**Tutorial – how to use Kinect with Unity**

**Requirements:**

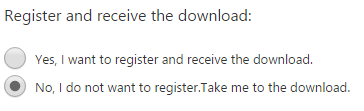
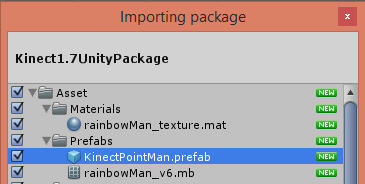
1. Make sure, that you have installed the Unity Kinect Wrapper. (download [here](http://wiki.etc.cmu.edu/unity3d/index.php/Microsoft_Kinect_-_Microsoft_SDK#Integrating_with_Unity))
2. Use the Kinect for Windows Runtime v1.8. (download [here](http://www.microsoft.com/en-us/download/confirmation.aspx?id=40277))
3. Use also the Kinect for Windows SDK v1.8
   1. download [here](https://www.microsoft.com/en-us/download/details.aspx?id=40278)
   2. Click “continue”
   3. You don’t need to register (figure 1)

figure 1 register for download

**how to use Kinect with Unity:**

1. open unity
2. import the Unity Package of wrapper in Unity
   1. Assets > import package > custom package > *‘file’*
3. Use the emulator
   1. select ‘KinectPrefab’
4. add a mask
   1. Assets > create > avatar Mask

figure 2 Kinect Prefab

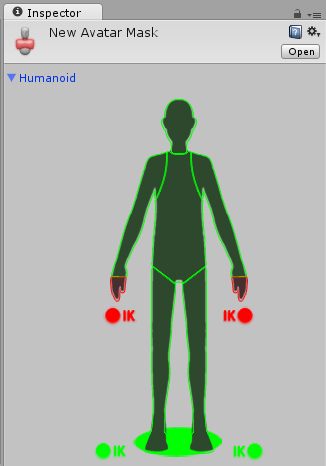
1. Select the body parts you need
   1. look at the ‘Inspector’ on the right side

figure 3 select body parts

* 1. Open humanoid
  2. Select the parts

- I have added the Mask two Hands (which consists of both wrist and hand, i did this for swipe recognation).

- I have made the wrists invisible on play (but we'll need them for swipe recognation)

- at the moment both hands are configured as trigger (to force a event when the hit a block)

- I also created a playback file for the emulator to use, so that we didn't the kinect all the time (just select emulator as

described above)