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# **More Information About The Interesting And New Xbox 360 Kinect**

From the makers of the Xbox series, here comes the Xbox 360 Kinect. It is the newest and the new innovation in the world of highly advanced gaming console. This wireless game console is designed to deliver a new level of excitement that everybody will surely enjoy.

The Xbox 360 Kinect sensor system is composed of RGB camera, depth sensor and multi-array microphone software. These major elements are needed to develop and provide three-dimensional full body motion capture of the player or players. It also has the ability to recognize different voices of the player or players using the voice recognition system. The Kinect system software is capable of tracking as many as six people simultaneously, including the two players who are currently playing. Its system can easily read motions and analyze gestures as much as 20 joints per player.

The depth sensor has a built-in infra red projector connected to CMOS sensor which can evaluate the gaming area. This technology can easily read and determine what are the elements present around the playing area. Aside from the players, the system can detect for other furniture like tables, chairs and others. The user may also adjust its sensing range depends on the game requirements.

Kinect was initially introduced in the year 2009 with the code name Project Natal. The word Natal came from one of the City of Brazil with the same name. The project was named after the Alex Kipman who is the founder of the said product and known to be from Brazil. Natal also has the meaning of birth, and from the company Microsofts point of view, it means that Natal is the birth of the next generation in gaming entertainment.

At the launch of the Project Natal, there some technical problems came out upon doing some demonstrations. According to Kudo Tsunoda, the creative director of the said program, putting Kinect based control to the existing games would give some changes to the codes. Making the whole Kinect system failure in adding software features.

Last 2009, Microsoft held an event called E3 2009 A Media briefing. It is the event where Kinect was first introduced. Along with this event, Kinect unfolds a total of three demonstration to introduce the Kinect system. After doing the demonstrations, the system earned a lot of negative feedbacks. According to the creative director of the event named Kudo Tsunoda, the system failed to accept additional system to the software. As a result, it gives a lot of change to codes. This is the reason why the Kinect system was revised.

With the advanced features that the Xbox 360 Kinect has, you need to have a minimum storage requirement of 175 MB. It will provide you the maximum performance for the Xbox 360 Kinect dashboard game console. It will allow you to communicate well to the system using the hand gestures and voice commands. For added excitements, the system has Windows Live Messenger that allows the users to do video and voice chat.

For you to be able to enjoy the gaming experience that the it could give, A minimum requirement of 175 MB free storage is needed. This free storage will surely accelerates its performance to its maximum level for your Xbox series. This system will provide you the ease of using its wireless features such as executing commands through your voice and body movements.

Looking for comprehensive information on the fab Xbox 360 Kinect ? Get the exclusive low down on [Free Xbox Kinect](#) in our [Free Kinect](#) review.

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