

Geospatial Modeling & Visualization

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Microsoft Kinect

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The popular hardware stack that is known world-wide as the "Kinect" is very different from the rest of the scanners owned by CAST. Essentially, it is a low cost stack of hardware sensors used to capture comparatively low resolution 3D data. The Kinect has applications in academia, and is employed across a wide variety of fields for research tasks requiring the ability to track motion, detect change, and produce 3D models of a manageable size.

Additional Resources

Within the '[Getting Started](#)' series and the Additional Resources post located [here](#), we provide a basic introduction to some of the API's , software, and a selection of additional resources which are currently available. The basic goal of these first few posts is to get you acquainted with the Kinect, and we encourage you to research and read further.

Data and Projects

In the [Working with the Kinect](#) series, you will find a general explanation of the kind of data that the Kinect is capable of capturing and example projects that are meant to provide a very basic introduction to using this piece of hardware. At this time example projects are available for the feeds from the Kinect using the OpenNI API in the Java programming language. Links to using the C++, C#/.NET, and other API's are given in the additional resources page [here](#).

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