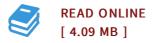




Beginning Microsoft Kinect for Windows SDK 2.0: Motion and Depth Sensing for Natural User Interfaces

By Mansib Rahman

APRESS L.P. Aug 2017, 2017. Taschenbuch. Condition: Neu. Neuware - 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 299 pp. Englisch.



Reviews

This book is definitely not straightforward to get started on studying but extremely exciting to read. It is really simplistic but shocks in the 50 percent of the ebook. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- Ally Reichel

This publication is amazing. It is definitely basic but shocks in the fifty percent of your publication. You wont feel monotony at anytime of your own time (that's what catalogues are for concerning if you question me).

-- Prof. Kirk Cruickshank DDS