

# 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

M-006622/2018