

MarkerBased AR Example 1.2.1

WebGL(beta) support(Unity5.3 or later)

iOS & Android support

WindowsStoreApps8.1 & WindowsPhone8.1 & Windows10 UWP(beta) support

Win & Mac & Linux Standalone support

Support for preview in the Editor

Work with Unity Free & Pro

System Requirements

Build Win Standalone & Preview Editor : Windows7 or later

Build Mac Standalone & Preview Editor : OSX 10.8 or later

The execution of this asset is required “[OpenCV for Unity](#)”.

This asset is the Augmented Reality Example that detect and recognize NxN block markers and display 3d model in WebCamTexture in real-time.

Code is the rewrite of https://github.com/MasteringOpenCV/code/tree/master/Chapter2_iPhoneAR using the "OpenCV for Unity".

- Texture2DMakerBasedARExample - By detecting the marker from Texture2D, display AR model.
- WebCamTextureMakerBasedARExample - By detecting a marker from WebCamTexture, display AR model in real-time.

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

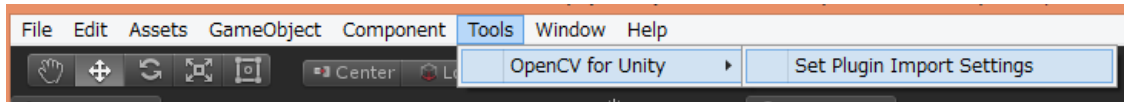
[Cardboard With OpenCV for Unity Example](#) is available.

Version changes

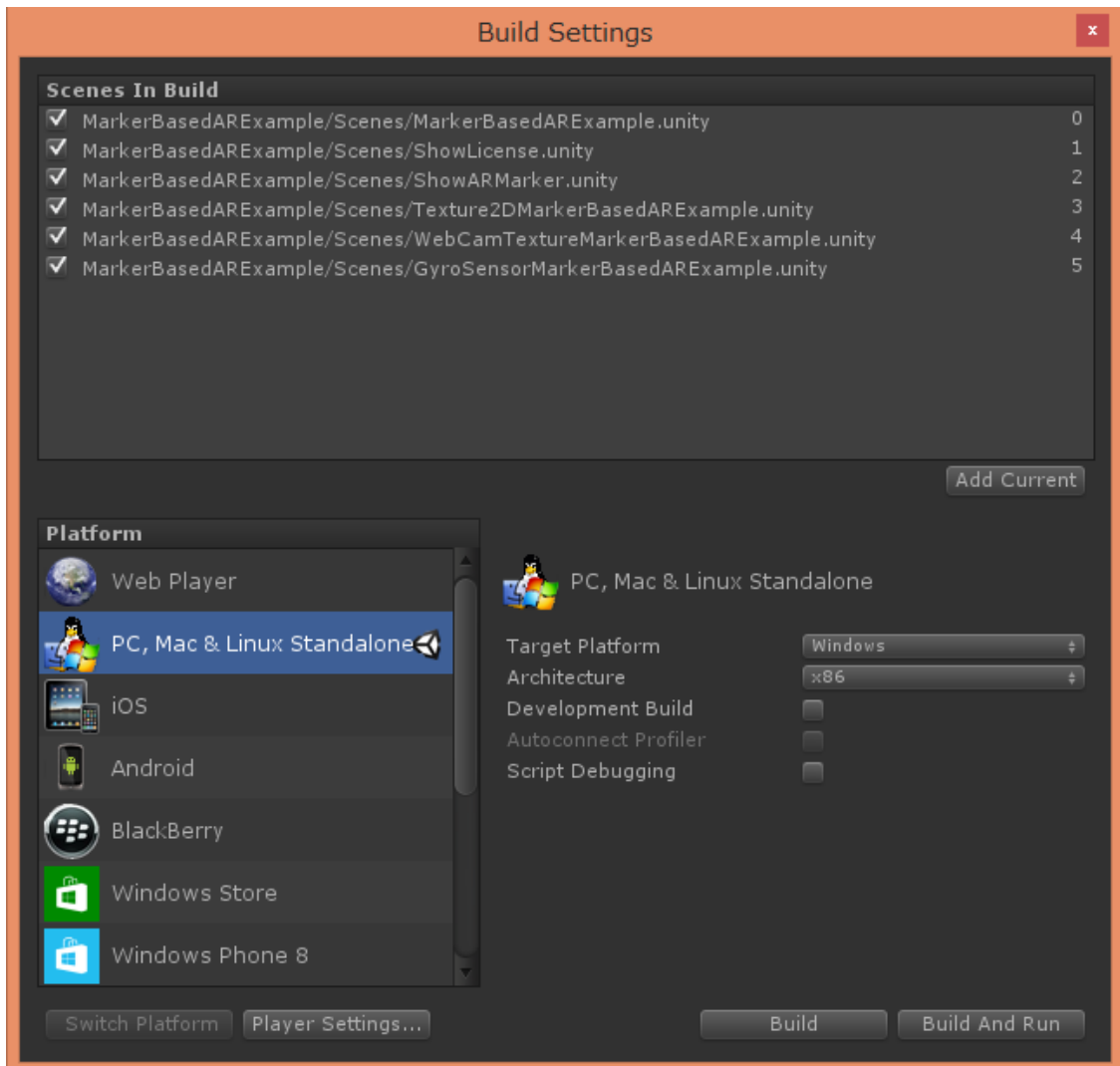
- 1.2.1 [Common]Fixed `getMarkerId()` method. [Common]Updated `WebCamTextureToMatHelper.cs` v1.0.1.
- 1.2.0 [Common]Changed the name of asset project.("Sample" to "Example")
- 1.1.9 [Common]Fixed `WebCamTextureToMatHelper.cs`.(flipVertical and flipHorizontal flag)
- 1.1.8 [WebGL]Added WebGL(beta) support.(Unity5.3 or later)
- 1.1.7 [Common]Changed namespace to `OpenCVMarkerBasedAR`.(To avoid namespace and classname conflict.) [Common]Fixed CS0618 warnings: `'UnityEngine.Application.LoadLevel(string)'` is obsolete: `'Use SceneManager.LoadScene'`.
- 1.1.6 [Common]Added namespace. [Common]Added flipVertical flag, flipHorizontal flag and `GetWebCamDevice()` method to `WebCamTextureToMatHelper.cs`.
- 1.1.5 [Common]Changed to methods of moving the AR object.
- 1.1.4 [Common]Support for "OpenCV for Unity 2.0.0".
- 1.1.3 [Common]Fixed `WebCamTextureToMatHelper.cs`.(Add `didUpdateThisFrame()` method)
- 1.1.2 [Common] Renewed the samples using `WebCamTextureToMatHelper`.(Supports all screen orientation.)
- 1.1.1 [Common]Added Marker Design Inspector.(Improved procedures to change the marker image)
- 1.1.0 [Common]Change to use uGUI in `SampleScene`.
- 1.0.9 [iOS]Fix `WebCamTexture` bug of `SampleScene` in Unity5.2.
- 1.0.8 [Common]Rewrite `SampleScene`.
- 1.0.7 [Common]Add the code to support Beta Version of "OpenCV for Unity" based on "OpenCV3.0.0".
- 1.0.6 [Common]Fix `SampleScene`.
- 1.0.5 [Common]Fix `SampleScene`. [Common] Change Property of Platform Dependent Compilation from `UNITY_IPHONE` to `UNITY_IOS`.
- 1.0.4 [Common]Fix the direction of rotation of the mat that is converted from `WebCamTexture`.
- 1.0.3 [Common]Fix direction of `WebCamTexture`.
- 1.0.2 [Common]Divide asset for Unity4 and Unity5.
- 1.0.1 [Common]Support for "OpenCV for Unity 1.0.9"
- 1.0.0 Initial version

Quick setup procedure to run the example scene:

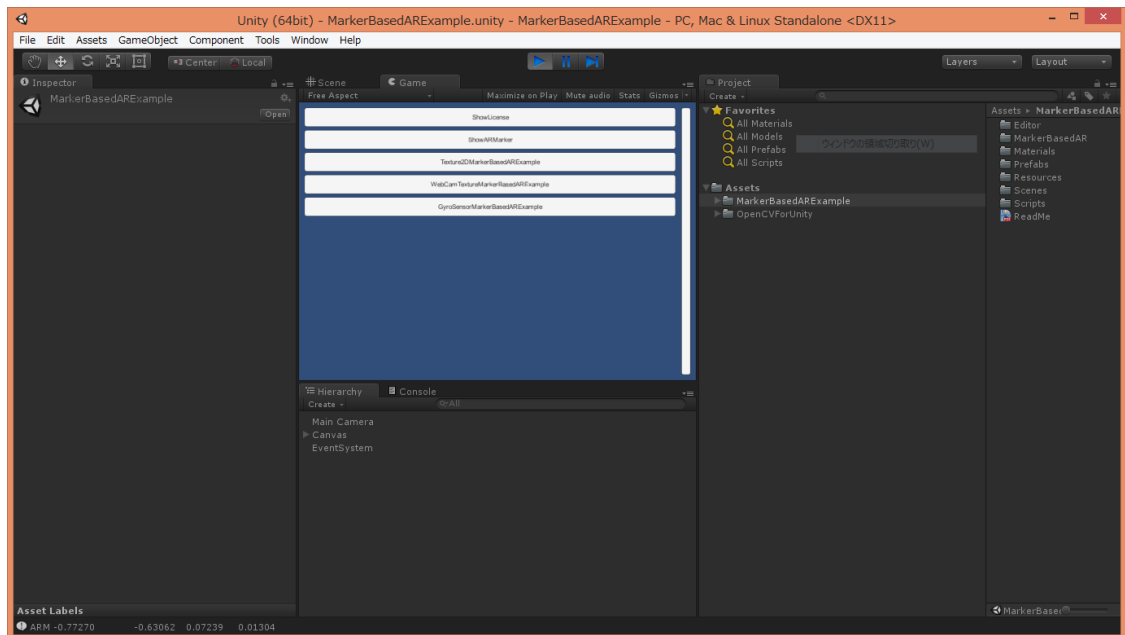
1. Import “[OpenCVForUnity](#)”.
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



3. Add all of the “***.unity” in the “MarkerBasedARExample” folder to [Build Settings] –[Scene In Build].

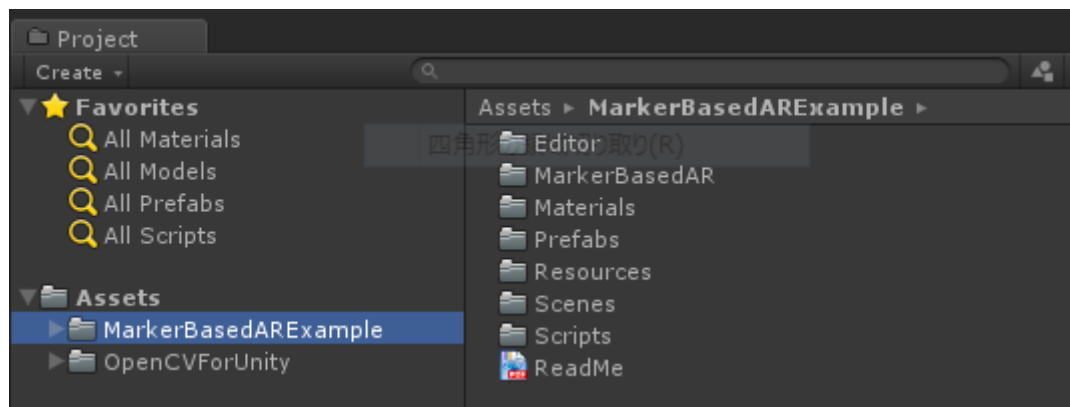


4. Run **MarkerBasedARExample** Scene.



5. Print the marker image(MarkerBasedARExample/Resources/maker.png).

Screenshot after the setup



Q&A

Q.

I want to change the Marker Image.

A.

Marker design is changeable from the Inspector.

