

# Types of Depth camera's

At HKU we have most of these camera's available. Inform about the possibilities at the Blackbox



**kinect 360**

Kinect on Mac  
Kinect on Pc



**Kinect One**

Kinect on Mac  
Kinect on Pc



**Kinect Azure**

Kinect on Mac  
Kinect on Pc



**Realsense**



**Orbec Astra**

plugin for Touchdesigner



**Orbec Femto Bolt & Mega**



**zed 2i**

Camera for depth perception, motion and AI, the ZED 2i is a durable and versatile stereo camera that can be deployed in most environments. (also outside!)

**Zed in Touchdesigner**



### **Oak D Lite**

Spatial AI camera (open source) OAK stands for OpenCV AI Kit. PC & Mac compatible, python setup necessary! For loan @ Blackbox

[Touchdesigner setup](#)  
[Data sheet](#) or [datasheet](#)



### **Leap motion 1**



### **Leap motion 2**



### **Hokuyo**

The URG-04LX-UG01 scanning laser rangefinder is a low power, small, accurate, high-speed device for obstacle detection. Using the USB interface for power and communication, this unit can obtain measurement data in a 240° field of view up to a distance of 4 meters.

[download driver \(link\)](#)

<https://www.hokuyo-aut.jp/products/data.php?id=2>

Touchdesigner has a chop for it, the Hokuyo will work when connected, in mac

**Some comparison articles:**

<https://www.generationrobots.com/blog/en/luxonis-vs-realsense-which-depth-camera-should-i-choose/>

[https://docs.ipisoft.com/Depth\\_Sensors\\_Comparison](https://docs.ipisoft.com/Depth_Sensors_Comparison)

the 3 kinects compared: <https://www.mdpi.com/1424-8220/21/2/413>

[https://www.youtube.com/embed/KRZWev1N\\_uw](https://www.youtube.com/embed/KRZWev1N_uw)

depth maps compared

[https://www.youtube.com/embed/tqb\\_0xAqm3w](https://www.youtube.com/embed/tqb_0xAqm3w)

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