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PrimeSense: Official Supplier of 3D-Sensing Technology for Xbox 360's Project Natal

Big surprise here

PrimeSense is behind Project Natal
PrimeSense

Though there is a big waiting period for Microsoft's Project Natal to come to the Xbox 360, it seems that there are many more things to be learned about "the project" and the technology behind it. Even if, initially, we could have heard members of the Xbox 360 developing team state that it is all Xbox genuine tech, it appears that PrimeSense was the company behind their whole 3D-sensing add-on.

An official document was released by PrimeSense, which tells the world they are the ones that helped Project Natal come into being. "PrimeSense's technology enables a paradigm shift in the way people interact with consumer electronic devices. The engagement with Xbox 360 establishes PrimeSense's position as a leading supplier of 3D-sensing technology," said Inon Beracha, chief executive officer, PrimeSense. "We are especially honored to have a partner like Microsoft who shares our vision for bringing innovative and engaging natural experiences to consumers."

Announced at GDC, Project Natal will be coming to the Xbox 360 sometime during the Holiday season this year and you can expect it to be a truly new gaming experience. What the Nintendo Wii has started with their controllers or the Wii Fit Project Natal might complete with their new way of gaming, which involves using one's entire body. Now that you know PrimseSense has been working on it as well, you can expect Project Natal to be a quality product.

"We've seen tremendous excitement and anticipation for the arrival of 'Project Natal' this holiday," stated Ilan Spillinger, vice president of Xbox 360 hardware. "PrimeSense has delivered an important component to the technology, helping us deliver revolutionary controller-free entertainment experiences in the living room."

Although, initially, PrimeSense boasted their TV controlling technology, which allowed for futuristic channel switching and library browsing by simply waving your hands up in the air, you cannot pretend that you don't care about them introducing their revolutionary 3D-sensing technology into the gaming world.

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