What's New in Version 2.6

1. Added second fitting-room demo scene that overlays a humanoid model over the user's image.
2. Added new face-tracking demo that overlays a hat over the user's head.
3. Added new face-tracking scene that tracks and displays user's face as a texture on screen.
4. Added second avatars-demo for tracking first-person shooters.
5. Added second interaction-demo for grabbing and turning a cube with hands.
6. Added option to show single user in the background-removal manager.
7. Added option to use dynamic grammars and rules in the speech-recognition manager.
8. Added tooltips to all public settings of the Kinect managers, scripts and samples.
9. Added code documentation to all public functions of the K. managers (demos will follow suit).
10. Added OpenNI2-sensor interface for Windows (experimental, Mac-interface will come out soon).
11. Fixed AvatarScaler-issue that scaled arms and legs disproportionately.

What's New in Version 2.5

1. Utilized shaders in Directx3D-mode to increase performance - 'Use Direct3D 11'-player setting must be enabled. If it is disabled, no shaders are used and the image processing works the same way as before.
2. Added second face-tracking demo scene, to visualize the Kinect-generated face model over the user's face.
3. Added visual gesture manager to deal with VGB gestures, and a sample VG-listener to the gestures demo.
4. Added 'Auto height angle'-setting to KinectManager, to allow auto-setup of the sensor's detected H&A.
5. Added 'Move rate'-setting to AvatarController, to allow faster or slower avatar movement.
6. Added 'Offset node'-setting to AvatarController, so avatar can move or rotate relative to another object.
7. Updated avatars in the AvatarsDemo to obey to physics, in means of collisions, gravity, etc.
8. Moved all demo scenes to KinectDemos-folder.

What's New in Version 2.4

1. Added fitting-room demo scene, to demonstrate how 3d-models can overlay the color camera stream.
2. Added second overlay demo scene that includes overlaying of all skeleton joints and bones.
3. Added multi-scene demo, to demonstrate how the Kinect-related scripts might be reused across the game.
4. Updated background removal demo scene to provide a smoother background removal.

5. Added ‘Late update avatars’-option to the KinectManager, to enable AvatarController updates during LateUpdate(). This is needed for integration with Mecanim animations.
6. Updated bone-orientations filter to filter out some unnatural bone orientations.
7. Multiple little updates, fixes and improvements.
8. Upgraded package to Unity 5.0.

What’s New in Version 2.3

1. Added depth-collider demo scene, to demonstrate the mapping of the Kinect space and depth coordinates to Unity world coordinates, and how this can be used for VR collisions.
2. Added simple background removal demo scene. A smoother background removal is in development.
3. Added sensor ‘Hint height and angle’-setting to KinectManager, to provide information about the actual height and angle of the sensor (works only when there are users detected).
4. Added ‘Gestures debug text’-setting to KinectManager, to make the development of custom gestures easier.
5. Added detection of four new gestures – LeanLeft, LeanRight, KickLeft and KickRight.
6. Updated detection of the available gestures, to make them more robust and easier to use.
7. Grouped native resources, depending on the supported sensor and used architecture.

What’s New in Version 2.2

1. Added speech recognition manager and speech recognition demo scene.
2. Improved head tracking, wrist/hand tracking and AllowHandRotations-option.
3. Added PointCloudView-demo script to show the Kinect camera view in 3d.
4. Updated GetJointPositionDemo-script to save the joints positions into csv-file.
5. Updated KinectOverlayer-script to mirror the joint rotation along with the position.
6. Improved Cubeman’s joint orientation tracking. No more need for Ctrl-object.
7. Improved first run after standalone build. Fixed SharpZipLib-codepage issue.

What’s New in Version 2.1

1. Added face tracking manager and demo scene, working for both Kinect v2 and Kinect v1.
2. Added support for x32 and x64 architectures at run-time.
3. Added AvatarControllerClassic-component to allow manual assignment of bone transforms. Big thanks to Aaron Brooker!
4. Added automatic scan for gesture listeners in the scene.
5. Added option to AvatarController, to have offset relative to the sensor. Big thanks to Claudio Rufa!
6. Improved Zoom-in, Zoom-out, Wheel and Stop gestures. Big thanks to Shamil Bugdabayev!
7. Updated to Kinect-Unity plugin v.1410.

What's New in Version 2.0

1. Added support for various depth sensors, currently Kinect v2 and Kinect v1.
2. Updated AvatarController to use the Mecanim configured bones. Big thanks to Mikhail Korchun!
3. Added reasonable constraints to the calculated bone orientations.
4. Added left-hand press and right-hand press detection to the InteractionManager.
5. Added function to set the primary user ID.
6. Added multi-source reader option (supported by Kinect v2 only).
7. Added parameter to set the image-map onscreen width as percent of the window width.
8. Updated KinectOverlayDemo to be full screen.

What's New in Version 1.1

1. Added new Kinect-overlay demo scene – green ball, following user's right hand on a video wall.
2. Added simple GetJointPositionDemo-sample, as a pattern to be used in custom scripts.
3. Added sample colliders to the avatars in KinectAvatarsDemo-scene.
4. Added maxUserDistance-setting to KinectManager, as suggested by Eugene Cone. Thank you!
5. Added sensorAngle-setting to KinectManager, as required by many users.
6. Added PlaymakerKinectActions, utilizing several Kinect v2 features in Playmaker environment.
7. Several updates, improvements and fixes of bugs and issues, reported by package users.