

Beginning Kinect Programming With The Microsoft Kinect Sdk

Beginning Microsoft Kinect for Windows SDK 2.0 Mansib Rahman 2017

Start Here! Learn the Kinect API Rob Miles 2012-07-15 Ready to learn Kinect programming? Start Here! Learn the fundamentals of programming with the Kinect API—and begin building apps that use motion tracking, voice recognition, and more. If you have experience programming with C#—simply start here! This book introduces must-know concepts and techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning Kinect Build an application to display Kinect video on your PC Have Kinect take photographs when it detects movement Draw on a computer screen by moving your finger in the

air Track your body gestures and use them to control a program Make a program that understands your speech and talks back to you Play a part in your own augmented reality game Create an "air piano" using Kinect with a MIDI device

Beginning Microsoft Kinect for Windows SDK 2.0 Mansib Rahman 2017-08-12 Develop applications in Microsoft Kinect 2 using gesture and speech recognition, scanning of objects in 3D, and body tracking. Create motion-sensing applications for entertainment and practical uses, including for commercial products and industrial applications. Beginning Microsoft Kinect for Windows SDK 2.0 is dense with code and examples to ensure that you understand how to build Kinect applications that can be

used in the real world. Techniques and ideas are presented to facilitate incorporation of the Kinect with other technologies. What You Will Learn Set up Kinect 2 and a workspace for Kinect application development Access audio, color, infrared, and skeletal data streams from Kinect Use gesture and speech recognition Perform computer vision manipulations on image data streams Develop Windows Store apps and Unity3D applications with Kinect 2 Take advantage of Kinect Fusion (3D object mapping technology) and Kinect Ripple (Kinect projector infotainment system) Who This Book Is For Developers who want to include the simple but powerful Kinect technology into their projects, including amateurs and hobbyists, and professional developers

Programming with the Kinect for Windows Software Development Kit David Catuhe 2012-09-15 Create rich experiences for users of Windows 7 and Windows 8 Developer Preview with this pragmatic guide to the Kinect for

Windows Software Development Kit (SDK). The author, a developer evangelist for Microsoft, walks you through Kinect sensor technology and the SDK—providing hands-on insights for how to add gesture and posture recognition to your apps. If you're skilled in C# and Windows Presentation Foundation, you'll learn how to integrate Kinect in your applications and begin writing Uis and controls that can handle Kinect interaction. This book introduces the Kinect for Windows Software Development Kit to developers looking to enrich applications they build for Windows 7 and later with human motion tracking Teaches developers with core C# and WPF skills how to program gesture and posture recognition in Kinect Describes how to integrate 3D representation on top of a real scene Provides expert insights and code samples to get you up and running [Kinect in Motion - Audio and Visual Tracking by Example](#) Clemente Giorio 2013-04-25 Start building for the Kinect today by capturing

gestures, movements, and spoken voice commands
Key Features Step-by-step examples on how to master the essential features of Kinect technology Fully-functioning code samples ready to expand and adjust to your need Compact and handy reference on how to adopt a multimodal user interface in your application
Book Description Kinect is a motion-sensing input device by Microsoft for the Xbox 360 video game console and Windows PCs. It provides capabilities to enhance human-machine interaction along with a zero-to-hero journey to engage the user in a multimodal interface dialog with your software solution. Kinect in Motion - Audio and Visual Tracking by Example guides you in developing more than five models you can use to capture gestures, movements, and voice spoken commands. The examples and the theory discussed provide you with the knowledge to let the user become a part of your application. Kinect in Motion - Audio and Visual Tracking by Example is a compact reference on how to

master color, depth, skeleton, and audio data streams handled by Kinect for Windows. Starting with an introduction to Kinect and its characteristics, you will first be shown how to master the color data stream with no more than one page of lines of code. Learn how to manage the depth information and map them against the color ones. You will then learn how to define and manage gestures that enable the user to instruct the application simply by moving arms or any other type of natural action. Finally you will complete your journey through a multimodal interface, combining gestures with audio. The book will lead you through many detailed, real-world examples, and even guide you on how to test your application. What you will learn Tune the captured color data stream to adjust the output to the environmental condition Detect simple actions, such as arm movement, to raise events in your application Debug and test your application to increase the quality of the software delivered Track users wherever they

are seated or standing so that your application can interact with the users Capture sounds to convert the vocal input into application commands Adjust the Kinect angle programmatically to optimize the view angle according to the user position and the environment characteristics Who this book is for Kinect in Motion - Audio and Visual Tracking by Example is great for developers new to the Kinect for Windows SDK, and who are looking to get a good grounding in how to master video and audio tracking. It's assumed that you have some experience in C# and XAML already.

Natural Interaction in Medical Training

Alberto Del Bimbo 2017-11-28 This book covers state of the art techniques for health personnel training using natural interfaces, immersive systems and serious games paradigms. Opening with a comprehensive introduction to the state of immersive visualisation techniques of interaction and simulation used in the industry and training research, the authors then focus on

computer vision techniques used to develop realtime training systems effectively, providing recognition of actions and re-identification of persons. Principles of serious gaming applied to immersive natural interfaces are also addressed. The book culminates with the presentation of two prototypes of immersive systems for natural interaction, that the authors have developed and tested for the training of medical personnel.

These prototypes use the principles and the technologies described in the first part of the book. Natural Interaction in Medical Training offers a unique point of view from medical professionals and computer engineers.

[Learn the Kinect API](#) Rob S. Miles 2012 Start Here! A Learn the fundamentals of programming with the Kinect API - and begin building your first apps that use a camera, motion tracking, and voice recognition.

Assistive Technologies for Physical and Cognitive Disabilities Theng, Lau Bee

2014-12-31 Research on assistive technologies is

undergoing many developments in its effectiveness in helping those with varying impairments. New technologies are constantly being created, researched, and implemented for those who need these technological aides in daily life. Assistive Technologies for Physical and Cognitive Disabilities combines worldwide cases on people with physical and cognitive disabilities with the latest applications in assistive technologies. This reference work brings different researchers together under one title to discuss current findings, developments, and ongoing research in the area of rehabilitative technology. This reference book is of critical use to professionals, researchers, healthcare practitioners, caretakers, academicians, and students.

Beginning Kinect Programming James Ashley
2015-01-22 The Kinect is the original and most popular motion sensing input device for computers and game consoles, enabling natural user interaction through gestures and speech.

Beginning Kinect Programming is an ideal introduction to developing apps that understand and use these exciting capabilities, ranging from depth sensing and motion tracking to speech recognition, digital art and 3D scanning, with the next generation Kinect for Windows v2 sensor and SDK. The book starts by taking you through fundamentals of Kinect programming as you set up your development environment and build your first working Kinect application. The v2 sensor includes higher definition full color video, better depth image processing and more sophisticated skeleton tracking, all of which you'll be introduced to in guided code walkthroughs for maximum accessibility. Audio processing is next as the author takes you through examples of programming speech recognition with Kinect. Also included is a useful introduction to using C++ alongside your C# code for maximum speed and power in particle interactions. The final chapters of the book dive into some exciting and imaginative ways to

interact with your Kinect, featuring digital art, 3D avatar creation for Unity3D, scanning 3D objects with Kinect, and computer vision. Invest in the future of human-computer interaction and have fun along the way, with Beginning Kinect Programming: with the Kinect for Windows v2 SDK.

Proceedings of the 11th National Technical Seminar on Unmanned System Technology 2019

Zainah Md Zain 2020-07-07 This book includes research papers from the 11th National Technical Symposium on Unmanned System Technology. Covering a number of topics, including intelligent robotics, novel sensor technology, control algorithms, acoustics signal processing, imaging techniques, biomimetic robots, green energy sources, and underwater communication backbones and protocols, it will appeal to researchers developing marine technology solutions and policy-makers interested in technologies to facilitate the exploration of coastal and oceanic regions.

Smart Technologies: Breakthroughs in Research and Practice Management Association, Information Resources 2017-06-19 Ongoing advancements in modern technology have led to significant developments with smart technologies. With the numerous applications available, it becomes imperative to conduct research and make further progress in this field. Smart Technologies: Breakthroughs in Research and Practice provides comprehensive and interdisciplinary research on the most emerging areas of information science and technology. Including innovative studies on image and speech recognition, human-computer interface, and wireless technologies, this multi-volume book is an ideal source for researchers, academicians, practitioners, and students interested in advanced technological applications and developments.

Meet the Kinect Sean Kean 2012-05-10 Meet the Kinect introduces the exciting world of volumetric computing using the Microsoft

Kinect. You'll learn to write scripts and software enabling the use of the Kinect as an input device. Interact directly with your computer through physical motion. The Kinect will read and track body movements, and is the bridge between the physical reality in which you exist and the virtual world created by your software. Microsoft's Kinect was released in fall 2010 to become the fastest-selling electronic device ever. For the first time, we have an inexpensive, three-dimensional sensor enabling direct interaction between human and computer, between the physical world and the virtual. The Kinect has been enthusiastically adopted by a growing culture of enthusiasts, who put it to work in creating technology-based art projects, three-dimensional scanners, adaptive devices for sight-impaired individuals, new ways of interacting with PCs, and even profitable business opportunities. Meet the Kinect is the resource to get you started in mastering the Kinect and the exciting possibilities it brings.

You'll learn about the Kinect hardware and what it can do. You'll install drivers and learn to download and run the growing amount of Kinect software freely available on the Internet. From there, you'll move into writing code using some of the more popular frameworks and APIs, including the official Microsoft API and the language known as Processing that is popular in the art and creative world. Along the way, you'll learn principles and terminology. Volumetric computing didn't begin with the Kinect. The field is decades old—if you've ever had an MRI, for example, you have benefitted from volumetric computing technology. Meet the Kinect goes beyond just the one device to impart the principles and terminology underlying the exciting field of volumetric computing that is now wide-open and accessible to the average person.

Electrodynamic and Mechatronic Systems

Bronisław Tomczuk 2014-02-27 Selected, peer reviewed extended papers from the International

Symposium on Electrodynamical and Mechatronic Systems (SELM 2013), May 15-18, 2013, Zawiercie, Poland

Gamification: Concepts, Methodologies, Tools, and Applications Management

Association, Information Resources 2015-03-31

Serious games provide a unique opportunity to engage students more fully than traditional teaching approaches. Understanding the best way to utilize games and play in an educational setting is imperative for effectual learning in the twenty-first century. Gamification: Concepts, Methodologies, Tools, and Applications investigates the use of games in education, both inside and outside of the classroom, and how this field once thought to be detrimental to student learning can be used to augment more formal models. This four-volume reference work is a premier source for educators, administrators, software designers, and all stakeholders in all levels of education.

Augmented Reality with Kinect Rui Wang

2013-07-11 If you know C/C++ programming, then this book will give you the ability to develop augmented reality applications with Microsoft's Kinect. By the end of the course you will have created a complete game. Key Features Understand all major Kinect API features including image streaming, skeleton tracking and face tracking Understand the Kinect APIs with the help of small examples Develop a comparatively complete Fruit Ninja game using Kinect and augmented Reality techniques Book Description Microsoft Kinect changes the notion of user interface design. It differs from most other user input controllers as it enables users to interact with the program without touching the mouse or a trackpad. It utilizes motion sensing technology and all it needs is a real-time camera, tracked skeletons, and gestures. Augmented Reality with Kinect will help you get into the world of Microsoft Kinect programming with the C/C++ language. The book will cover the installation, image streaming, skeleton and

face tracking, multi-touch cursors and gesture emulation. Finally, you will end up with a complete Kinect-based game. Augmented Reality with Kinect will help you get into the world of Kinect programming, with a few interesting recipes and a relatively complete example. The book will introduce the following topics: the installation and initialization of Kinect applications; capturing color and depth images; obtaining skeleton and face tracking data; emulating multi-touch cursors and gestures; and developing a complete game using Kinect features. The book is divided in such a way so as to ensure that each topic is given the right amount of focus. Beginners will start from the first chapter and build up to developing their own applications. What you will learn

- Install a Kinect device and SDK packages on your computer
- Initialize Kinect with C++ APIs in your own application
- Obtain image streaming data from color and depth cameras
- Acquire skeleton data and face tracking results for use
- Use hand

positions to emulate multi-touch cursors and gestures

- Develop a Fruit Ninja game with different Kinect functionalities
- Study with simple and interesting examples using a uniform OpenGL framework
- Find more open source and commercial resource on the Web

Who this book is for

This book is meant for readers who are familiar with C/C++ programming and want to write simple programs with Kinect. The standard template library can also be used as it is simple enough to understand.

Kinect Open Source Programming Secrets

Andrew Davison 2012-05-22

Program Kinect to do awesome things using a unique selection of open source software! The Kinect motion-sensing device for the Xbox 360 and Windows became the world's fastest-selling consumer electronics device when it was released (8 million sold in its first 60 days) and won prestigious awards, such as "Gaming Gadget of the Year." Now Kinect Open Source Programming Secrets lets YOU harness the

Kinect's powerful sensing capabilities for gaming, science, multimedia projects, and a mind-boggling array of other applications on platforms running Windows, Mac OS, and Linux. Dr. Andrew Davison, a user interface programming expert, delivers exclusive coverage of how to program the Kinect sensor with the Java wrappers for OpenNI and NITE, which are APIs created by PrimeSense, the primary developers of the Kinect's technology. Beginning with the basics--depth imaging, 3D point clouds, skeletal tracking, and hand gestures--the book examines many other topics, including Kinect gaming, FAAST-style gestures that aren't part of standard NITE, motion detection using OpenCV, how to create gesture-driven GUIs, accessing the Kinect's motor and accelerometer, and other tips and techniques. Inside: Free open source APIs to let you develop amazing Kinect hacks for commercial or private use Full coverage of depth detection, camera, and infrared imaging point clouds; Kinect

gaming; 3D programming; gesture-based GUIs, and more Online access to detailed code examples on the author's web site, plus bonus chapters on speech recognition, beamforming, and other exotica

Kinect for Windows SDK Programming Guide Abhijit Jana 2012-12-26 Build motion-sensing applications with Microsoft's Kinect for Windows SDK quickly and easily with this book and ebook. Key Features Building application using Kinect for Windows SDK. Covers the Kinect for Windows SDK v1.6 A practical step-by-step tutorial to make learning easy for a beginner. A detailed discussion of all the APIs involved and the explanations of their usage in detail Procedures for developing motion-sensing applications and also methods used to enable speech recognition Book Description Build motion-sensing applications with Microsoft's Kinect for Windows SDK quickly and easily with this book and ebook. What you will learn Understand the Kinect sensor in terms of a

device, different components, and how they work. Step by step installation guide of SDK, troubleshooting tips and development environment setup. Reading the Kinect device information, monitoring and notifying the sensor status change. Automatically adjust the sensor elevation angle Understand different approaches of capturing data stream from Kinect sensor. Learn the uses of color, depth and IR data and how to leverage them in your applications. Use skeleton-tracking for interactive applications and leveraging the applications to gesture-enabled application Understand usages of Microphone array and build speech-enabled applications with Speech API Develop applications using Multiple Kinects Understand how to design cross device application with Kinect Who this book is for The purpose of this book is to explain how to develop applications using the Kinect for Windows SDK. If you are a beginner and looking to start developing applications using the Kinect for Windows SDK,

and if you want to build motion-sensing, speech-recognizing applications with Kinect, this book is for you. This book uses C# and WPF (Windows Presentation Foundation) in the examples, so you need to know the basics of C# and WPF. You should be familiar with the Visual Studio IDE as well. You don't have to know anything about the Kinect for Windows SDK.

Advances in Asset Management and Condition Monitoring

Andrew Ball 2020-08-27 This book gathers select contributions from the 32nd International Congress and Exhibition on Condition Monitoring and Diagnostic Engineering Management (COMADEM 2019), held at the University of Huddersfield, UK in September 2019, and jointly organized by the University of Huddersfield and COMADEM International. The aim of the Congress was to promote awareness of the rapidly emerging interdisciplinary areas of condition monitoring and diagnostic engineering management. The contents discuss the latest tools and techniques

in the multidisciplinary field of performance monitoring, root cause failure modes analysis, failure diagnosis, prognosis, and proactive management of industrial systems. There is a special focus on digitally enabled asset management and covers several topics such as condition monitoring, maintenance, structural health monitoring, non-destructive testing and other allied areas. Bringing together expert contributions from academia and industry, this book will be a valuable resource for those interested in latest condition monitoring and asset management techniques.

Beginning Kinect Programming with the Microsoft Kinect SDK Jarrett Webb 2012-06-12

Beginning Kinect Programming with the Microsoft Kinect SDK gets you up and running developing Kinect applications for your PC using Microsoft tools and the official SDK. You will have a working Kinect program by the end of the first chapter! The following chapters will open up the secrets of three-dimensional vision,

skeleton tracking, audio through the Kinect, and more. Examples illustrate the concepts in the form of simple games that react to your body movements. The result is a fun read that helps you learn one of the hottest technologies out there today. Beginning Kinect Programming with the Microsoft Kinect SDK also provides building blocks and ideas for mashing up the Kinect with other technologies to create art, interactive games, 3D models and enhanced office automation. You'll learn the fundamental code basic to almost all Kinect applications. You'll learn to integrate that code with other tools and manipulate data to create amazing Kinect applications. Beginning Kinect Programming with the Microsoft Kinect SDK is your gateway into the exciting world of three-dimensional, real-time computer interaction. Helps you create a proper development environment for Kinect applications. Covers the basics of three-dimensional vision, skeleton tracking, gesture recognition, and audio Provides fun examples

that keep you engaged and learning
Robot Intelligence Technology and Applications
2 Jong-Hwan Kim 2014-03-21 We are facing a new technological challenge on how to store and retrieve knowledge and manipulate intelligence for autonomous services by intelligent systems which should be capable of carrying out real world tasks autonomously. To address this issue, robot researchers have been developing intelligence technology (InT) for “robots that think” which is in the focus of this book. The book covers all aspects of intelligence from perception at sensor level and reasoning at cognitive level to behavior planning at execution level for each low level segment of the machine. It also presents the technologies for cognitive reasoning, social interaction with humans, behavior generation, ability to cooperate with other robots, ambience awareness and an artificial genome that can be passed on to other robots. These technologies are to materialize cognitive intelligence, social intelligence,

behavioral intelligence, collective intelligence, ambient intelligence and genetic intelligence. The book aims at serving researchers and practitioners with a timely dissemination of the recent progress on robot intelligence technology and its applications, based on a collection of papers presented at the at the 2nd International Conference on Robot Intelligence Technology and Applications (RiTA), held in Denver, USA, December 18-20, 2013.

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