UNITY WEBGL OBJECTDETECTION TFJS INTEGRATION

HOW TO USE

1. **Make New Unity Project (WebGL (Unity Version 2020 or higher)).**

2. **Import Unity Package in your Unity Project.**

3. **Open Example Scene:**
   "Assets\ObjectDetectionWebGL\Scenes\ObjectDetection_Example.unity"

4. **Setup WebGLTemplate:**
   1. Open Player Settings
   2. Select => Resolution and Presentation
   3. Select => platypusWebGLTemplate

5. **Setup Compression Format**
   1. Open Player Settings
   2. Select => Publishing Settings
   3. Set => Compression Format to DISABLED

[NOTE: Object Detection won't work in Unity Editor, you can test it after making build]