How to Run the Kinect Background Removal Demo

1. Download and install Kinect SDK 1.8 as described in the next section.
2. Open scene 'KinectBackgroundRemoval', located in Assets/FacetrackingDemo-folder.
3. Run the KinectBackgroundRemoval -scene.
4. Stand in front of the sensor. Move a bit, so that Kinect recognizes you.
5. Try different background images, i.e. select other textures for the BackgroundImage game object.

Installation of Kinect Sensor with MS SDK 1.8

1. Download the Kinect SDK 1.8 or Kinect Windows Runtime 1.8. Here is the download page:
   http://www.microsoft.com/en-us/download/details.aspx?id=40278
2. Run the installer. The installation of Kinect SDK/Runtime is simple and straightforward.
3. Connect the Kinect sensor. The needed device drivers will be installed automatically.

How to Reuse the Kinect Background Removal in Your Own Unity Project

1. Copy folder 'KinectScripts' from Assets-folder of the example to the Assets-folder of your project. This folder contains the two needed scripts – BackgroundManager and BackgroundWrapper.
2. Copy folder 'Resources' from the Assets-folder of the example to the Assets-folder of your project. This folder contains the native libraries, needed by the Unity-project.
3. Add 'BackgroundManager'-script to the MainCamera. If you use multiple cameras, create an empty GameObject and add the script to it.
4. Create BackgroundImage and BackgroundCamera objects in your scene, as in the example.
5. You can use the public functions of 'BackgroundManager'-script in your scripts.

Support and Feedback

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