Kinect in Motion Audio and Visual Tracking by Example

Von Clemente Giorio, Massimo Fascinari
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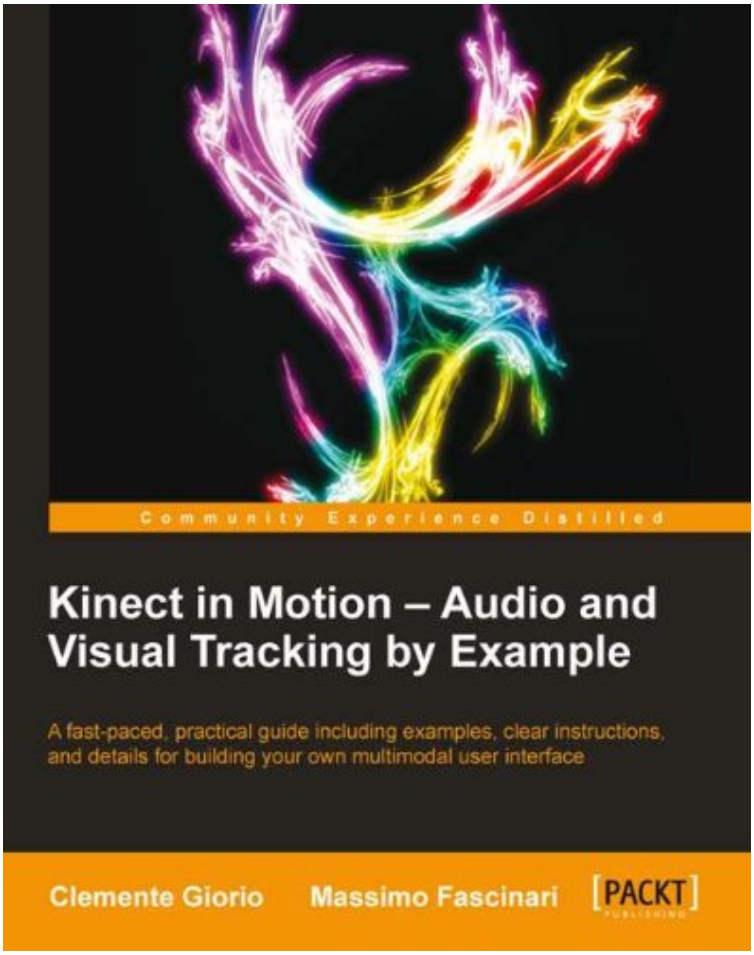

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Von Clemente Giorio, Massimo Fascinari : Kinect in Motion Audio and Visual Tracking by Example before purchasing it in order to gage whether or not it would be worth my time, and all praised Kinect in Motion Audio and Visual Tracking by Example:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Hands-on introduction to Kinect programmingVon pelThe book provides a down to earth hands on introduction to the Kinect hardware and SDK. It provides the basics for images streams and skelettal training. A feature standing out is the part explaining the Kinect's audio capabilities (speech recognition and audio source tracking.

KurzbeschreibungIn DetailKinect 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.ApproachThe 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.Who this book is forKinect 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. Its assumed that you have some experience in C# and XAML already.KurzbeschreibungIn DetailKinect 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.ApproachThe 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.Who this book is forKinect 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. Its assumed that you have some experience in C# and XAML already.ber den Autor und weitere MitwirkendeClemente Giorio Clemente Giorio is an independent Consultant; he cooperated with Microsoft SrL for the development of a prototype that uses the Kinect sensor. He is interested in Human-computer Interface (HCI) and multimodal interaction.Massimo Fascinari Massimo Fascinari is a solution architect at Avanade, where he designs and delivers software development solutions to companies throughout UK and Ireland. His interest in Kinect and human machine interaction started during his research on increasing the usability and adoption of collaboration solutions.