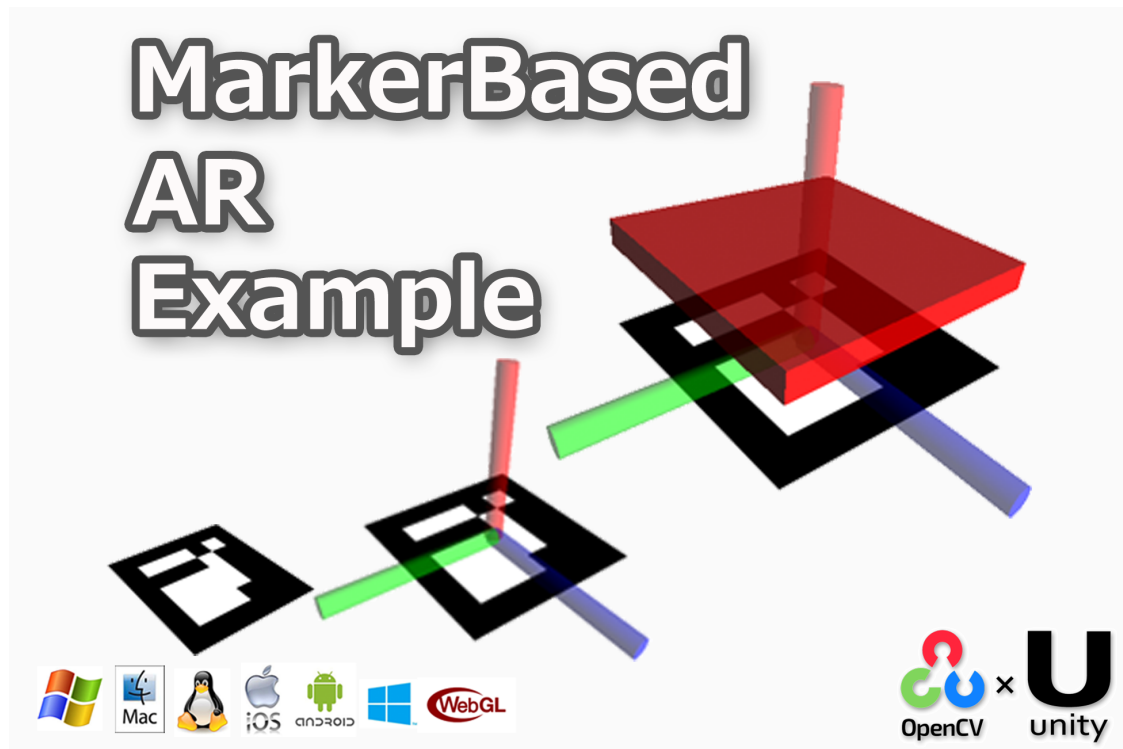


MarkerBased AR Example 1.2.5



WebGL(beta) 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 10.9 or later

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

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

Code is a 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](#)

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

Version changes:

1.2.5 [Common]Updated for OpenCV for Unity v2.5.0.(This asset requires OpenCVforUnity 2.5.0 or later.)

1.2.4 [Common]Updated for OpenCV for Unity v2.4.2.(This asset requires OpenCVforUnity 2.4.2 or later.) [Common]Refactored the script.

1.2.3 [Common]Updated for OpenCV for Unity v2.3.8.(This asset requires OpenCVforUnity 2.3.8 or later.)

1.2.2 [Common]Updated for OpenCV for Unity v2.3.3.(This asset requires OpenCVforUnity 2.3.3 or later.)

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`UnityEngine.Application.LoadLevel(string)' is obsolete: `Use SceneManager.LoadScene'.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 Untiy" 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.

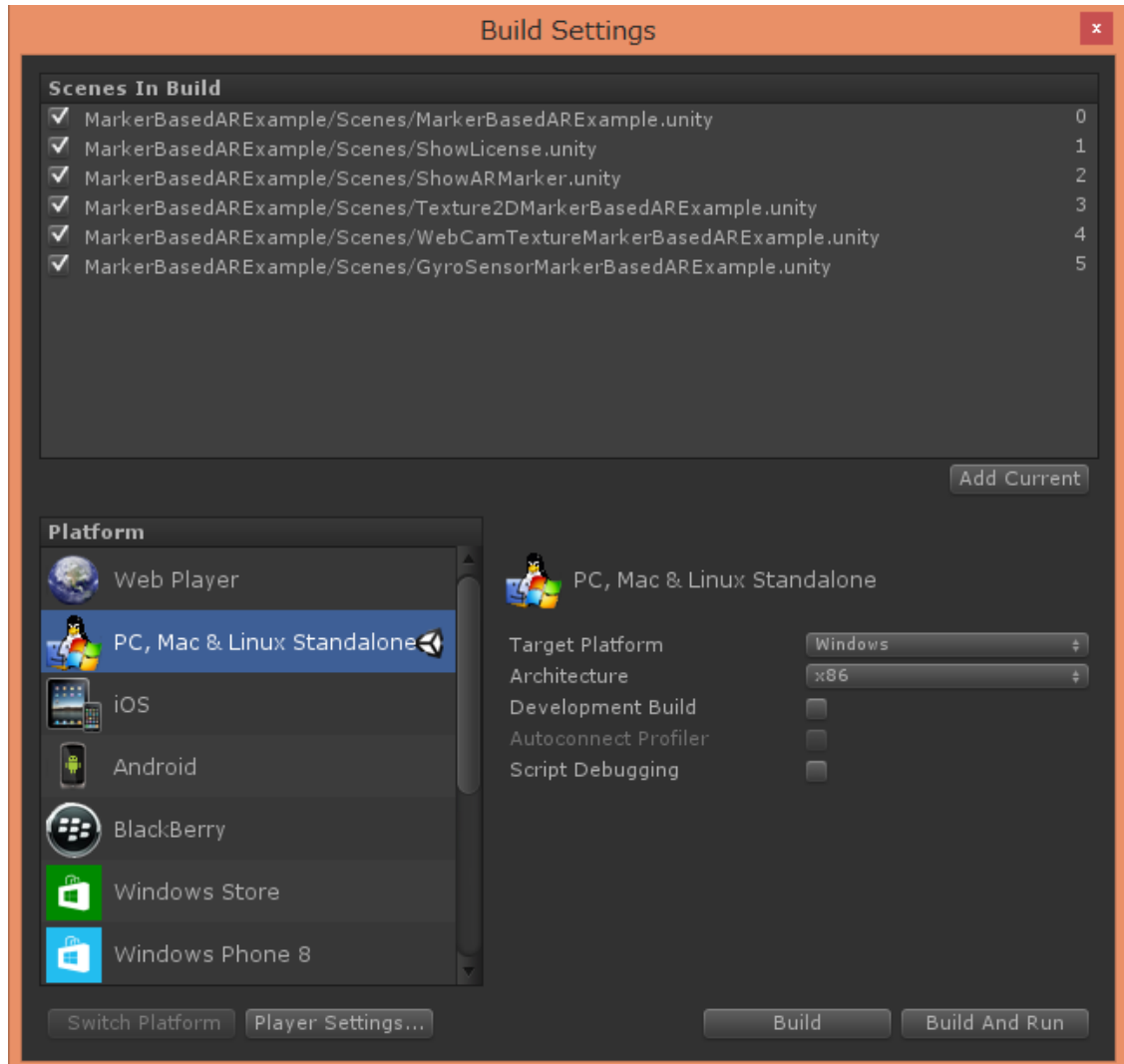
1.0.2 [Common]Divide asset for Unity4 and Unity5.

1.0.1 [Common]Support for "OpenCV for Unity 1.0.9"

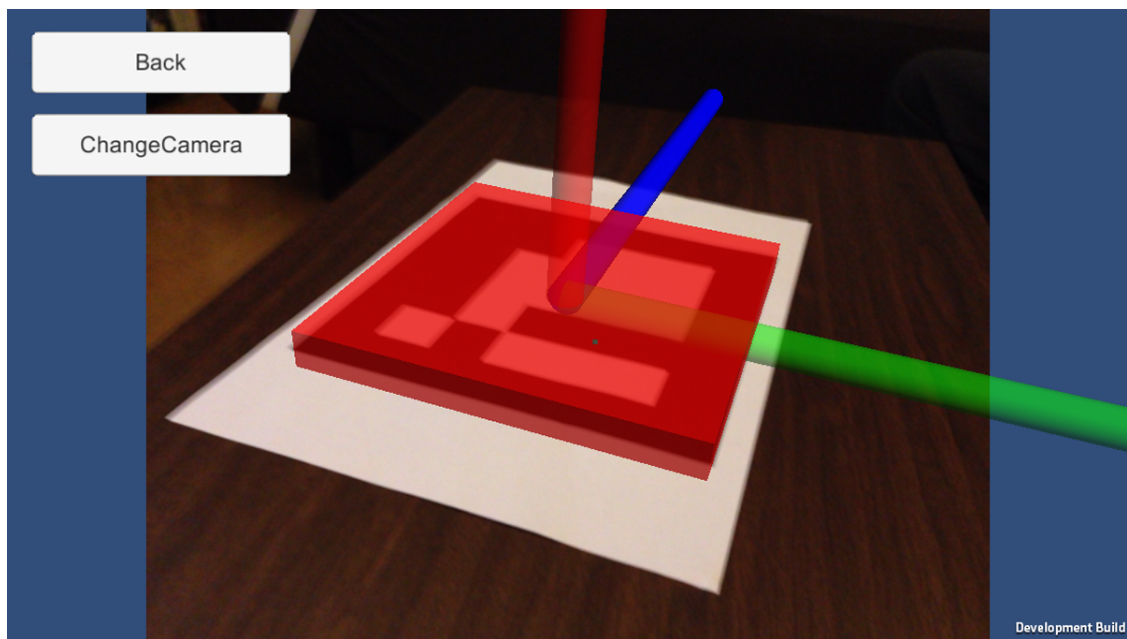
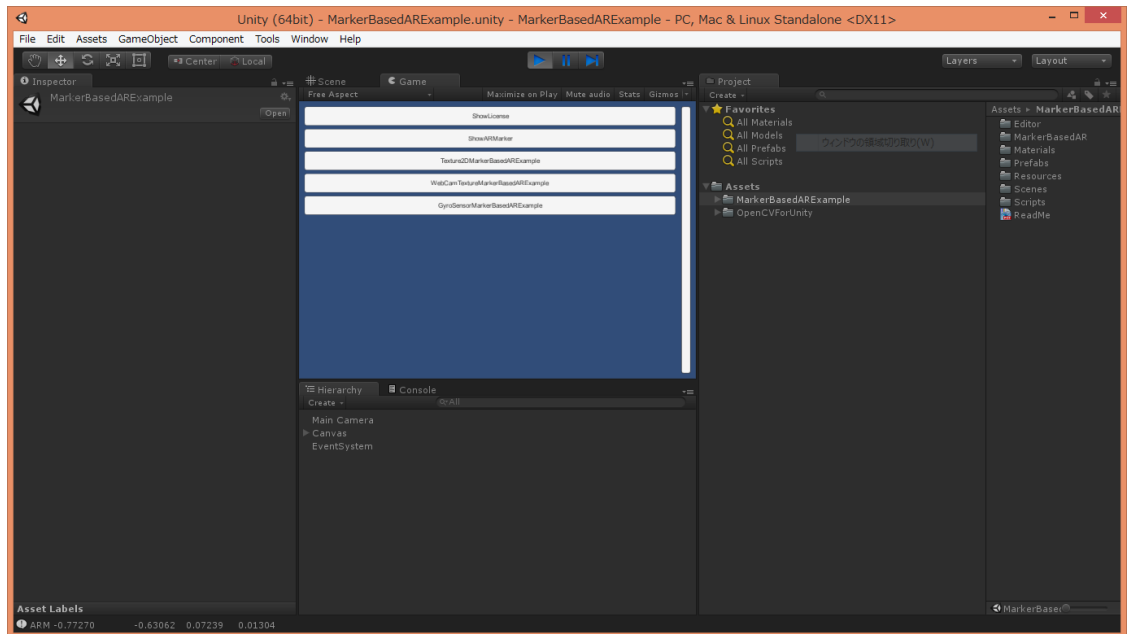
1.0.0 Initial version

Quick setup procedure to run the example scenes:

1. Import "[OpenCVForUnity](#)".
2. Add all of the "*.unity" in the "MarkerBasedARExample" folder to [Build Settings] -[Scene In Build].

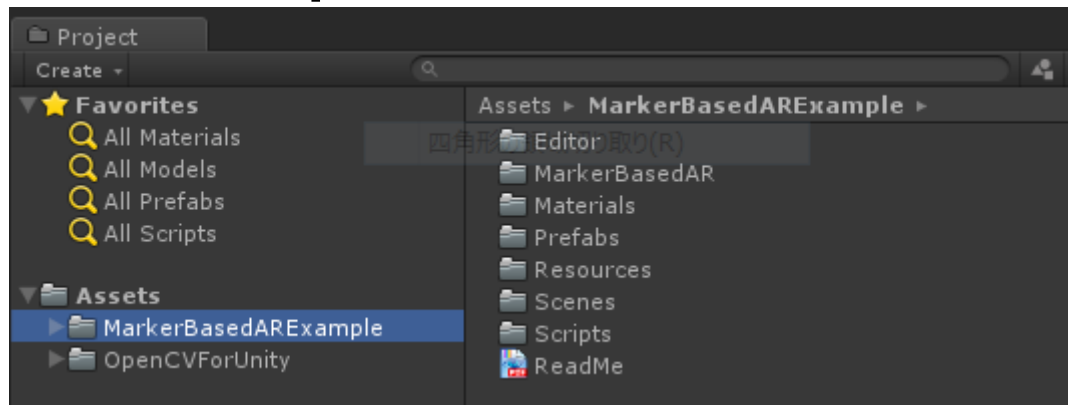


3. Run the MarkerBasedARExample scene.



4. 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.



