

Azure Kinect Point Cloud Rendering Plugin – Manual

Prerequisites

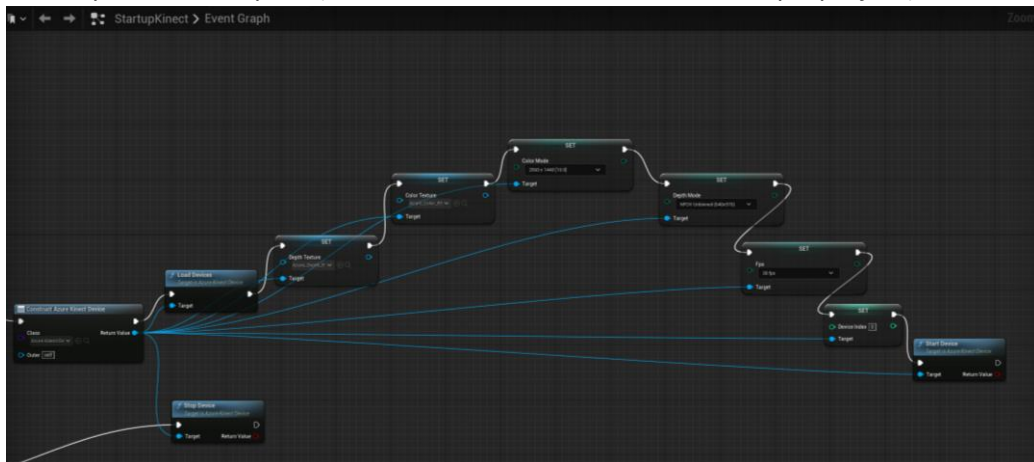
- Azure Kinect Camera
- Unreal Engine 5.X

Video Tutorial

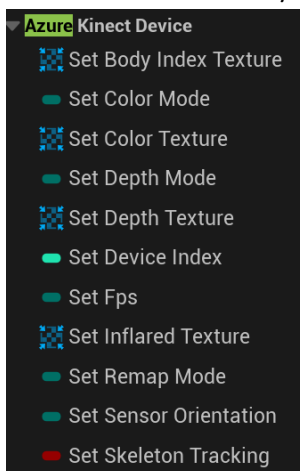
- Please have a look at the video tutorial: <https://www.youtube.com/watch?v=ywOnYK0d9Ls>

How To Use

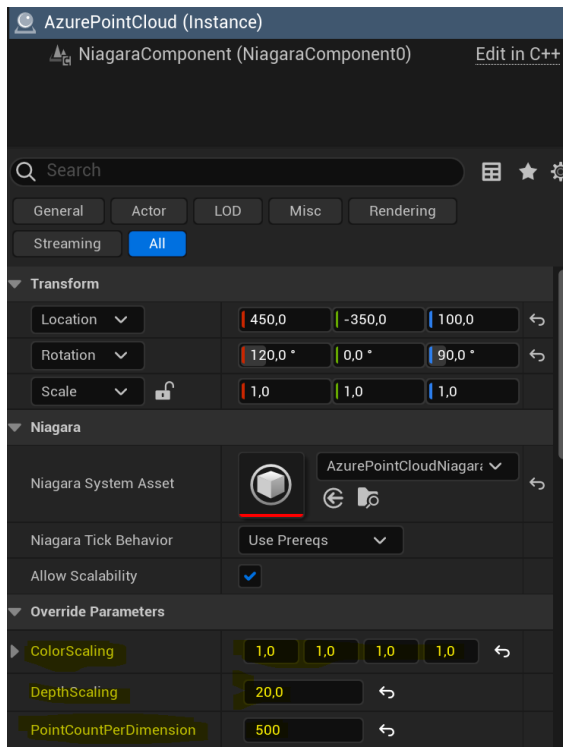
- You can start the Point Cloud Rendering of your Azure Kinect easily by using the „StartupKinect“ Blueprint (located in Content folder of the example project):



- The available methods/nodes in the Blueprint are:



- - Please note that some Color/Depth modes/resolutions only work with certain FPS. For more information have a look here: <https://learn.microsoft.com/en-us/azure/Kinect-dk/hardware-specification>
- To change the point count and thus the resolution of the point cloud, you can set the number of points **per axis** by the *PointCountPerDimension* parameter:



- Furthermore, you can also change the coloring of the point cloud by the *ColorScaling* parameter and the depth of the point cloud by the *DepthScaling* parameter
- If you want to adapt the behaviour of the points using Niagara features (e.g. adding forces, etc.), have a look at the *AzurePointCloudEmitter* and *AzurePointCloudNiagaraSystem* assets in the Plugin's content folder

Troubleshooting

In case you have problems getting the plugin working or the projects using the plugin won't compile, please ensure that the following DLLs are located **in your project's Binaries folder** and/or **in the Binaries folder of the engine plugin**

(`[YOUR_UE_INSTALLATION_FOLDER]\Engine\Plugins\Marketplace\NiagaraPointAzureKinect\Binaries\Win64`):

- `depthengine_2_0.dll`
- `k4a.dll`
- `k4abt.dll`

If they don't exist in one of these folders, you can copy them manually to one of the folders from these locations:

- `[YOUR_UE_INSTALLATION_FOLDER]\Engine\Plugins\Marketplace\NiagaraPointAzureKinect\Source\ThirdParty\azure-kinect-sdk\sdk\windows-desktop\amd64\release\bin`
- `[YOUR_UE_INSTALLATION_FOLDER]\Engine\Plugins\Marketplace\NiagaraPointAzureKinect\Source\ThirdParty\body-tracking-sdk\sdk\windows-desktop\amd64\release\bin`