RSB Depth Sensor Support - Feature #2389

Feature # 2388 (New): Initial version of Kinect 2 SDK Plugin

Color/Depth/Infrared and Skeleton Grabbing

09/16/2015 10:09 PM - M. Goerlich

Status:	New		**Start date:**	09/16/2015
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	70%
Category:	Kinect SDK 2 Plugin		**Estimated time:**	0.00 hour
Target version:				
Description				

History

#1 - 09/16/2015 10:26 PM - M. Goerlich

- % Done changed from 0 to 70

The Streams can be grabbed and published through the configurable grabber. Since currently the Kinect 2 SDK does not offer any configuration of streams a videomode option has been implemented through OpenCV, but it performs badly (probably because the debug library is being used? needs to be tested).

A longer test within the appartment context yielded a Framerate of around 28-31 FPS for depth + skeleton grabbing and 22-25 FPS for grabbing depth + skeleton + 720p color images. Scaling the images seems to limit the performance since it happens in the grabbing thread and converting + sending is done in seperate threads, but still all streams run at the same frame rate.

The depth image seems a bit dark but it is unclear at the moment what unit the pixel values are in.