An open-source framework for real-time structured light is presented. It is called “SLStudio”, and enables real-time capture of metric depth images. The framework is modular, and extensible to support new algorithms for scene encoding/decoding, triangulation, and acquisition hardware. It is the aim that this software makes real-time 3D scene capture more widely accessible and serves as a foundation for new structured light scanners operating in real-time, e.g. 20 depth images per second and more. The use cases for such scanners are plentyful, however due to the computational constraints, all public implementations so far are limited to offline processing. With “SLStudio”, we are making a platform available which enables researchers from many different fields to build application specific real time 3D scanners. The software is hosted at http://compute.dtu.dk/~jakw/slstudio.