

Kinect In Touchdesigner

Using any Kinect in Touchdesigner on PC is plug & play after you've installed the right [drivers](#) & SDK.

Open your Touchdesigner patch first, then add the Kinect to your USB port. Select the right version.

Ways to interface with Kinect in TouchDesigner

- Depth camera - [Kinect TOP](#)
- RGB camera - [Kinect TOP](#)
- Infrared camera - [Kinect TOP](#)
- Skeleton Point Tracking - [Kinect CHOP](#)
- Hand Interaction - [Kinect CHOP](#)
- Microphone Array Audio Capture - [Audio Device In CHOP](#)
- To control the tilt of the camera, use the Tscript `kinecttilt` Command

The **Kinect Azure** has the above but use specific operators that work together:

- [Kinect Azure TOP](#)
- [Kinect Azure Select TOP](#)
- Skeleton Point Tracking - [Kinect Azure CHOP](#) **NOTE:** For joint orientation and bone hierarchy, see: [Kinect Hierarchy](#)

The Palette has this interesting component: [Kinect Calibration for Projection Mapping](#) which allows for calculating the intrinsics and extrinsics of a projector in relation to a Kinect device making it possible to project onto the scene captured by the kinect.

Check out the specifics, possibilities and some example patches on the derivative site:

<https://derivative.ca/UserGuide/Kinect1> for Kinect 360

<https://derivative.ca/UserGuide/Kinect> for Kinect One

or [Kinect Azure](#) in the search bar

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