCV for Unity v2.2.1.(This asset requires OpenCVforUnity 2.2.1 or later.)

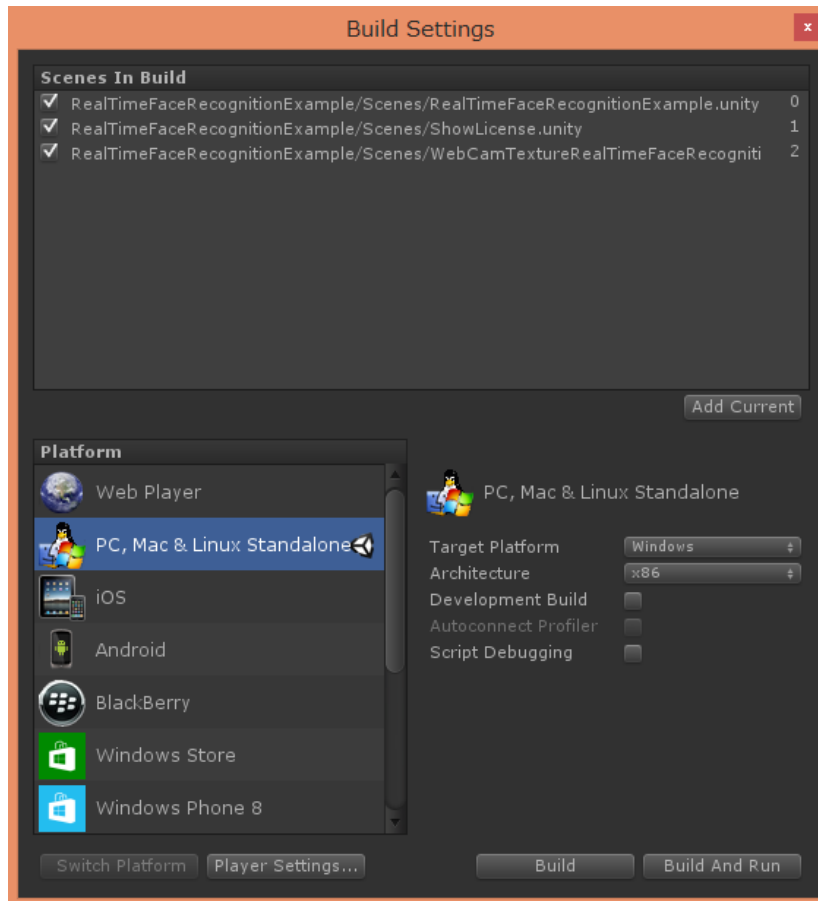
1.0.2 [URP]Fixed for URP.

1.0.1 [Common]Changed the name of asset project.("Sample" to "Example")
[Common]Fixed WebCamTextureHelper.cs.

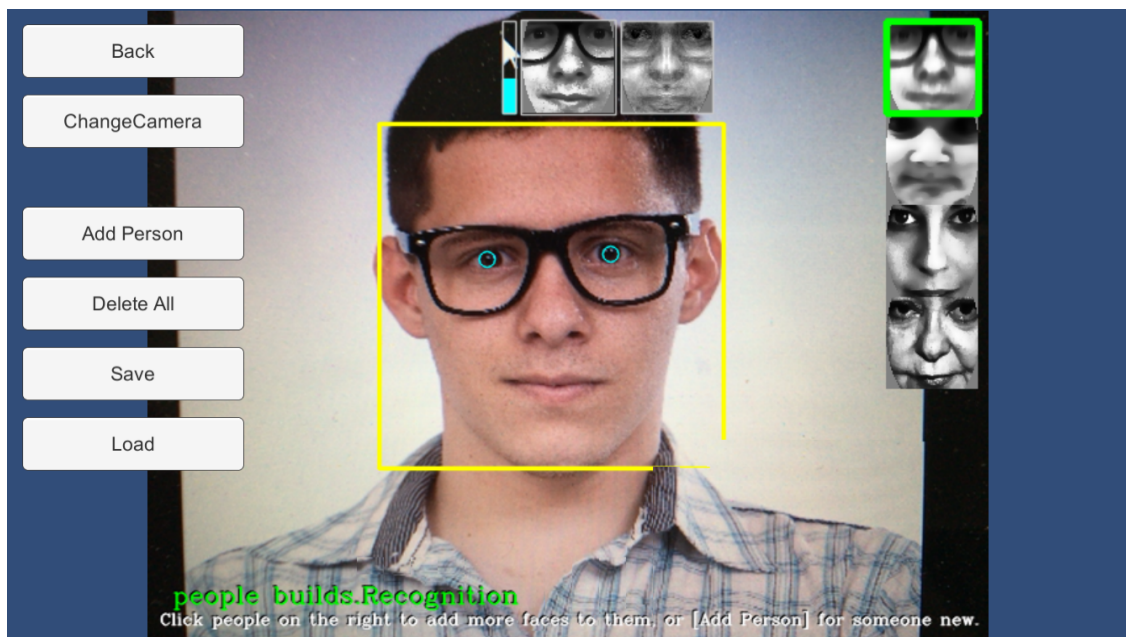
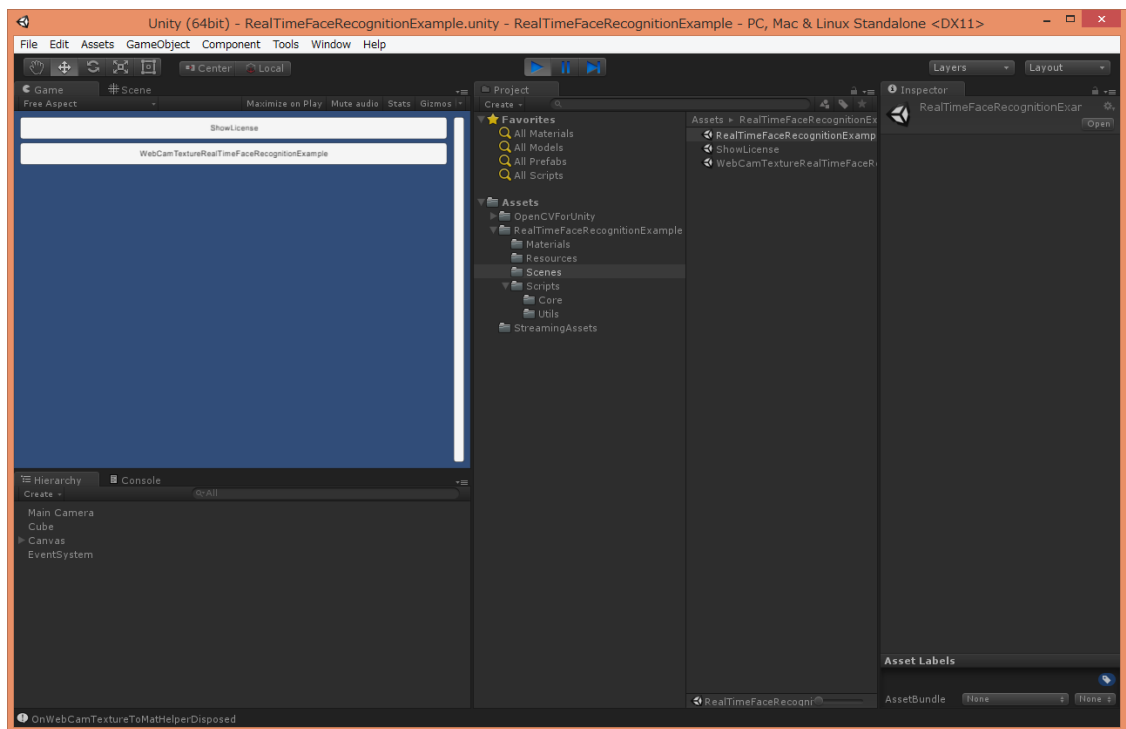
1.0.0 Initial version

Quick setup procedure to run the example scenes:

1. Import [“OpenCVForUnity”](#).
2. Add all of the “*.unity” in the “RealTimeFaceRecognitionExample/Scenes” folder to [Build Settings] – [Scene In Build].



3. Run the RealTimeFaceRecognitionExample scene.



Screenshot after the setup

