

Kinect on Mac

Kinect 360 & Kinect One works on Mac with Isadora

Allow a warmup time of 30-60 minutes for stable results.

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Kinect + Processing > Mac (M1 Monterey & Ventura)

Kinect processing MAC M1, **works on Monterey & Ventura**

First install Rosetta:

<https://osxdaily.com/2020/12/04/how-install-rosetta-2-apple-silicon-mac/>

Get the libraries for processing:

<https://github.com/shiffman/OpenKinect-for-Processing>

<https://shiffman.net/p5/kinect/> (dead link)

<https://github.com/shiffman/OpenKinect-for-Processing/releases>

Open standard library to test:

File > examples > contributed libraries. Open kinect for processing > V1 , then Run code

“ Do you get the error: NoClassDefFoundError: /com/sun/jna/Library ?

Fix: <https://discourse.processing.org/t/processing-4-openkinect/32781/9>

Example codes

Warning: the code for kinect 1 and 2 is not the same..

check: <https://shiffman.net/p5/kinect/> (dead link)

> Examples

Tutorials for using Kinect data in Processing:

Check out the Coding Train videos series: Introduction to Computer vision, chapter 12.1 (What is the Kinect?): <https://www.youtube.com/watch?v=QmVNgdapJjM>

Link to the entire series: https://www.youtube.com/watch?v=h8tk0hmWB44&list=PLRqwX-V7Uu6aG2RJHErXKSWFDXU4qo_ro

Kinect in Isadora (Mac)

To use Kinect in Isadora you need to download a couple of plugins from the Troikatronix page;

<https://troikatronix.com/add-ons/openni-tracker/>

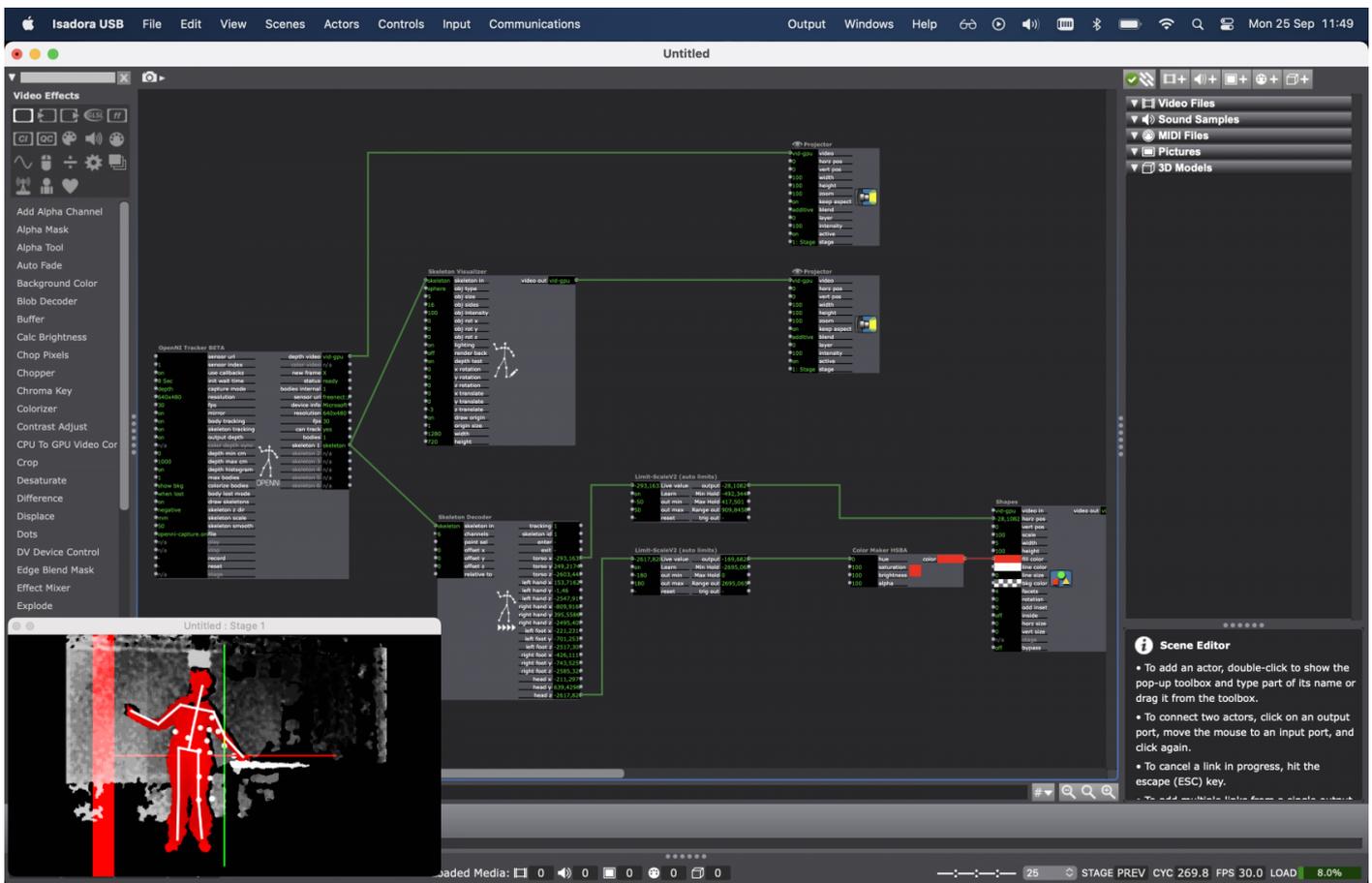
Read the instruction with attention & follow them.

Kinect 360 works on Mac air & Mac pro (M1 with Rosetta)

Kinect V1 works on Mac pro (M1 with Rosetta)

Connect your Kinect before starting Isadora.

Add the nodes in the picture below (or open the patch shared in [nextcloud](#))



If your Kinect is not recognised by the software, try resetting or deleting the OpenNItracker or even adding it again.

Detailed explanation of the possibilities with Kinect in Isadora can be found here:

<https://troikatronix.com/add-ons/tutorial-openni-tracker/>

and here:

<https://www.youtube.com/embed/-fdsNW03TP4>

Setup & Lighting

How you setup your Kinect matters a lot for your performance. Think about placement, light & what you are wearing.

Read up on those specs here: [Setup & lighting tips for kinect](#)

Kinect + Touchdesigner on MAC M1

Kinect usually doesn't work on mac in Touchdesigner but people try to find ways to work around it.

Ive tested this:

<https://github.com/stosumarte/FreenectTD?tab=readme-ov-file>

My findings are:

- Apple has hidden the library folder you need to install the plugin so after downloading you go to finder: `/Users/<username>` and then to make the library folder visible press: `Cmd + Shift + G`, copy and paste this: `Library/Application Support/Derivative/TouchDesigner099/`
In this folder create a new folder called "Plugins" and there you place the downloaded plugin.
- Restart Touchdesigner and check the Custom operator palette

My Touchdesigner freezes after adding the plugin to the workspace so nu luck here. If anybody has luck with this plugin let us know!

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