

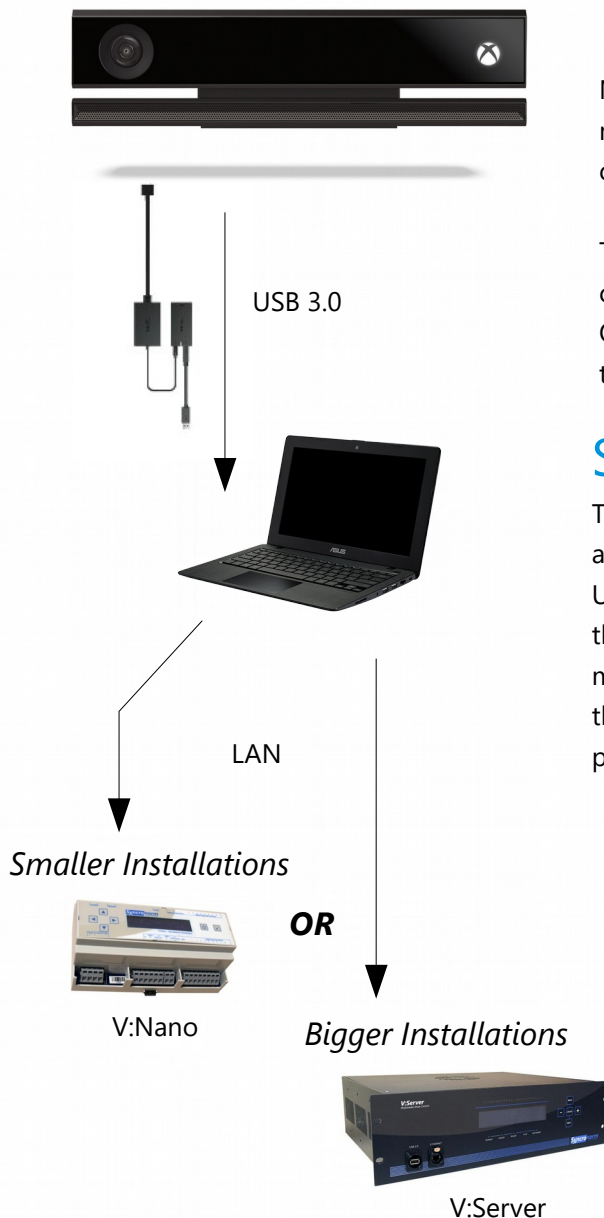
# Synchrom

...liquid inspiration

## Kinect for Fountains Overview

With Kinect for Fountains, Synchrom provides a solution to interact between Microsoft Kinect® v2 camera sensor and Depence soft- and hardware components.

This is what a general installation looks like.



### Kinect v2

Microsoft's camera sensor for capturing body movements serves as an interactive state-of-the-art control device to influence fountain control.

The Kinect adapter from Microsoft enables the Kinect v2 camera sensor, which was originally built for the Xbox One gaming console, to be used as an input device for the Depence Show Control software.

### Synchrom Software

The Synchrom Kinect for Fountains software application, that is available for Synchrom Depence Ultimate and Professional users, interacts in realtime with the Depence Show Control software. The captured body movement inputs are sent through Depence software via the SyncroNet network protocol to Synchrom hardware products like V:Nano 512 / 1024 or V:Server U8 / U16.

### Synchrom Hardware

Synchrom hardware in combination provides the perfect solution for interactive installations with the Microsoft Kinect v2 camera sensor. For smaller installations we suggest the V:Nano products. For bigger or mobile installations the 19" based servers U8 / U16 are the perfect choice.

## Download

The Kinect for Fountains application is available on the Synchrom website.

<http://synchrom.de/index.php/support/download-center>

Please note that a registration / log-in is required in order to see all available downloads.

**Note: Works with Depence Version 2016 1.1 and higher.**

## Minimum PC System Requirements

- Physical dual-core 3.1 GHz (2 logical cores per physical) or faster processor
- 64-bit (x64) processor
- USB 3.0 controller dedicated to the Kinect® Adapter for Windows for use with the Kinect® for Xbox One™ sensor
- 4 GB of RAM
- Graphics card that supports DirectX 11
- Windows® 10 (64 bit version)
- Microsoft .NET Framework 4.5 or higher
- Synchrom Depence Pro or Ultimate

## Required Hardware

- Kinect® v2 for Xbox One sensor
- Kinect® adapter for Windows® for use with the Kinect® for Xbox One sensor
- Synchrom V:Nano or Synchrom V:Server

Kinect® is a product of the Microsoft® Corporation