AD41700 Computer Games
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Kinect/Unity3D Integration Quick Guide by Christian Barrett

Here is a real quick guide to installing OpenNI. The 32bit versions for the appropriate OS should be downloaded, as Unity cannot work with 64bit dlls at this point in time.

FYI: Using OpenNI with a Kinect voids the warranty. The Microsoft Research Kinect SDK does not, but it doesn't work with Unity. This probably shouldn't be a problem, but it's a thing to be aware of.

Install in this order:

OpenNI 32Bit: http://www.openni.org/downloadfiles/opennimodules/openni-binaries/20-latest-unstable

Avin2 SensorKinect 32bit (choose your package, right click view raw, and save as): https://github.com/avin2/SensorKinect/tree/2d139677f26c06fcd9fc8d4a7db033d70021624b/Bin

PrimeSense NITE 32bit: http://www.openni.org/downloadfiles/opennimodules/openni-compliant-middleware-binaries/33-latest-unstable

If prompted for a key during installation, the community key provided by Primsense for Kinect Development is **0KOIk2JeIBYClPWVnMoRKn5cdY4=**

Restart your system before trying to use it. Once restarted, plugin in the Kinect and run one of the samples under OpenNI/samples/bin and make sure something comes up.

There should be a sample under the OpenNI directory that is made during install.

Finally, the OpenNI/Unity integration example (using the OpenNI provided wrappers) to create head tracking that I wrote can be found here: http://www.technarian.com/kinect/HeadTRExample.zip, although it does not yet have much documentation. I'm hoping to write a tutorial on it soon, time permitting.

Note: The free but closed source Microsoft Kinect SDK can be found here: http://research.microsoft.com/en-us/um/redmond/projects/kinectsdk/. It's easy to use but requires Windows 7, doesn't currently integrate with Unity, and does not yet allow commercial applications.

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