

## What's New in Version 1.6

1. Added BackgroundRemovalDemo4 scene, to show how to display virtual environment within the user's silhouette.
2. Added BackgroundRemovalDemo5 scene, to demonstrate how to display the user's silhouette in a 3d scene, according to the user's distance to the sensor.
3. Upgraded K4A plugin to Azure Kinect Sensor SDK v1.3.0 & Body Tracking SDK v0.9.4. Updated sensor interfaces to support the new hand-related joints, as well as the joint tracking states.
4. Added 'Ignore inferred joints'-setting to the KinectManager-component, to determine whether to consider or ignore the inferred joints.
5. Updated SceneMeshDemo & UserMeshDemo-scenes to undistort the mesh and to apply scene lighting (big thanks to Alan & Gianluca Martini).

## What's New in Version 1.5

1. Added BodyDataRecorderDemo scene, to show how to record and replay the user body data.
2. Added PlayerDetectorDemo scene, to demonstrate how to play a recording, when no user is present.
3. Updated SceneMeshDemo scene, to create and update the scene mesh on GPU instead of CPU.
4. Updated UserMeshDemo scene, to create and update the user mesh on GPU instead of CPU.
5. Fixed model's head rotation in the AvatarController-component (big thanks to N. Naydenov).

## What's New in Version 1.4

1. Added MoCap-Animator demo scene, to demonstrate motion capturing into Unity animation.
2. Added SceneMeshDemo scene, to show how to integrate part of the real environment into the scene.
3. Added UserMeshDemo scene, to show how to integrate the user into the scene.
4. Added 2<sup>nd</sup> background-removal demo scene, to demonstrate how to display part of the real environment on virtual background.
5. Updated K4A plugin to use Azure Kinect Body Tracking SDK 0.9.3.

## What's New in Version 1.3

1. Added background-removal demo scene, to show how to display user bodies on virtual background.
2. Added pose detection demo scene, to demonstrate how to detect the user matching static pose.
3. Added infrared image texture as an option of getting IR frames and displaying them on screen (big thanks to Gianluca Martini).
4. Updated K4A plugin to use the Azure Kinect Body Tracking SDK 0.9.2.
5. Fixed K4A interface issue, when the device's sync mode is Master (big thanks to Andreas Pedroni).

## What's New in Version 1.2

1. Added two fitting-room demo scenes, to demonstrate humanoid model overlays.
2. Added experimental RealSense body tracking. It's in preview state, far from perfect yet.
3. Added horizontal, vertical & forward offset settings to the JointOverlayer-component, to allow better adjustment of the overlaying object.
4. Added more visual effects to the point-cloud demo scene.
5. Updated K4A plugin to Azure Kinect Sensor SDK 1.2.
6. Fixed setting of K4A color and depth modes that require 15 fps.
7. Fixed play-recording in the Azure Kinect interface.

## What's New in Version 1.1

1. Replaced DepthEngine 1.0 with 2.0, to conform to Azure Kinect Sensor SDK 1.2.
2. Added two gesture demo scenes, to demonstrate discrete and continuous gesture tracking.
3. Added multi-scene demo, to show how to use the KinectManager in multi-scene projects.
4. Added 'Point cloud resolution'-setting to the sensor interface components, to allow depth-to-color and color-to-depth image conversions.
5. Added IMU rotation tracking and FollowSensorTransform-component, to allow sensor pose tracking.
6. Fixed AvatarController issue that caused the model to freeze, when the user ID changes.
7. Multiple updates, improvements and bug fixes, reported by the users.