



**NEW MEDIA &
COMMUNICATION
TECHNOLOGY**

KINECT
NEW MEDIA

Oorsprong

PrimeSense & Microsoft

2 softwares:

- **OpenNI: accessing basic depth data**
- **NITE: user tracking**



SETUP

Processing 2.2.1

<https://processing.org/download/?processing>

Library toevoegen

Sketch-> Import Library...-> Add Library

“SimpleOpenNI by Max Reiner”

Windows

Install Kinect SDK voor de drivers

<http://go.microsoft.com/fwlink/?LinkId=275588>

OSX

Geen SDK of drivers nodig



**NEW MEDIA &
COMMUNICATION
TECHNOLOGY**

WERKING

Working



Working



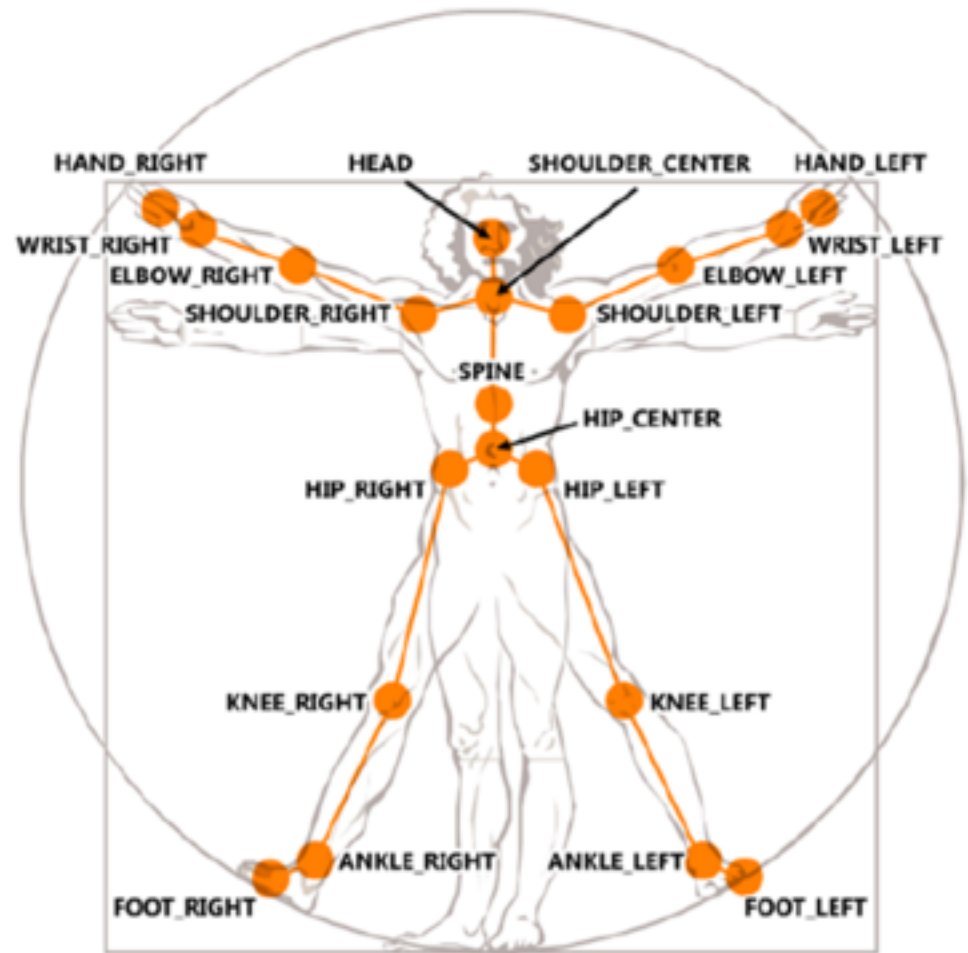
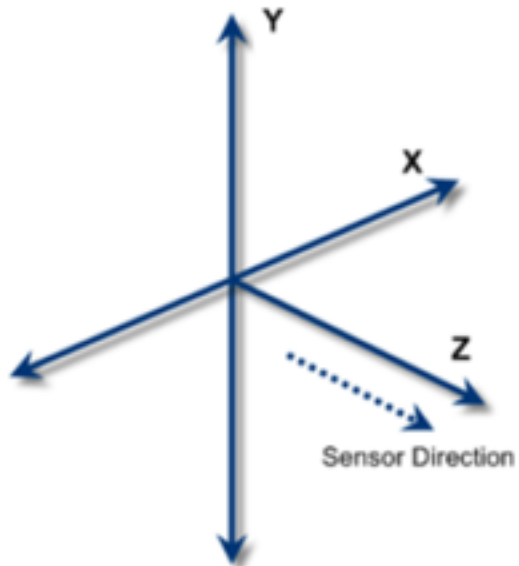
Working

Kinect = depth camera

IR camera, RGB camera, IR projector

640x480 (30 FPS)

Skelet





**NEW MEDIA &
COMMUNICATION
TECHNOLOGY**

HOW TO KINECT

Show depth en RGB

```
import SimpleOpenNI.*;
SimpleOpenNI kinect;

void setup()
{
  size(640*2, 480);
  kinect = new SimpleOpenNI(this);

  kinect.enableDepth();
  kinect.enableRGB();
}

void draw()
{
  kinect.update();

  image(kinect.depthImage(), 0, 0);
  image(kinect.rgbImage(), 640, 0);
}
```

Show depth en RGB

