How to Use the Kinect MoCap Animator

1. Download and install the Kinect v2 SDK, as described in the next section. For Kinect-v1 see p.12 below.
2. Import this package into new Unity project. Open 'File / Build settings' and switch to 'PC, Mac & Linux Standalone', Target platform: 'Windows'.
3. Open and run the Assets/KinectMocapAnimator-scene
4. As you see, there are two models in the scene. The left one, called LiveReplay(Clone) in Hierarchy, uses the KinectManager & AvatarController-components to capture and reproduce user's movements in real time.
5. The right one, called Recorded(Clone) in Hierarchy, plays the currently recorded animation. When you run the scene for a first time it will play running animation.
6. Use 'Record' or 'Start'-voice commands, to start recording captured movements into fbx animation clip. Alternatively, press the Space key to start it, if the Speech platform SDK is not installed.
7. Say 'Stop' or 'Halt', to stop recording, or press the Space key again. The recorded animation clip will be saved to the specified fbx-file (see the 'Save file path' and 'Animation name'-settings of the KinectFbxRecorder-component of KinectController-game object).
8. After the animation gets recorded, you will see the right model playing the newly recorded animation.
9. Enabling the 'Load save-file if exists'-setting of KinectFbxRecorder will allow saving of more than one animation clip into the same fbx-file.
10. The recorded animations are saved into the Assets/ Models/Recorded.fbx-file. You may edit it in external 3d-modelling software, or use it directly in Unity's Mecanim animation system. Don't forget to make the model Humanoid, after importing it into your Unity project. This will allow retargeting of the recorded animations.
11. Look at the other settings of KinectFbxRecorder-component. You can change the saved animation name, the output file format, tracked player index, avatar settings, recorded animation settings, etc.
12. If you use Kinect-v1, but have installed the Kinect-v2 SDK too, please look at this tip: http://rfilkov.com/2015/01/25/kinect-v2-tips-tricks-examples/#t21

Installation of Kinect v2 SDK

1. Download the Kinect for Windows SDK 2.0. Here is the download page: http://www.microsoft.com/en-us/download/details.aspx?id=44561
2. Run the installer. Installation of Kinect SDK 2.0 (or Kinect Runtime 2.0) is straightforward.
3. Connect the Kinect-v2 sensor. The needed drivers will be installed automatically.
4. If you want to use the Kinect-v2 speech recognition, download and install the MS Speech Platform Runtime v11 (or Speech Platform SDK v11). Install both x86 and x64-packages, to be on the safe side. Here is the download page: http://www.microsoft.com/en-us/download/details.aspx?id=27225
5. For the Kinect-v2 speech recognition, you also need to download and install the respective language pack. Here is the download page: https://www.microsoft.com/en-us/download/details.aspx?id=43662

More Information, Support and Feedback

Web: https://rfilkov.com/2015/12/26/kinect-v2-mocap-animator/

Contact: http://rfilkov.com/about/#contact (please mention your invoice number)

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