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>

Get the coord origin:

<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/10082>

Compile OpenCV for UWP:

<https://medium.com/@rabbi.cse.sust.bd/how-to-build-opencv-for-universal-windows-platform-uwp-1a642ec09955>

1. Download CMake
2. Download OpenCV from site and OpenCV contrib from github
3. Compile main open cv with cmake, then configure the extra path in CMake for OpenCv contrib. [Red Box -> OPENCV\_EXTRA\_MODULES\_PATH => modules folder in contrib]
4. Remove WITH\_MSMF because we’re not using OpenCV to capture frames
5. [Optional]:BUILD\_opencv\_world for one .dll and lib