

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

| Features | Kinect SDK Beta2 and Kinect SDK for Windows | Kinect 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 joints |
| Full Skeletons Tracked | 2 | 6 |
| USB Standard | 2.0 | 3.0 |
| Supported OS | Windows 7/8 | Windows 8 |

Reallusion FAQ

<https://kb.reallusion.com/Product/50161/Kinect-SDK-Beta2-and-Kinect-SDK-for-Windows-vs-Kinect-for-Xb>