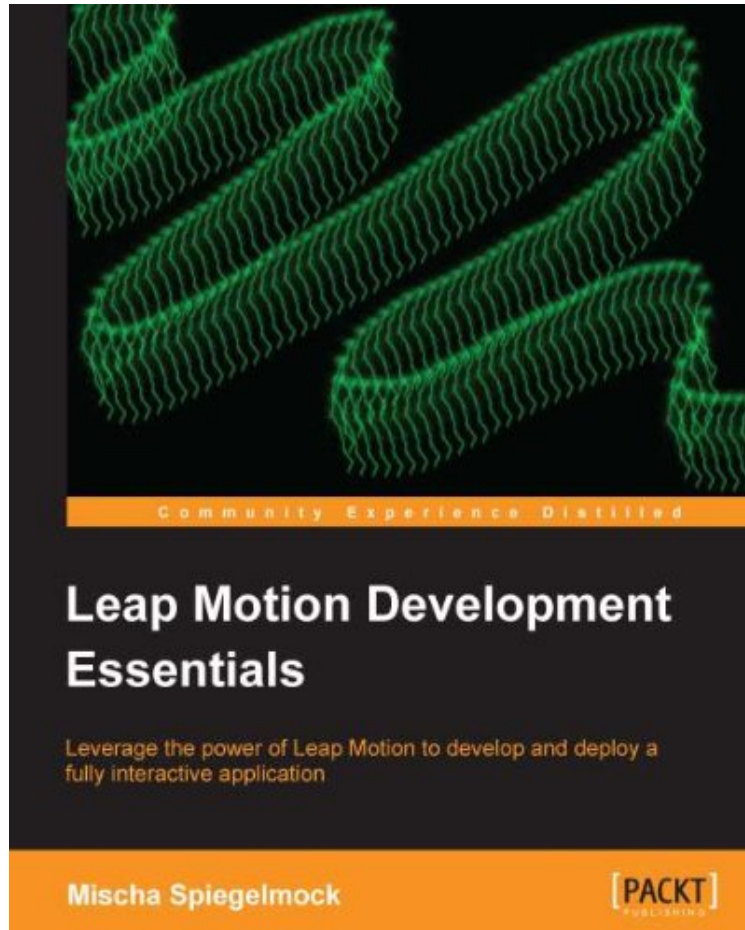


(Mobile book) Leap Motion Development Essentials

Leap Motion Development Essentials

Von Mischa Spiegelmock

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Von Mischa Spiegelmock : Leap Motion Development Essentials before purchasing it in order to gage whether or not it would be worth my time, and all praised Leap Motion Development Essentials:

KundenrezensionenHilfreichste Kundenrezensionen4 von 4 Kunden fanden die folgende Rezension hilfreich. Interessant fr EntwicklerVon Richter, VolkmarWir forschen zur Zeit an Einsatzmglichkeiten fr die Gestensteuerung, da war das Buch fr uns eine groe Hilfe beim schnellen Erstellen von Prototypen.

KurzbeschreibungIn DetailLeap Motion is a company developing advanced motion sensing technology for humancomputer interaction. Originally inspired by the level of difficulty of using a mouse and keyboard for 3D modeling, Leap Motion believe that moulding virtual clay should be as easy as moulding clay in your hands. Leap Motion now focus on bringing this motion sensing technology closer to the real world.Leap Motion Development

Essentials explains the concepts and practical applications of gesture input for developers who want to take full advantage of Leap Motion technology. This guide explores the capabilities available to developers and gives you a clear overview of topics related to gesture input along with usable code samples. Leap Motion Development Essentials shows you everything you need to know about the Leap Motion SDK, from creating a working program with gesture input to more sophisticated applications covering a range of relevant topics. Sample code is provided and explained along with details of the most important and central API concepts. This book teaches you the essential information you need to design a gesture-enabled interface for your application, from specific gesture detection to best practices for this new input. You will be given guidance on practical considerations along with copious runnable demonstrations of API usage which are explained in step-by-step, reusable recipes. Approach This book is a fast-paced guide with practical examples that aims to help you understand and master the Leap Motion SDK. Who this book is for This book is for developers who are either involved in game development or who are looking to utilize Leap Motion technology in order to create brand new user interaction experiences to distinguish their products from the mass market. You should be comfortable with high-level languages and object-oriented development concepts in order to get the most out of this book. Kurzbeschreibung In Detail Leap Motion is a company developing advanced motion sensing technology for human-computer interaction. Originally inspired by the level of difficulty of using a mouse and keyboard for 3D modeling, Leap Motion believe that moulding virtual clay should be as easy as moulding clay in your hands. Leap Motion now focus on bringing this motion sensing technology closer to the real world. Leap Motion Development Essentials explains the concepts and practical applications of gesture input for developers who want to take full advantage of Leap Motion technology. This guide explores the capabilities available to developers and gives you a clear overview of topics related to gesture input along with usable code samples. Leap Motion Development Essentials shows you everything you need to know about the Leap Motion SDK, from creating a working program with gesture input to more sophisticated applications covering a range of relevant topics. Sample code is provided and explained along with details of the most important and central API concepts. This book teaches you the essential information you need to design a gesture-enabled interface for your application, from specific gesture detection to best practices for this new input. You will be given guidance on practical considerations along with copious runnable demonstrations of API usage which are explained in step-by-step, reusable recipes. Approach This book is a fast-paced guide with practical examples that aims to help you understand and master the Leap Motion SDK. Who this book is for This book is for developers who are either involved in game development or who are looking to utilize Leap Motion technology in order to create brand new user interaction experiences to distinguish their products from the mass market. You should be comfortable with high-level languages and object-oriented development concepts in order to get the most out of this book. ber den Autor und weitere Mitwirkende Mischa Spiegelmock Mischa Spiegelmock is an accomplished software engineer from the San Francisco Bay Area. Slightly infamous from light-hearted technical pranks from his youth, he is now a respectable CTO at a healthcare software startup. His passions are architecting elegant and useful programs and sharing his insights into software design with others in a straightforward and entertaining fashion.