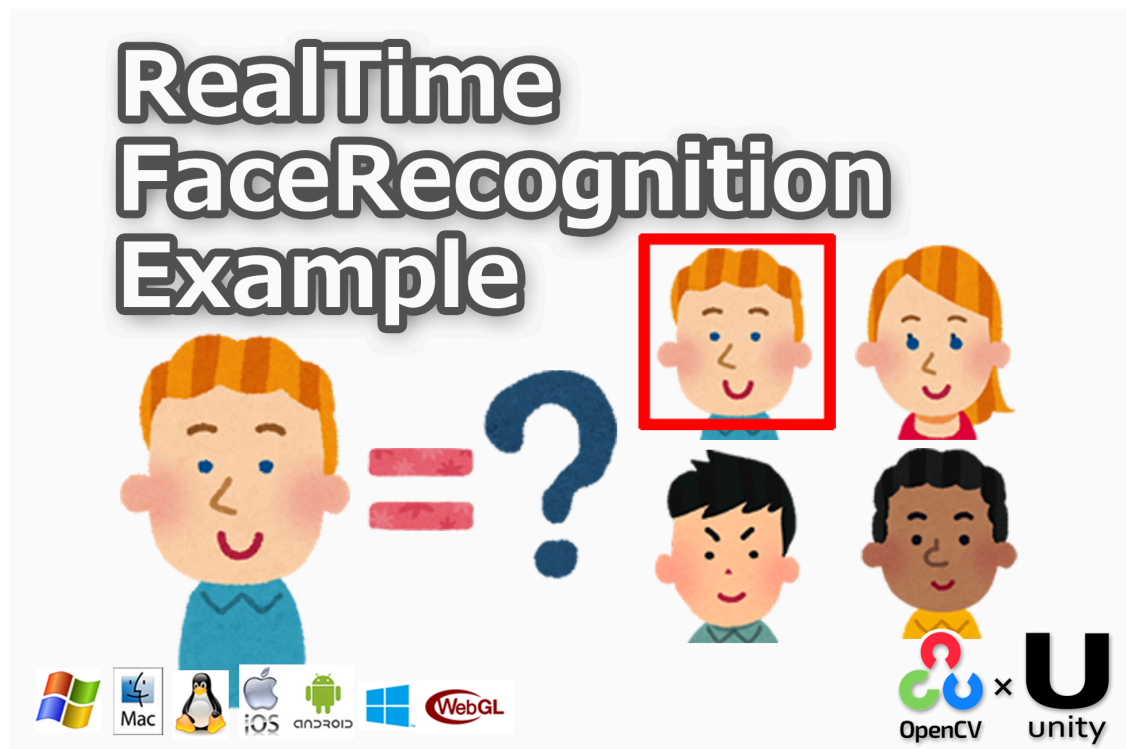


RealTime FaceRecognition Example 1.1.2



iOS & Android & Windows10 UWP support
Win & Mac & Linux Standalone support
WebGL support
ChromeOS support
visionOS support(beta)
Support for preview in the **Editor**

System Requirements

Build Win Standalone & Preview Editor : Windows8 or later
Build Mac Standalone & Preview Editor : OSX 10.13 or later
Build Linux Standalone & Preview Editor : Ubuntu 18.04 or later
Build Android : API level 24 or later
Build iOS : iOS Version 12.0 or later
Build VisionOS : visionOS 1 or later (beta)

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

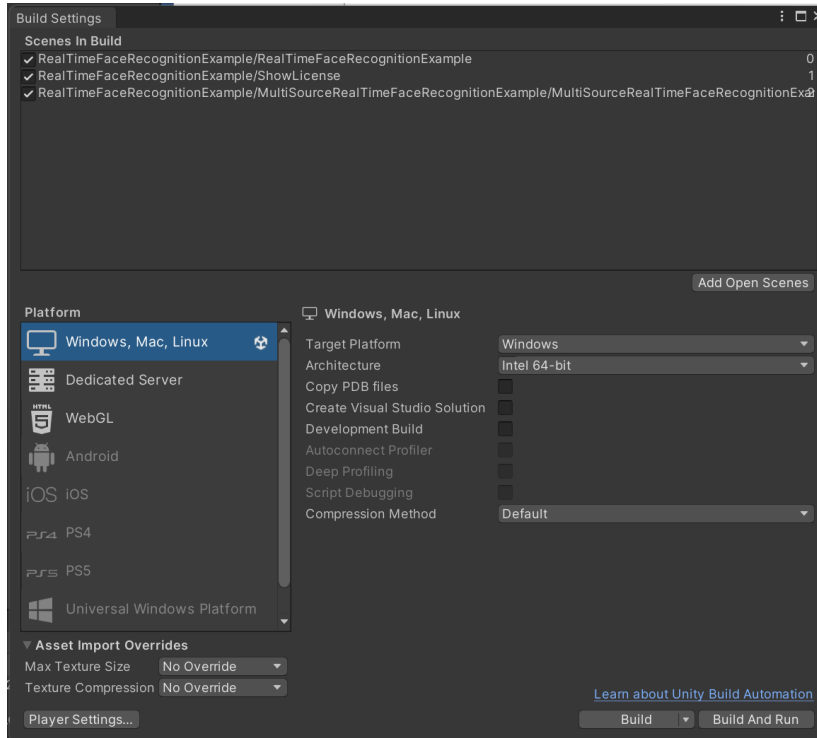
[Official Site](#) | [ExampleCode](#) | [Android Demo](#) | [WebGL Demo](#) | [Demo Video](#)

Version changes:

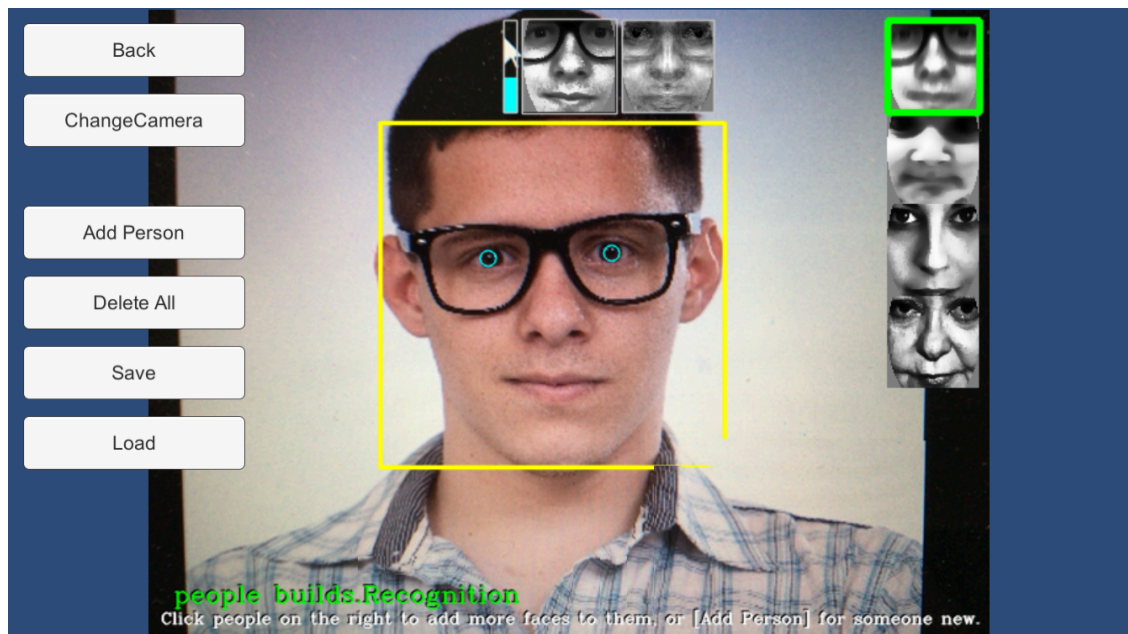
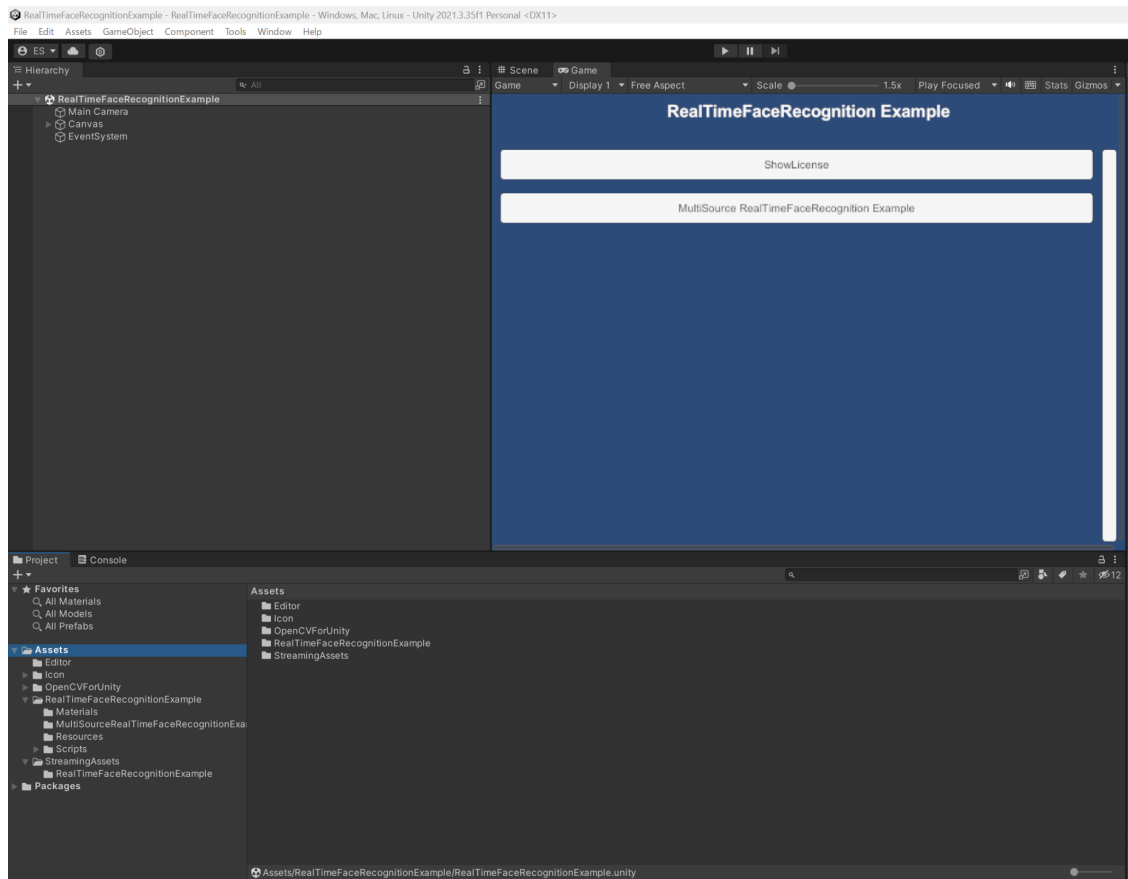
- 1.1.2** [Common]Updated for OpenCV for Unity v3.0.0.(This asset requires OpenCVforUnity 3.0.0 or later.)
- 1.1.1** [Common]Updated for OpenCV for Unity v2.6.4.(This asset requires OpenCVforUnity 2.6.4 or later.)
- 1.1.0** [Common]Changed the minimum supported version to Unity2021.3.35f1.
[Common]Separated the examples using the Built-in Render Pipeline and Scriptable Render Pipeline.
- 1.0.9** [Common]Updated for OpenCV for Unity v2.5.9.(This asset requires OpenCVforUnity 2.5.9 or later.)
- 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

