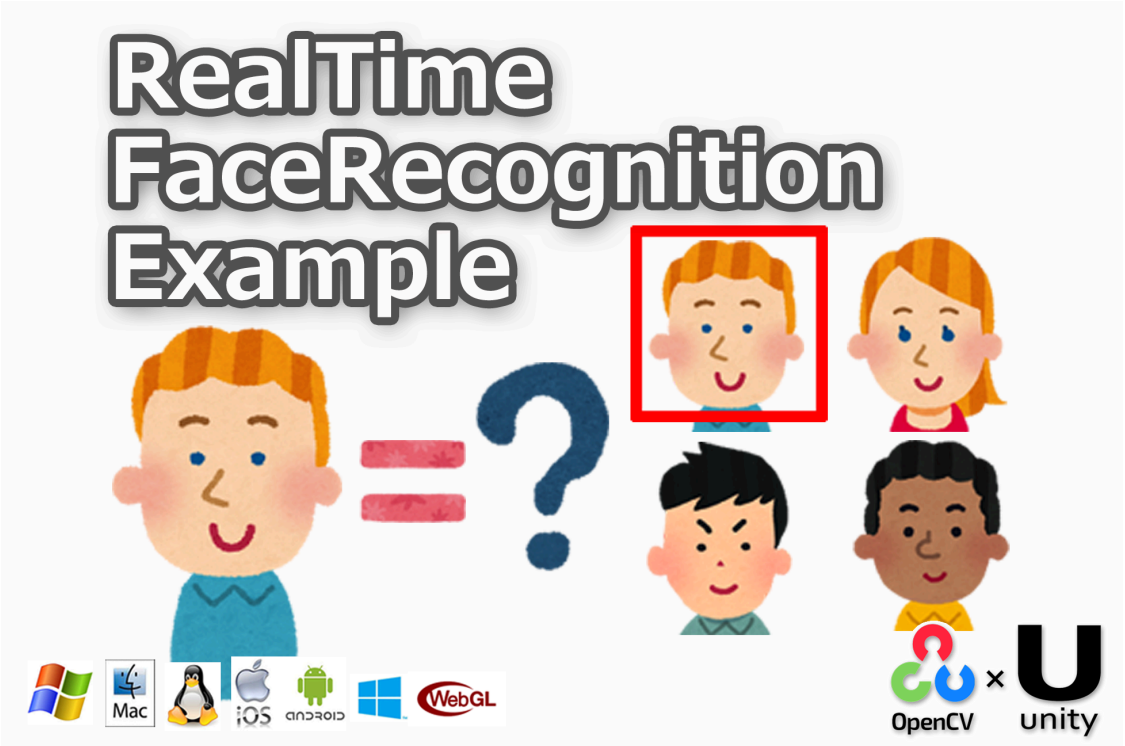
RealTime FaceRecognition Example 1.0.9



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 10.13 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. 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

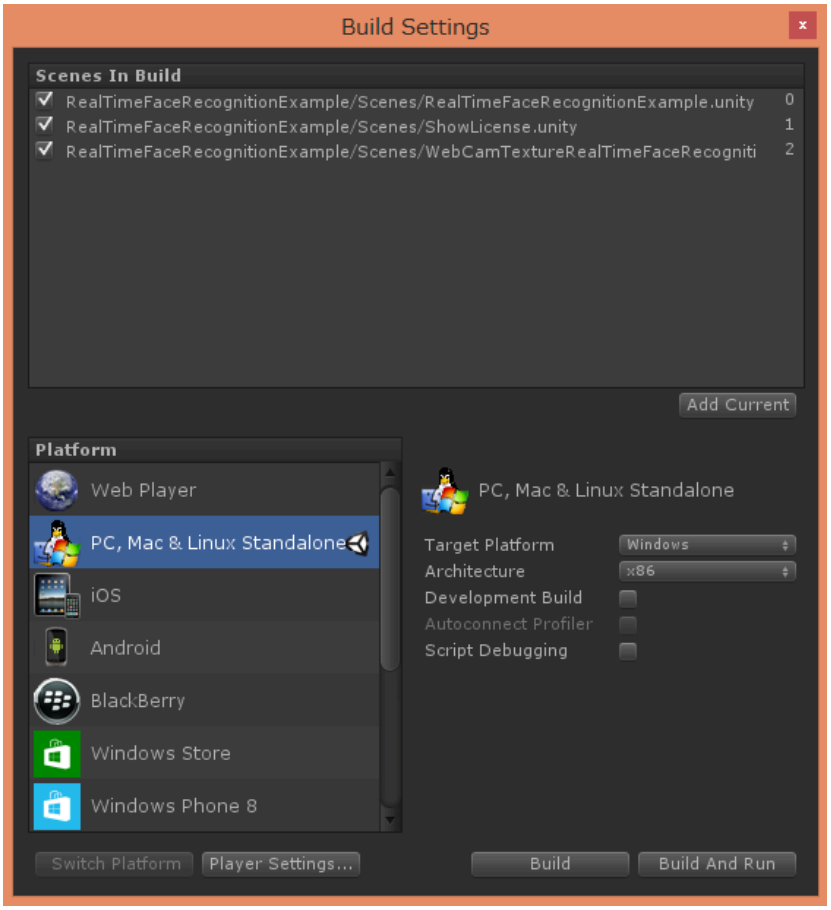
Official Site | ExampleCode | Android Demo | WebGL Demo | Demo Video

Version changes:

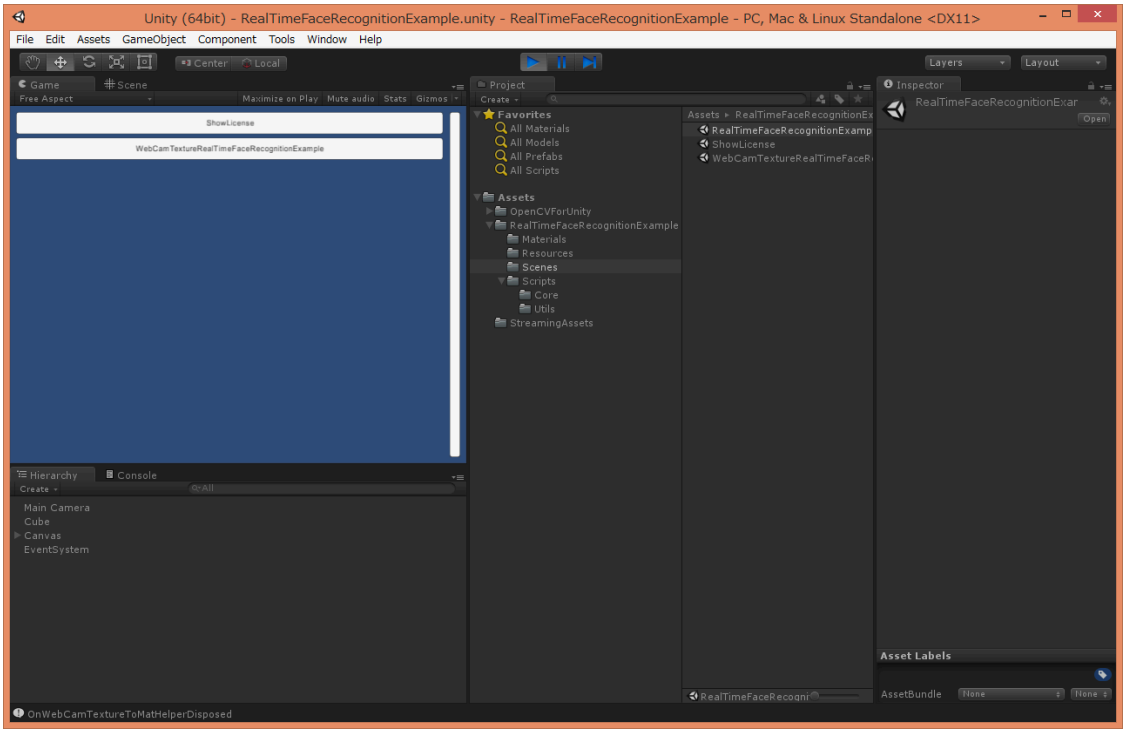
1.0.9 [Common]Updated for OpenCV for Unity v2.5.9.(This asset requires OpenCVforUnity 2.5.9 or later.)
1.0.8 [Common]Updated for OpenCV for Unity v2.5.0.(This asset requires OpenCVforUnity 2.5.0 or later.)
1.0.7 [Common]Updated for OpenCV for Unity v2.4.2.(This asset requires OpenCVforUnity 2.4.2 or 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 [UWP]Fixed for UWP.
1.0.1 [Common]Changed the name of asset project.("Sample" to "Example") [Common]Fixed WebCamTextureHelper.cs.
1.0.0 Initial version

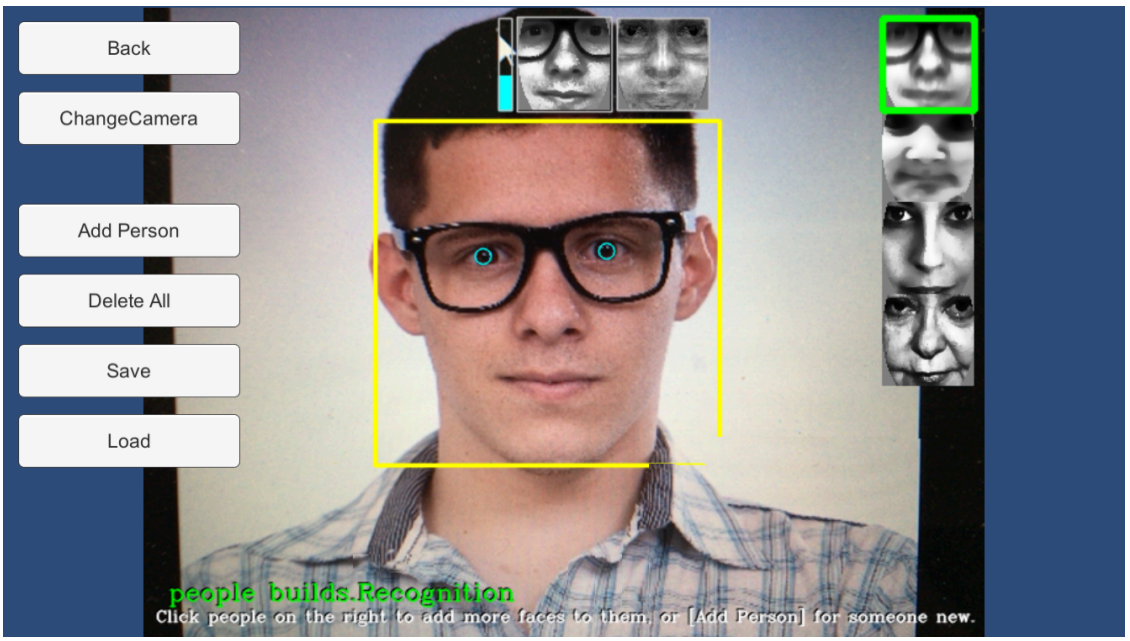
Quick setup procedure to run the example scenes:

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.


Unity (64bit) - RealTimeFaceRecognitionExample.unity - RealTimeFaceRecognitionExample - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Tools Window Help
Game
Scene
Project
Inspector
Hierarchy
Console
Main Camera
Cube
Canvas
EventSystem
Asset Labels
AssetBundle


Back
ChangeCamera
Add Person
Delete All
Save
Load
people builds.Recognition
Click people on the right to add more faces to them, or [Add Person] for someone new.

Screenshot after the setup