

How to Run the Kinect Interaction Example

1. Download and install Kinect SDK as described in the next section, if you haven't done it already.
2. Open scene 'UnityKinectInteraction', located at Assets/InteractionDemo-folder.
3. Run the scene. Stand in front of the Kinect sensor
4. Try to grab and then drag an object on the screen. Release the object.
5. Try dragging and dropping objects with the right hand and with the left hand.

Installation of Kinect Sensor with MS SDK

1. Download the Kinect SDK or Kinect Windows Runtime. Here is the download page:
<http://www.microsoft.com/en-us/kinectforwindowsdev/Downloads.aspx>
2. Run the installer. 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 Interaction 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 – InteractionWrapper and InteractionManager.
2. Copy folder 'Plugins' from Assets-folder of the example to the Assets-folder of your project. The folder contains two needed libraries – InteractionLibrary.dll and KinectInteraction170_32.dll.
3. Copy folder 'Resources' from Assets-folder of the example to the Assets-folder of your project. This folder contains the needed native libraries and some GUI textures.
4. Add 'InteractionManager'-script to the MainCamera. If you use multiple cameras, create an empty GameObject and add the script to it.
5. Use the public functions of 'InteractionManager'-script in your scripts. As an example, take a look at the 'DragDropScript' – a component of the MainCamera in the 'Kinect Interaction'-example.

References

A major part of the native library code was provided by Yunkyu Choi. It is based on this discussion thread:

- <http://social.msdn.microsoft.com/Forums/en-US/e4f5a696-ed4f-4a5f-8e54-4b3706f62ad0/kinect-interactions>

Support and Feedback

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