

Use Kinect in TouchDesigner

TOP and Chop

There are generally two different ways of utilizing Kinect in TouchDesigner, with Kinect TOP and Kinect Chop. Kinect TOP offers all image sensor data in a TOP. Kinect CHOP provides skeletal tracking data through a CHOP.

TOP

The image data can be accessed through [Kinect TOP](#) or [Kinect Azure TOP](#) respectively.

Below is an example of using creating a colored point cloud from the depth and color sensing image from Kinect. The project file for this example could be found [here](#).



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