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Microsoft unveils Windows SDK 2.0 for Kinect v2 sensors





By [Sean Dudley](#) on 23 October 2014



Microsoft has made its Windows SDK 2.0 available for Kinect v2 sensors.

The new software development kit, which is available to download for free from the Microsoft Download Center, features more than 200 improvements and updates, including enhancements to Visual Gesture Builder, Kinect Studio and Kinect Fusion.

For the first time, it will be possible to commercially deploy Kinect apps in the Windows Store, making it easier to deliver applications that feature gesture control, body tracking and object recognition to customers. An adapter kit has also been unveiled, which enables users to attach their Kinect for Xbox

One to Windows PCs and tablets, meaning all Kinect v2 sensors – Kinect for Windows v2 and Kinect for Xbox One – perform identically.

A number of Microsoft partners already have apps available to download in the Windows Store, including YAKiT, an app that allows users to animate 2D and 3D characters in real time, and 3D Builder, an app that allows users to scan a person or object, turn it into a 3D model, and create a 3D print of the model.

“These updates are all part of our goal to make Kinect accessible and easy to use for every developer,” said Alex Kipman, technical fellow in Microsoft's Operating Systems Group. “We created Kinect as a way to make computer interaction more intuitive and to address an increasing desire for technology to be more accessible. We are seeing a lot of interest from businesses to bring interactive experiences to their customers that allow people to interact naturally with technology by simply gesturing and speaking. Now, with the ability to commercially deploy the latest Kinect technology in a variety of industries and environments, there is a big opportunity for developers to meet the demand.”

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