

# How to Setup Kinect with Unity3d

Kritsakorn (Art)

E-mail [kc80@zips.uakron.edu](mailto:kc80@zips.uakron.edu)

## For Mac

1. Download and install Macport → <http://www.macports.org/install.php>
2. Download LibUSB → <http://mac.softpedia.com/get/System-Utilities/Libusb.shtml>
3. Launch a terminal window: Mac -> Application -> Utilities -> Terminal.
4. Type the following code at the command line prompt.  
→ sudo port install libusb-devel +universal
5. Installing Zigfu
  - Download and install the plugin installer from Zigfu.com.  
<http://www.zigfu.com/en/store/download/browser-plugin-package-for-mac-openni>
6. Download “ZDK for Unity3D” from Zigfu.com.  
To use it, just import it into your projects. It enables Unity3D to use Kinect.
7. Demo Unity3D / Kinect project: [Unity\\_Kinect\\_Example.zip](#) (17MB).

## For Windows

-Follow the instructions at

<http://hameds3d.blogspot.com/2012/01/how-to-setup-zigfu-and-unity3d-tutorial.html>

Demo Unity3D / Kinect project: [Unity\\_Kinect\\_Example.zip](#) (17MB).