Kinect SDK Beta2 and Kinect SDK for Windows vs Kinect for Xbox One

Features	Kinect SDK Beta2 and Kinect SDK for Windows	Kinec for Xbox One
*Method to calculate depth of objects in scene	Structured light	Time of light
Developed by	Microsoft + PrimeSense	Microsoft
*Resolution	480P	1080P
Number of skeletons tracked	2	6
*Bone orientations	No	Yes
Forces at body joints	No	Yes
Muscle simulation	No	Yes
Recognizing expressions	No (You can write your own algorithm if you want)	Yes
Face tracking	Yes	Yes
Measuring heart rate	No	Yes
SDKs available	Kinect for Windows SDK v1.8 OpenNI v2.2	Kinect for Windows SDK v2.0
Color Camera	640 X 480 @30 fps	1920 X 1080 @30fps
Depth Camera	320 X 240	512 X 424
Max Depth Distance	~4.5 M	~4.5 M
Min Depth Distance	40 cm in near mode	50 cm
*Horizontal Field of View	57 degrees	70 degrees
*Vertical Field of View	43 degrees	60 degrees
*Tilt Motor	Yes	No
*Skeleton Joints Defined	20 joints	26 joins
Full Skeletons Tracked	2	6
USB Standard	2.0	3.0
Supported OS	Windows 7/8	Windows 8

Reallusion FAQ

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