

K2UM (Kinect to Unity Middleware)

Contact information

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Technological Offers type

Software

Research and innovation areas

- Salud y bienestar
- Tecnologías digitales, Inteligencia Artificial, ciberseguridad, 5G, robótica

Where?

Multimedia and Acoustics Applications (GAMMA) Software and Multimedia Systems Technologies for Sustainability Research Centre (CITSEM)

Software description

The program is an intermediary between the Microsoft Kinect V2 motion capture camera and a video game made using Unity 3D animation software. The tool reads the images taken by the camera and analyses the movements of a human person's articulations detected in front of the camera. The motion information is transmitted to Unity 3D, which, using the K2UA asset, can allot the articulations to a virtual person. In video games that can be made this way, a person is then controlled with body movements.

Reference

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