# Motion tracking technology

## Wekinator with max and unity

<http://wiki.cs.princeton.edu/index.php/ChucK/Wekinator/Instructions#Implementing_your_own_synthesis_class_outside_ChucK>

## Kinect with OSC

https://github.com/microcosm/KinectV2-OSC

<https://github.com/dfamil/KinectV2WekinatorOscYPR>

<http://wiki.cs.princeton.edu/index.php/ChucK/Wekinator/Instructions#Implementing_your_own_synthesis_class_outside_ChucK>

## Kinect 2 SDK for windows

<https://www.microsoft.com/en-us/download/confirmation.aspx?id=44561>

## Intel RealSense to OSC

<https://github.com/mpinner/RealsenseOscMulticast>

## Kinect to Unity

<https://rfilkov.com/2019/07/24/azure-kinect-examples-for-unity/>

Free for EDU, send an email to get it free

## OSC to Unity

<https://github.com/keijiro/OscKlak>

## Unity with Ableton Live

<https://github.com/comoc/UnityAbletonLink>  
<https://apaix.world/> This one is rather cool.

## Audio analysis to OSC

<http://www.ethnotekh.com/software/data-racket/>

# Max/MSP

<https://github.com/topics/maxmsp>

<http://www.ethnotekh.com/software/tekh-map/>

## Unity to OSC

<https://unitylist.com/p/n2h/Ableton-Osc>

<https://unitylist.com/p/m2a/Unity-Osc-Lib>

<https://github.com/Iam1337/extOSC>

<https://github.com/hecomi/uOSC>

CNN

https://github.com/EvilPort2/Sign-Language