You subclass App instead of ofBaseApp. It gives you almost the same as ofBaseApp but draw() is replaced with render() and drawView(). In render() put any offscreen drawing, and in drawView() put anything that needs to be drawn to the screen per camera - the openGL modelview matrix for each camera will be set up before calling drawView on your app.

Scene is a member of App, and accessible through your subclass. Use it to query the kinects or the model. You probably won't have to access the Projectors.

Kinect is a wrapper for ofxKinect and provides the necessary computer vision and blob tracking. You can add a blob listener to it.

Model is a wrapper for an OBJ model representing the scene that we're projecting onto.

Brackets denote superclass
Numbers/stars by arrows denote how many