# Engine or Language to use

* Unity
  + VisionLib <https://visionlib.com/>
  + OpenCV $65 <https://opencv.org/>
* Unreal
  + I researched for any type of computer vision or face recognition software and came up empty.
    - This might be an Idea to invest into this market as there isn’t one
* C++
  + OpenCV <https://opencv.org/>
  + SOD Library <https://sod.pixlab.io/>
* C#
  + Emgu CV <http://www.emgu.com/wiki/index.php/Main_Page>
* Python
  + I considered using Python but unfortunately I do not know the language and I don’t have the time to learn a new language and learn a new library of computer vision and implement it.
  + OpenCV <https://opencv.org/>
  + SimpleCV <http://simplecv.org/>