

Kinect for Windows Sees 2nd Version

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Microsoft reveals an update on the windows version of the Kinect sensor at BUILD 2014-- the imaginatively titled Kinect for Windows v2, with hardware similar to the Xbox One version of the peripheral.

The Windows sensor shares technologies with the console version, including an HD camera, noise-isolating multi-microphone array, Time-of-Flight technology, expanded field of view, improved skeletal tracking and active infrared capability. Developers should be able to take advantage of such features with a new SDK version.

An included hub accessory handles connections to both PC (via USB 3.0) and power supply.

Microsoft says the first Kinect for Windows sees 1 million SDK downloads and a community of 400000 "active" developers. Will the second version of the sensor attract even more of a following once it launches on Q3 2014?

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