

macOS: Kinect + Processing (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

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