What's New in Version 1.8

1. Upgraded the package to use the latest KinectScripts - v2.19.

What's New in Version 1.7.x

1. Revived the Mocap-animator package, with support to many motion capturing sensors – Kinect v2 & v1, RealSense D415 & D415, Astra & Astra-Pro.
2. Updated the package to use KinectScripts v2.17.3.
3. Updated the package to require Unity editor, v2017.1.0f3 or newer.
4. (v1.7.1) Updated the package to use the latest KinectScripts - v2.18.1.
5. (v1.7.1) Updated the structure of Mocap scripts and resource folders.

What's New in Version 1.6

1. Added 'Allow Leap Motion only'-setting to allow hand-only animation when Kinect is not connected.
2. Added 'Animation time mode'-setting to allow changing of the animation frame rate.
3. Updated animation frame recording to fix some timing issues.
4. Updated the package to the latest KinectScripts - v2.15.

What's New in Version 1.5

1. Added 'Display Leap Motion camera'-setting, to turn on or off LM camera on background.
2. Fixed finger tracking with the LeapMotion sensor, when the user turns left or right.
3. Updated UI canvas, to make it visible in VR mode. Distance from the camera is adjustable.
4. Updated 'Joint distance threshold' and 'Joint angle threshold'-settings to 0 by default.
5. Updated the package to utilize the latest KinectScripts - v2.14.

What's New in Version 1.4

1. Added finger tracking with the LeapMotion sensor, or Kinect's own hand and finger tracking.
2. Added option to apply the humanoid muscle limits to the KinectFbxController-component.
3. Added option to allow external head rotation detection to the KinectFbxController-component.
4. Published online documentation for Kinect Mocap Animator - https://ratemt.com/k2mocap/
5. Updated the package to work with Unity 5.5 or later.

What's New in Version 1.3

1. Renamed the input & output files to LiveReplay and Recorded, and updated the used model.
2. Added option to play sound when the animation recording starts and stops.
3. Added option to append timestamp to the name of the output fbx-file.
4. Updated the recorded model rig to become Humanoid automatically, after the recording.
5. Updated the mocap scene to instantiate the recorded model and animation, if available.

What's New in Version 1.2

1. Added KinectFbxRecorder-settings to control the avatar grounding and smoothing.
2. Added options to disable saving of avatar joints and body root position.
3. Added option to limit the saved frames per second in the output animation.
4. Fixed the incorrectly assigned finger joints in the avatar's humanoid model.
5. Updated the Kinect-scripts and components to their latest version (K2-asset v2.12).

What's New in Version 1.1

1. Added option to load the model file from the save-file path, to allow adding more animations to the target model file, if it already exists.
2. Added joint distance and joint angle threshold options, to optimize animation saving.
3. Added separate animation player component, to allow playing of different animation.
4. The package was updated to work with the latest Kinect-v2 scripts and components (v2.10).
5. The package was updated to work with Unity editor v5.3.0 or later.

What's New in Version 1.0

1. Added saving of Kinect-v2 captured motions to fbx-file and animation of your choice.
2. Added option to use Kinect-v1 sensor instead of Kinect-v2.
3. Added option to save the output fbx-file in different formats.
4. Starts and stops animation recording with voice commands or Jump-button (space key) presses.
5. This is the first release of Kinect-v2 Mocap Animator. It is still in experimental state, so please be forgiving and allow some mistakes. The package will mature in time, for sure.