Microsoft Kinect For Windows Sdk 15

Sean Kean, Jonathan Hall, Phoenix Perry

Kinect for Windows SDK Programming Guide Abhijit Jana,2012-01-01 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.

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

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

Beginning Microsoft Kinect for Windows SDK 2.0 Mansib Rahman, 2017

Beginning Kinect Programming with the Microsoft Kinect SDK Jarrett Webb, James Ashley, 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

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

Kinect in Motion - Audio and Visual Tracking by Example Clemente Giori,2013-04-25 The book includes a series of step-by-step illustrated tutorials supported by detailed explanations for building a multimodal user interface based on Kinect for Windows.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.

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.

Serious Games Stefan Göbel, Augusto Garcia-Agundez, Thomas Tregel, Minhua Ma, Jannicke Baalsrud Hauge, Manuel Oliveira, Tim Marsh, Polona Caserman, 2018-10-30 This book constitutes the proceedings of the 4th International Conference on Serious Games, JCSG 2018, held in Darmstadt, Germany, in November 2018. The 15 full and 12 short papers presented in this volume were carefully reviewed and selected from 40 submissions. They were organized in topical sections named: serious games studies; game-based learning and teaching; game development - serious games design, models, tools and emerging technologies; and serious games for health.

Advances in Intelligent Information Hiding and Multimedia Signal Processing Jeng-Shyang Pan,Pei-Wei Tsai,Junzo Watada,Lakhmi C. Jain,2017-07-15 This volume includes papers presented at IIH-MSP 2017, the 13th International Conference on Intelligent Information Hiding and Multimedia Signal Processing, held on 12–15 August 2017 in Matsue, Shimane, Japan. The conference covered topics ranging from information hiding and security, and multimedia signal processing and networking, to bio-inspired multimedia technologies and systems. This volume focuses on subjects related to multimedia security and applications, wearable computing, Internet of Things (IoT) privacy and information security, biomedical system design and applications, emerging techniques and applications, soft computing and applications, applications of image encoding and rendering, and information hiding and its criteria. Updated with the latest research outcomes and findings, the papers presented appeal to researchers and students in the corresponding fields.

OpenNI Cookbook Soroush Falahati,2013-01-01 This is a Cookbook with plenty of practical recipes enriched with explained code and relevant screenshots to ease your learning curve. If you are a beginner or a professional in NIUI and want to write serious applications or games, then this

book is for you. Even OpenNI 1 and OpenNI 1.x programmers who want to move to new versions of OpenNI can use this book as a starting point. This book uses C++ as the primary language but there are some examples in C# and Java too, so you need to have about a basic working knowledge of C or C++ for most cases.

Ambient Intelligence Andreas Braun, Reiner Wichert, Antonio Maña, 2017-04-03 This book constitutes the refereed proceedings of the 13th European Conference on Ambient Intelligence, AmI 2017, held in Malaga, Spain, in April 2017. The 16 revised full papers presented together with 4 short papers and 1 keynote paper were carefully reviewed and selected from 48 submissions. The papers cover topics such as: Enabling technologies, methods and platforms; objectives and approaches of ambient intelligence and internet of things; from information design to interaction and experience design, and application areas of AmI and IoT.

Meet the Kinect Sean Kean, Jonathan Hall, Phoenix Perry, 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.

<u>Virtual, Augmented and Mixed Reality: Interaction, Navigation, Visualization, Embodiment, and Simulation</u> Jessie Y.C. Chen,Gino Fragomeni,2018-07-10 This two-volume set LNCS 10909 and 10910 constitutes the refereed proceedings of the 10th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2018, held as part of HCI International 2018 in Las Vegas, NV, USA. HCII 2018 received a total of 4346 submissions, of which 1171 papers and 160 posters were accepted for publication after a careful reviewing process. The 65 papers presented in this volume were organized in topical sections named: interaction, navigation, and visualization in VAMR; embodiment, communication, and collaboration in VAMR; education, training, and simulation; VAMR in psychotherapy, exercising, and health; virtual reality for cultural heritage, entertainment, and games; industrial and military applications.

Intelligent Robotics and Applications Chee Seng Chan, Hong Liu, Xiangyang Zhu, Chern Hong Lim, Xinjun Liu, Lianqing Liu, Kam Meng Goh, 2021-01-08 This book constitutes the proceedings of the 13th International Conference on Intelligent Robotics and Applications, ICIRA 2020, held in Kuala Lumpur, Malaysia, in November 2020. The 45 full papers and 3 short papers were carefully reviewed and selected from 66 submissions. The accepted papers were grouped into various subtopics including Advanced Measurement and Machine Vision System; Automation; Human-Robot Interaction; Mobile Robots and Intelligent Autonomous System; Recent Trends in Computational Intelligence; Robot Design, and Development and

Control. Due to the Corona pandemic ICIRA 2020 was held as a virtual event.

Machine Learning Approaches to Human Movement Analysis Matteo Zago, Peter A. Federolf, Ana Francisca Rozin Kleiner, 2021-03-04

Inventive Computation and Information Technologies S. Smys, Valentina Emilia Balas, Ram Palanisamy, 2022-01-18 This book is a collection of best selected papers presented at the International Conference on Inventive Computation and Information Technologies (ICICIT 2021), organized during 12-13 August 2021. The book includes papers in the research area of information sciences and communication engineering. The book presents novel and innovative research results in theory, methodology and applications of communication engineering and information technologies.

Advances in Machine Learning/Deep Learning-based Technologies George A. Tsihrintzis, Maria Virvou, Lakhmi C. Jain, 2021-08-05 As the 4th Industrial Revolution is restructuring human societal organization into, so-called, "Society 5.0", the field of Machine Learning (and its sub-field of Deep Learning) and related technologies is growing continuously and rapidly, developing in both itself and towards applications in many other disciplines. Researchers worldwide aim at incorporating cognitive abilities into machines, such as learning and problem solving. When machines and software systems have been enhanced with Machine Learning/Deep Learning components, they become better and more efficient at performing specific tasks. Consequently, Machine Learning/Deep Learning stands out as a research discipline due to its worldwide pace of growth in both theoretical advances and areas of application, while achieving very high rates of success and promising major impact in science, technology and society. The book at hand aims at exposing its readers to some of the most significant Advances in Machine Learning/Deep Learning-based Technologies. The book consists of an editorial note and an additional ten (10) chapters, all invited from authors who work on the corresponding chapter theme and are recognized for their significant research contributions. In more detail, the chapters in the book are organized into five parts, namely (i) Machine Learning/Deep Learning in Socializing and Entertainment, (ii) Machine Learning/Deep Learning in Education, (iii) Machine Learning/Deep Learning in Security, (iv) Machine Learning/Deep Learning in Time Series Forecasting, and (v) Machine Learning in Video Coding and Information Extraction. This research book is directed towards professors, researchers, scientists, engineers and students in Machine Learning/Deep Learning-related disciplines. It is also directed towards readers who come from other disciplines and are interested in becoming versed in some of the most recent Machine Learning/Deep Learning-based technologies. An extensive list of bibliographic references at the end of each chapter guides the readers to probe further into the application areas of interest to them.

Imaging: Sensors and Technologies Gonzalo Pajares Martinsanz,2018-07-06 This book is a printed edition of the Special Issue Imaging: Sensors and Technologies that was published in Sensors

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