

# MarkerLess AR Sample 1.0.3

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

**iOS & Android support**

**WindowsStoreApps8.1 & WindowsPhone8.1**

**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 Marker-Less Augmented Reality Example using the actual environment as input instead of printed square markers and display 3d model in WebCamTexture in real-time.

Code is the rewrite of [https://github.com/MasteringOpenCV/code/tree/master/Chapter3\\_MarkerlessAR](https://github.com/MasteringOpenCV/code/tree/master/Chapter3_MarkerlessAR) using the "OpenCV for Unity".

- Texture2DMakerLessARExample
- WebCamTextureMakerLesssARExample

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

## Version changes

1.0.3 [UWP]Fixed for UWP.

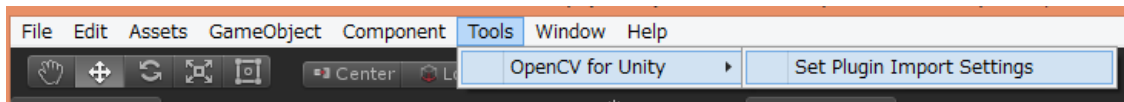
1.0.2 [Common]Changed the name of asset project.("Sample" to "Example")

1.0.1 [Common]Fixed WebCamTextureToMatHelper.cs.(flipVertical and flipHorizontal flag)

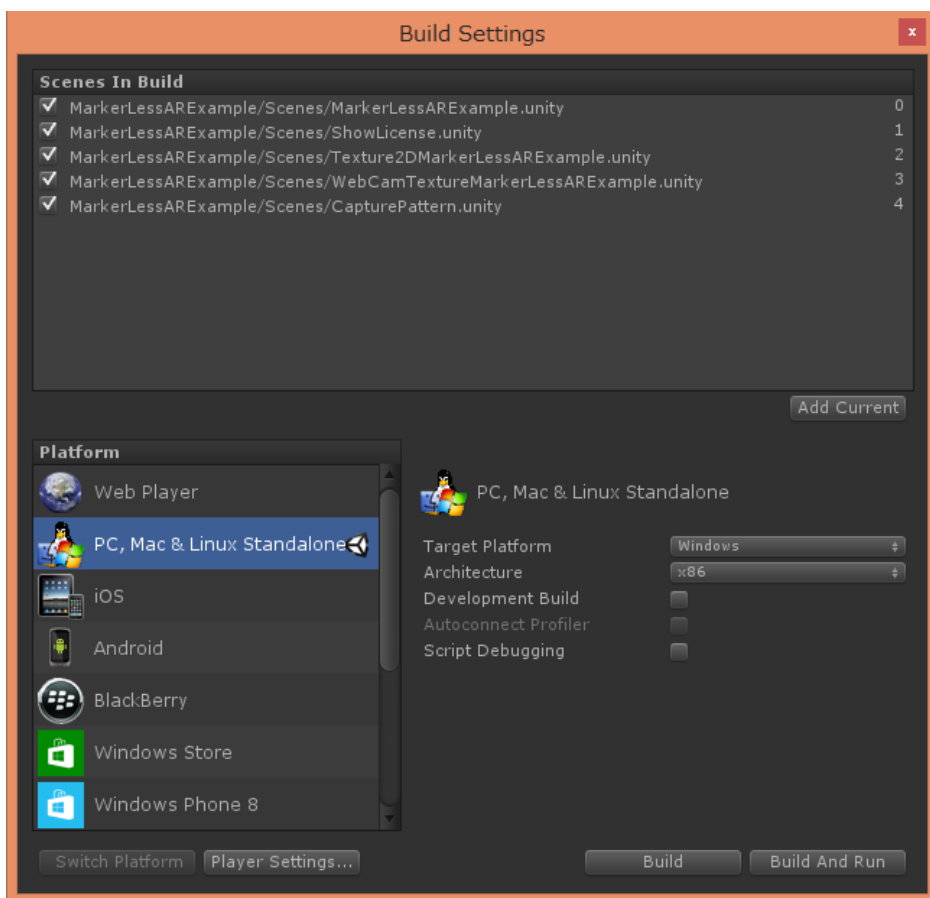
1.0.0 Initial version

## Quick setup procedure to run the example scene:

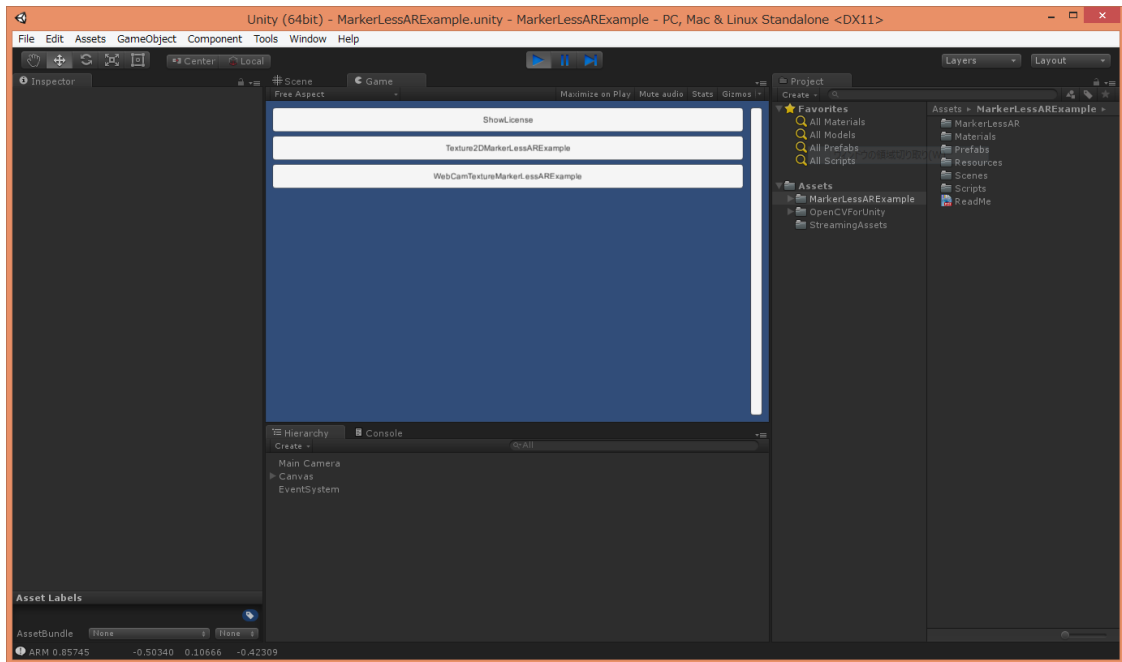
1. Import "[OpenCVForUnity](#)".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



3. Add all of the "/\*.unity" in the "MarkerLessARExample" folder to [Build Settings] -[Scene In Build].



#### 4. Run MarkerLessARExample Scene.



Screenshot after the setup

