How to make a DLL:

<https://thomasmountainborn.com/2017/03/05/unity-and-opencv-part-three-passing-detection-data-to-unity/>

How to use Open CV with UWP:

<https://docs.microsoft.com/en-us/windows/uwp/audio-video-camera/use-opencv-with-mediaframereader>

Important on how to build C++ / WinRT component:

<https://docs.microsoft.com/en-us/windows/uwp/winrt-components/create-a-windows-runtime-component-in-cppwinrt>

Change Coordinate Systems:

<https://github.com/VulcanTechnologies/HoloLensCameraStream/issues/63#issuecomment-718216694>