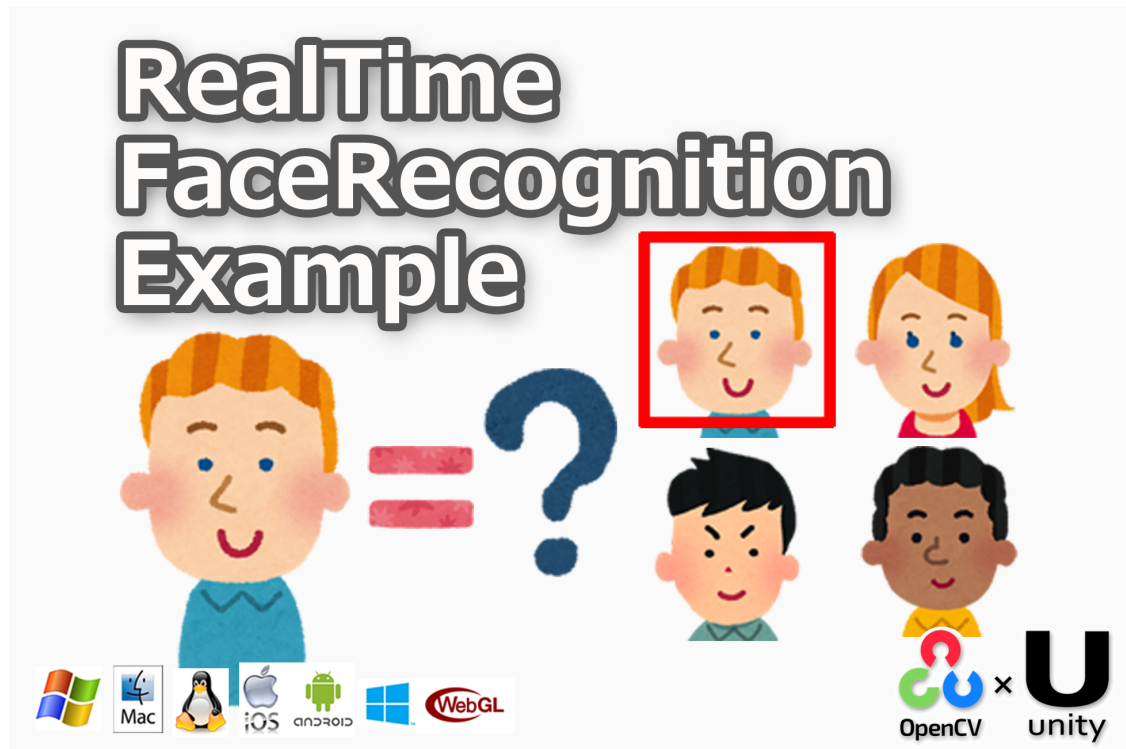


## RealTime FaceRecognition Example 1.0.8



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 10.12 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](#)".

**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](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

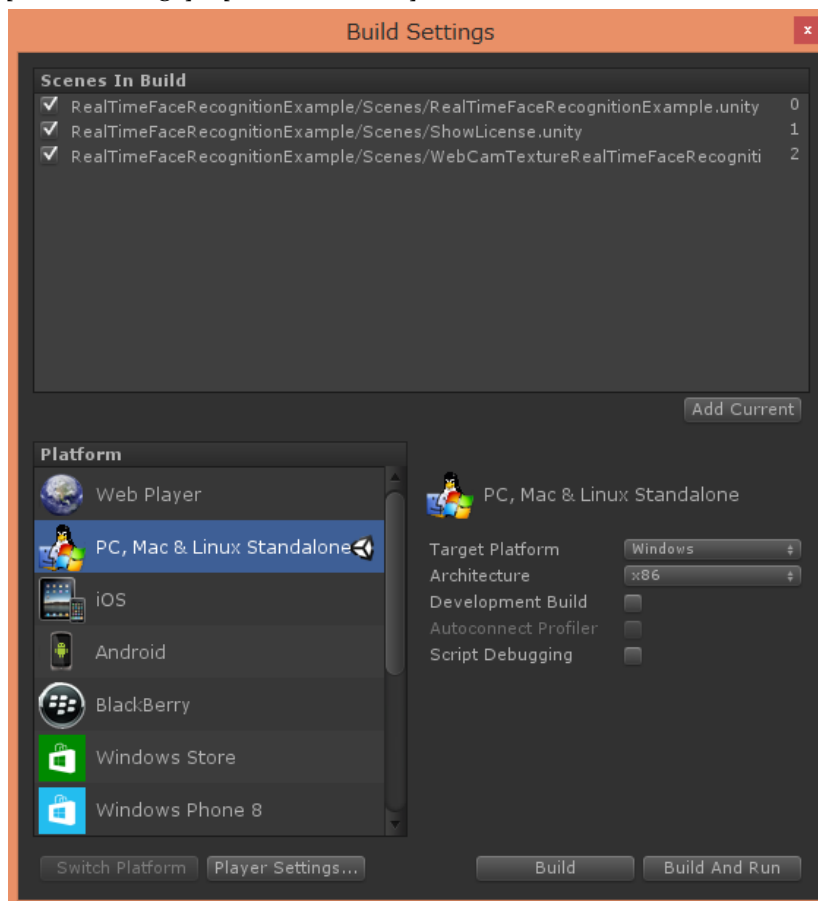
[Official Site](#) | [ExampleCode](#) | [Android Demo](#) | [WebGL Demo](#) | [Demo Video](#)

**Version changes:**

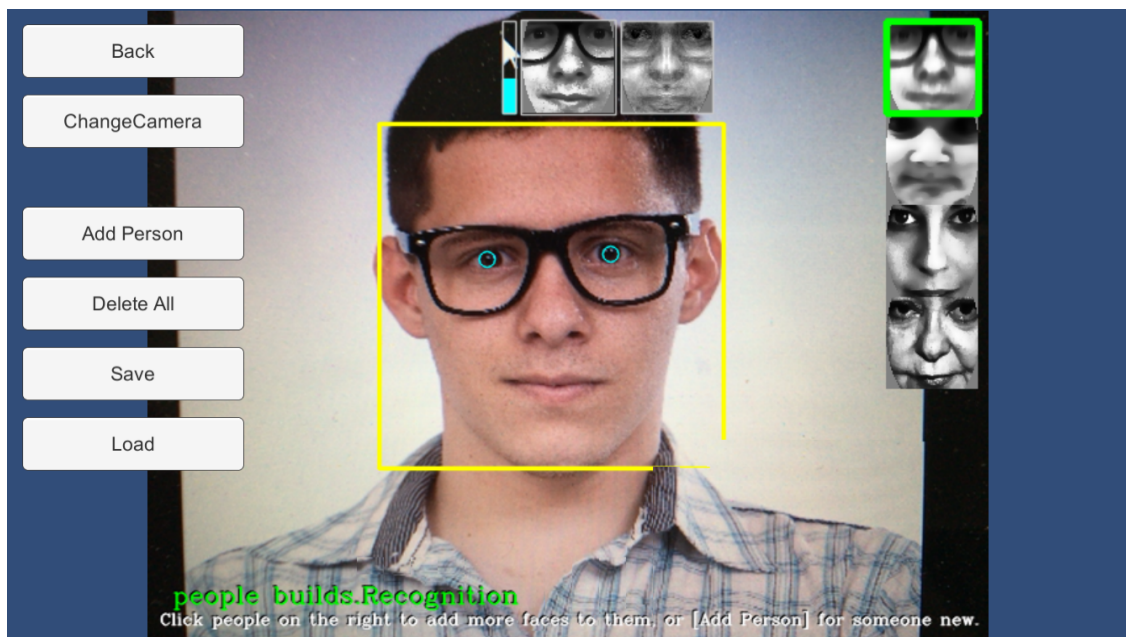
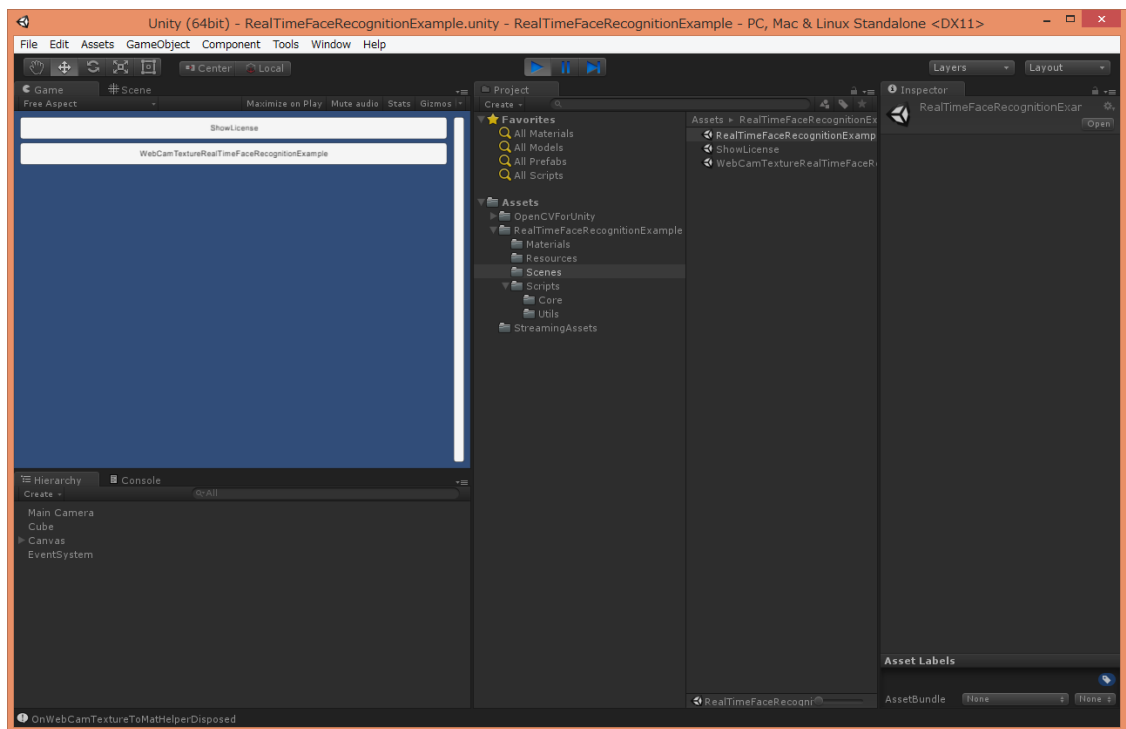
- 1.0.8** [Common]Updated for OpenCV for Unity v2.5.0.( This asset requires OpenCVforUnity 2.5.0 or later.)
- 1.0.7** [Common]Updated for OpenCV for Unity v2.4.2.( This asset requires OpenCVforUnity 2.4.2 or later.) [Common]Refactored the script.
- 1.0.6** [Common]Updated for OpenCV for Unity v2.3.8.( 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

