RealTime FaceRecognition Example 1.0.6

WebGL 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 2.3.3 or later".

Features:

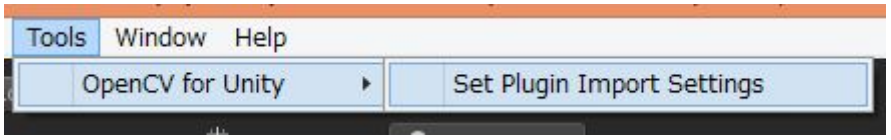
- This asset is an example project of face recognition in real time using "OpenCV for Unity".
- This project's Code is a rewrite of https://github.com/MasteringOpenCV/code/tree/master/Chapter8_FaceRecognition. using "OpenCV for Unity"
- The Face recognition procedure is 4 steps.
  1. Face detection
  2. Face preprocessing
  3. Collect and learn faces
  4. Face recognition

Official Site | ExampleCode | Android Demo WebGL Demo | Demo Video

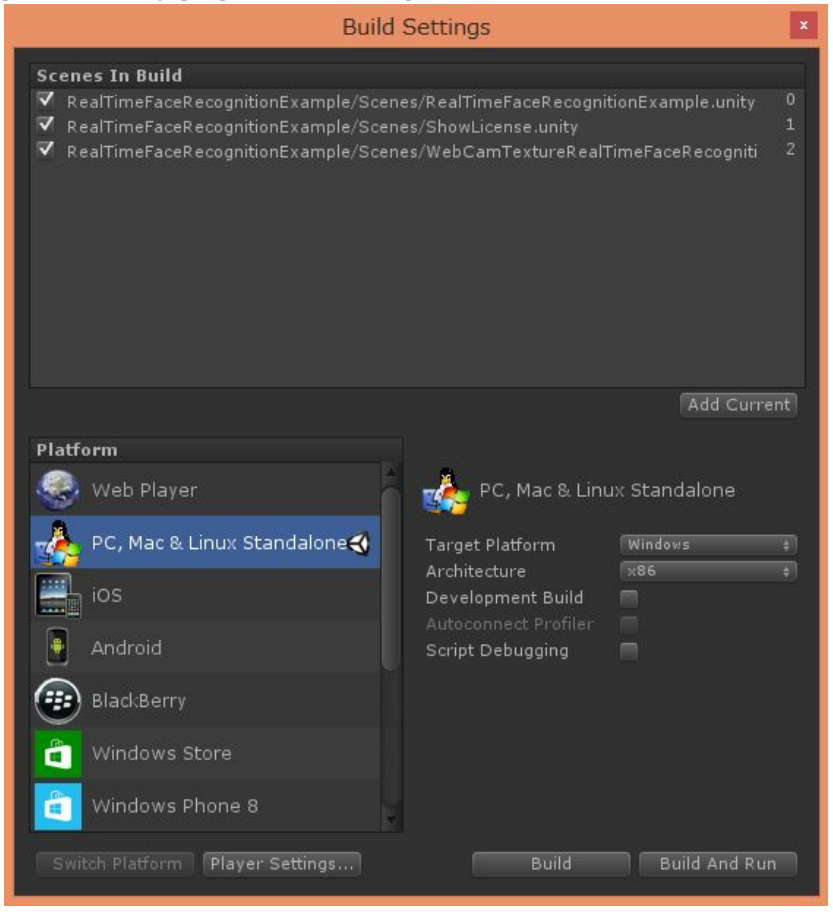
Version changes:
1.0.6 [Common]Updated for OpenCV for Unity v2.3.8.(This asset requires OpenCVforUnity 2.3.8 or later.)
1.0.5 [Common]Updated for OpenCV for Unity v2.3.3.(This asset requires OpenCVforUnity 2.3.3 or later.)
1.0.4 [Common]Fixed save and load process. [Common]Update to WebCamTextureToMatHelper v1.0.6.
1.0.3 [Common]Updated for OpenCV for Unity v2.2.1.(This asset requires OpenCVforUnity 2.2.1 or later.)
1.0.2 [UWP]Fixed for UWP.
1.0.1 [Common]Changed the name of asset project.("Sample" to "Example") [Common]Fixed WebCamTextureHelper.cs.
1.0.0 Initial version

Quick setup procedure to run the example scenes:

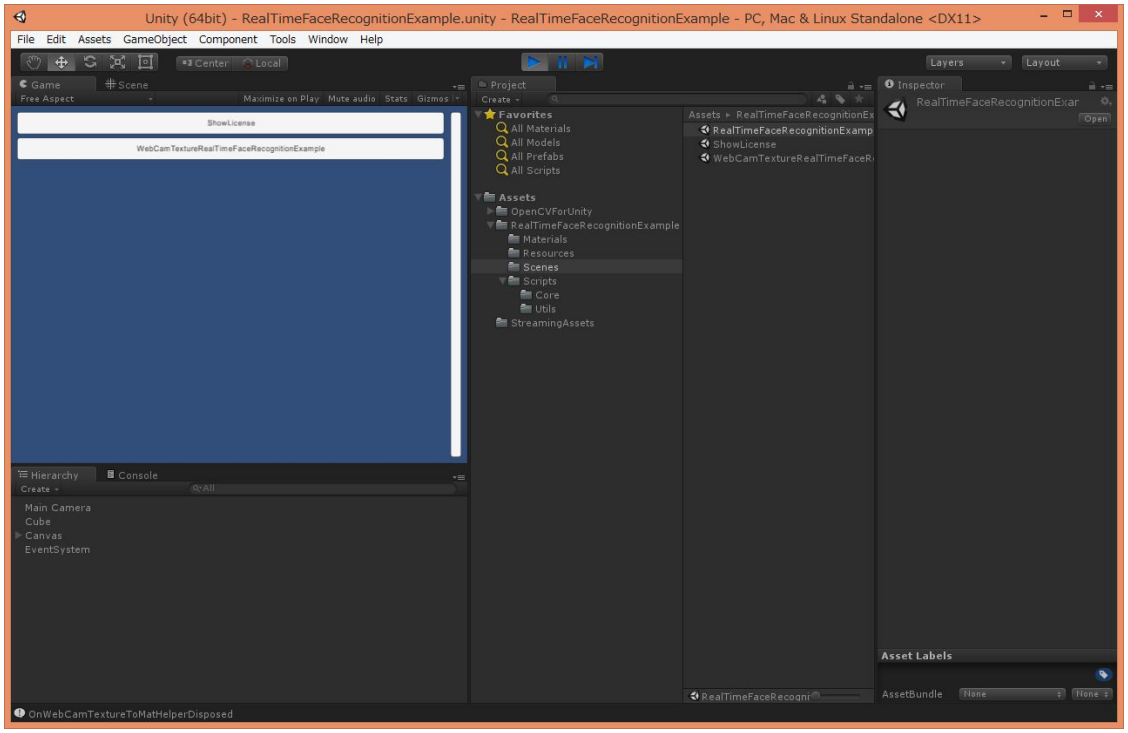
1. Import "OpenCVForUnity".
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



3. Add all of the "***.unity" in the "RealTimeFaceRecognitionExample/Scenes" folder to [Build Settings] – [Scene In Build].



4. Run the RealTimeFaceRecognitionExample scene.



Screenshot after the setup