

Kinect comparison

<https://pmc.ncbi.nlm.nih.gov/articles/PMC7827245/table/sensors-21-00413-t001/>

Table 1.

Comparison of the three Kinect versions.

	Kinect v1 [17]	Kinect v2 [26]	Azure Kinect
Color camera resolution	1280 × 720 px @ 12 fps 640 × 480 px @ 30 fps	1920 × 1080 px @ 30 fps	3840 × 2160 px @30 fps
Depth camera resolution	320 × 240 px @ 30 fps	512 × 424 px @ 30 fps	NFOV unbinned—640 × 576 @ 30 fps NFOV binned—320 × 288 @ 30 fps WFOV unbinned—1024 × 1024 @ 15 fps WFOV binned—512 × 512 @ 30 fps
Depth sensing technology	Structured light-pattern projection	ToF (Time-of-Flight)	ToF (Time-of-Flight)
Field of view (depth image)	57° H, 43° V alt. 58.5° H, 46.6°	70° H, 60° V alt. 70.6° H, 60°	NFOV unbinned—75° × 65° NFOV binned—75° × 65° WFOV unbinned—120° × 120° WFOV binned—120° × 120°
Specified measuring distance	0.4–4 m	0.5–4.5 m	NFOV unbinned—0.5–3.86 m NFOV binned—0.5–5.46 m WFOV unbinned—0.25–2.21 m WFOV binned—0.25–2.88 m
Weight	430 g (without cables and power supply); 750 g (with cables and power supply)	610 g (without cables and power supply); 1390 g (with cables and power supply)	440 g (without cables); 520 g (with cables, power supply is not necessary)

Revision #1

Created 2026-03-03 11:18:46 UTC by Astrid

Updated 2026-03-03 11:21:32 UTC by Astrid