

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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Revision #1

Created 12 May 2025 11:37:06 by Simone

Updated 12 May 2025 12:02:02 by Simone