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GameVortex's review of Start Here! Learning the Kinect API. There's just something exciting about the Kinect. Perhaps it's the freedom of not having to hold a controller or push any buttons or perhaps it's because it's ever-so-much closer to the way we can interact with people, with simple gestures and vocal commands. At any rate, the Kinect packs a hefty amount of sensing input in a small ...

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Learn the Kinect API. After completing this chapter, you will: Understand how the Kinect sensor generates data about the world around it.

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Identify the key components of the Kinect sensor and how they work. Appreciate how the sensors and the Kinect provide useful signals to a connected computer or console.

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

Introduces the basics of using the Kinect API to build applications that use voice recognition and motion tracking, covering such topics as writing software, using the depth and sound sensors, body tracking, and augmented reality.

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 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

Create rich experiences for users of Windows 7 and Windows 8 Developer Preview with this pragmatic guide to the Kinect for Windows

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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

This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book. It includes a detailed discussion of APIs with step-by-step explanation of development of a real-world sample application. 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 P).

A guide to creating computer applications using Microsoft Kinect features instructions on using the device with different operating systems, using 3D scanning technology, and building robot arms, all using open source programming language.

The book focuses on both theory and applications in the broad areas of communication technology, computer science and information security. This two volume book contains the Proceedings of 4th International Conference on Advanced Computing, Networking and Informatics. This book brings together academic scientists, professors, research scholars and students to share and disseminate information on knowledge and scientific research works related to computing, networking, and informatics to discuss the practical challenges encountered and the solutions adopted. The book also promotes translation of basic research into applied investigation and convert applied investigation into practice.

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

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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.

This book is a mini tutorial with plenty of code examples and strategies to give you many options when building your own applications. 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.

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