

KINE 458: Virtual Interactive Worlds

TOPICS FOR TODAY

- ❖ Kinect For Windows
 - Setup (Hardware)
 - Setup (Software)
 - Kinect Basic Joint Tracking



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Review

- ❖ Scripting allows for the creation of behaviors that can be applied to GameObjects in the form of Components.
- ❖ Common uses for scripting in Unity include: Movement, Interactions, Collisions, and Aesthetics.



Kinect Dependencies

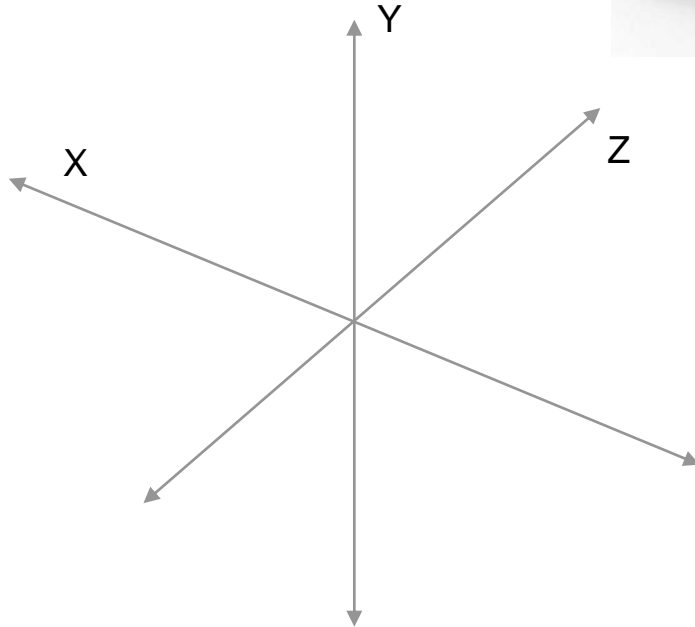
- ❖ Kinect SDK: <https://developer.microsoft.com/en-us/windows/kinect>
- ❖ Unity Pro Package: <https://developer.microsoft.com/en-us/windows/kinect>



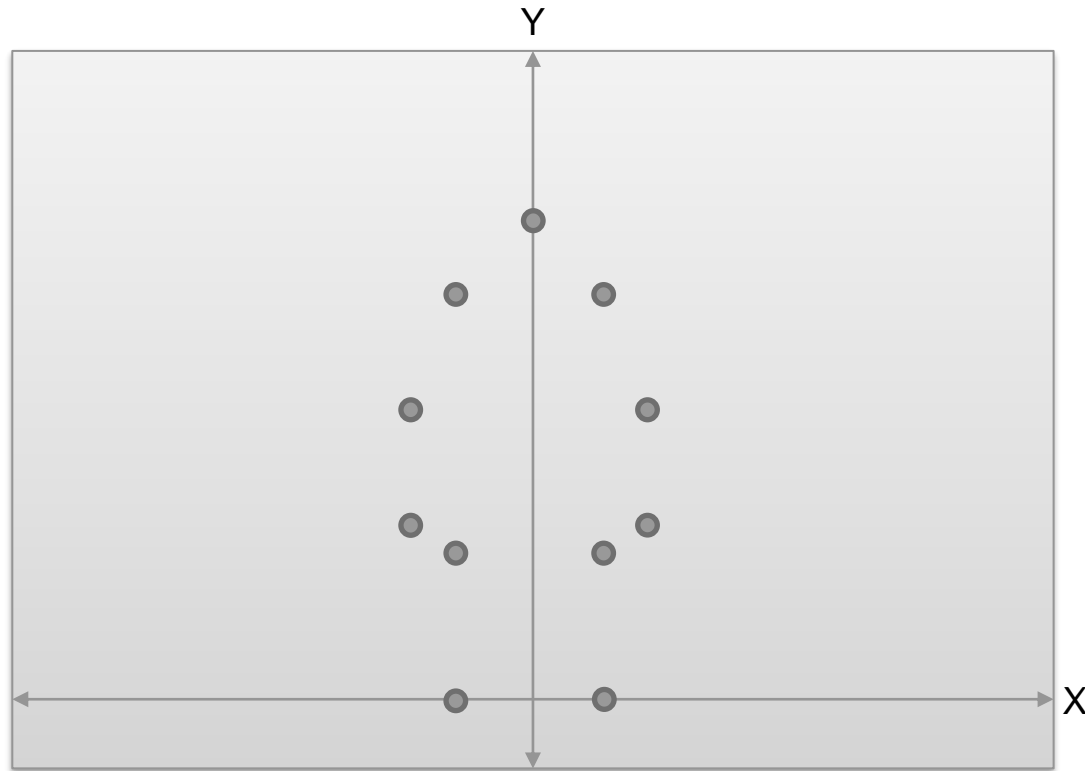
Setting Up Kinect



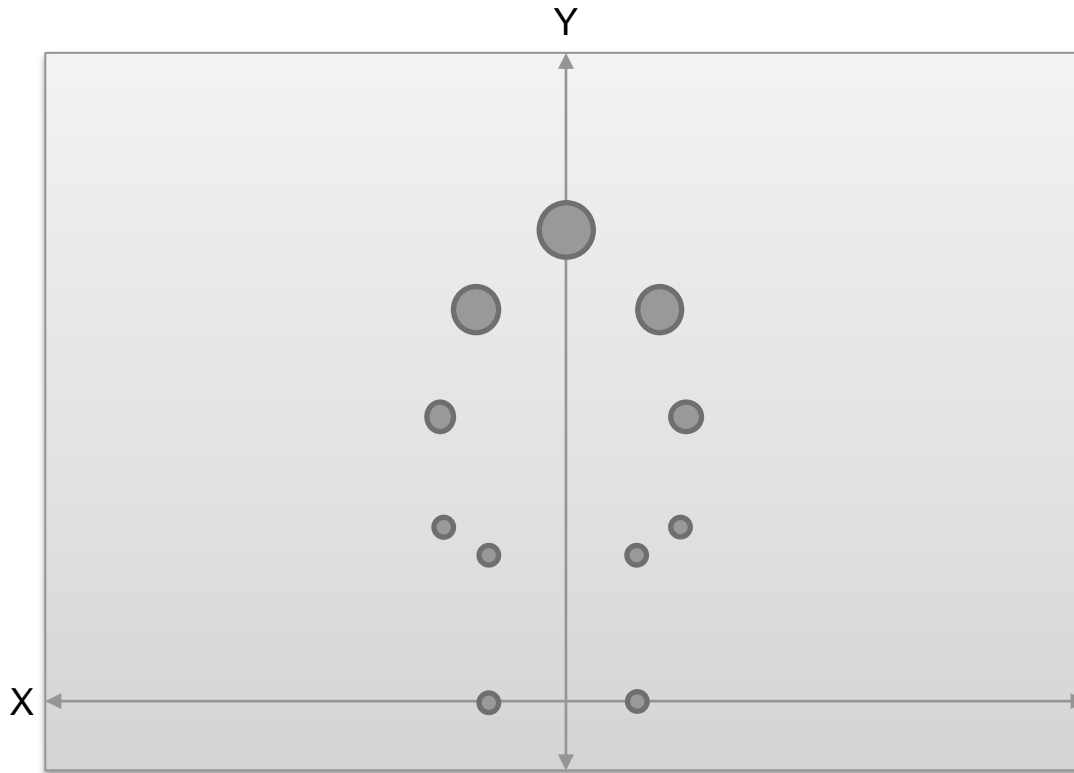
Basic Kinect 3D Tracking Setup



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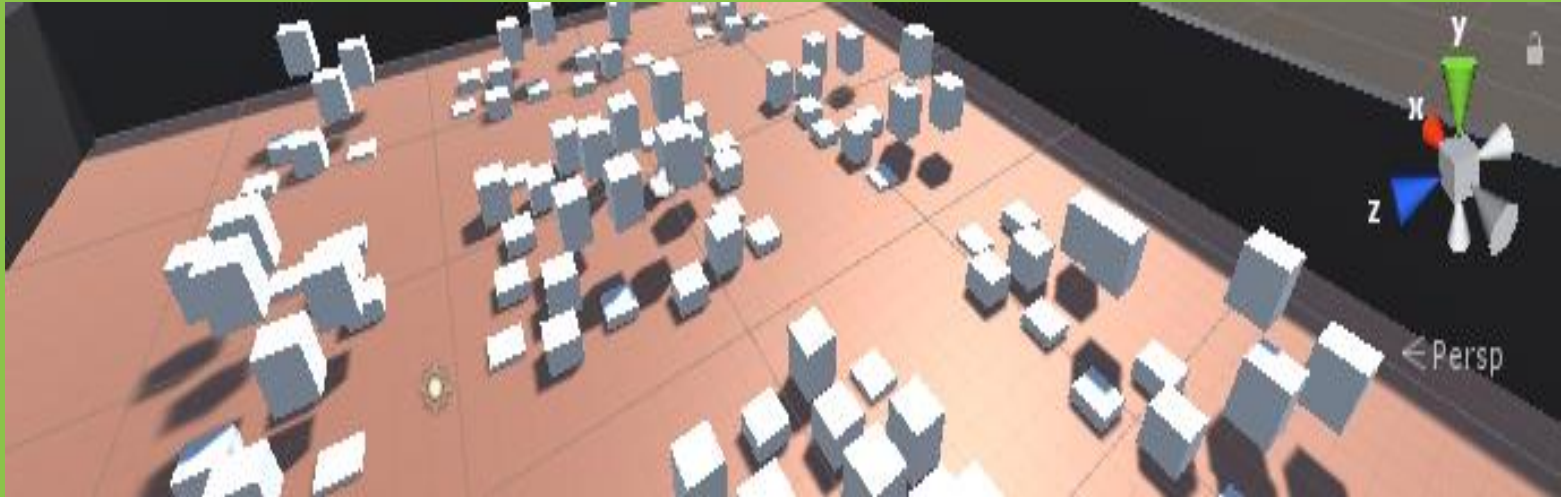


Imagine that the size of the point is proportional to the distance it is away from the sensor.

What would it mean then if larger joint locations indicated closer to The sensor?



Section Two: Live Demo



References

- <https://www.youtube.com/watch?v=m3BAIJAGIkQ> (demo with more physical set of Kinect 2)
- <http://www.voratima.com/getting-started-with-kinect-v2-unity-3d-and-c/> (demo with code)
- <https://www.youtube.com/watch?v=29vyEOgsW8s> (speech demo for specific words)
- <https://www.youtube.com/watch?v=HwT6QyOA80E> (speech demo)
- <https://www.microsoft.com/en-us/download/details.aspx?id=34809> (Kinect speech recognition downloadable package)





Questions?