

Get Free Kinect Programming
Guide

Kinect Programming Guide

“ Fascinating. Doidge ’ s book is a remarkable and hopeful portrait of the endless adaptability of the human brain. ” —Oliver Sacks, MD,

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author of The Man Who Mistook His Wife for a Hat What is neuroplasticity? Is it possible to change your brain? Norman Doidge ' s inspiring guide to the new brain science explains all of this and more An astonishing new

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science called neuroplasticity is overthrowing the centuries-old notion that the human brain is immutable, and proving that it is, in fact, possible to change your brain. Psychoanalyst, Norman Doidge, M.D., traveled the country

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to meet both the brilliant scientists championing neuroplasticity, its healing powers, and the people whose lives they ' ve transformed—people whose mental limitations, brain damage or brain trauma were seen as

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unalterable. We see a woman born with half a brain that rewired itself to work as a whole, blind people who learn to see, learning disorders cured, IQs raised, aging brains rejuvenated, stroke patients learning to speak, children with

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cerebral palsy learning to move with more grace, depression and anxiety disorders successfully treated, and lifelong character traits changed. Using these marvelous stories to probe mysteries of the body, emotion,

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love, sex, culture, and education, Dr. Doidge has written an immensely moving, inspiring book that will permanently alter the way we look at our brains, human nature, and human potential. Program Kinect to do awesome

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things using a unique selection of open source software! The Kinect motion-sensing device for the Xbox 360 and Windows became the world's fastest-selling consumer electronics device when it was released (8 million sold in its first

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60 days) and won prestigious awards, such as "Gaming Gadget of the Year." Now Kinect Open Source Programming Secrets lets YOU harness the Kinect's powerful sensing capabilities for gaming, science, multimedia projects, and a

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mind-boggling array of other applications on platforms running Windows, Mac OS, and Linux. Dr. Andrew Davison, a user interface programming expert, delivers exclusive coverage of how to program the Kinect sensor with the

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Java wrappers for OpenNI and NITE, which are APIs created by PrimeSense, the primary developers of the Kinect's technology. Beginning with the basics--depth imaging, 3D point clouds, skeletal tracking, and hand

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gestures--the book examines many other topics, including Kinect gaming, FFAST-style gestures that aren't part of standard NITE, motion detection using OpenCV, how to create gesture-driven GUIs, accessing the Kinect's motor and

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accelerometer, and other tips and techniques. Inside: Free open source APIs to let you develop amazing Kinect hacks for commercial or private use Full coverage of depth detection, camera, and infrared imaging point

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clouds; Kinect gaming; 3D programming; gesture-based GUIs, and more Online access to detailed code examples on the author's web site, plus bonus chapters on speech recognition, beamforming, and other exotica

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Summary Arduino in Action is a hands-on guide to prototyping and building electronics using the Arduino platform. Suitable for both beginners and advanced users, this easy-to-follow book begins with the basics and then systematically

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guides you through projects ranging from your first blinking LED through connecting Arduino to devices like game controllers or your iPhone. About the Technology Arduino is an open source do-it-yourself electronics platform that

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supports a mind-boggling collection of sensors and actuators you can use to build anything you can imagine. Even if you've never attempted a hardware project, this easy-to-follow book will guide you from your first blinking LED

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through connecting Arduino to your iPhone. About this Book
Arduino in Action is a hands-on guide to prototyping and building DIY electronics. You'll start with the basics—unpacking your board and using a simple program to

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make something happen. Then, you'll attempt progressively more complex projects as you connect Arduino to motors, LCD displays, Wi-Fi, GPS, and Bluetooth. You'll explore input/output sensors, including ultrasound, infrared, and

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light, and then use them for tasks like robotic obstacle avoidance. Arduino programs look a lot like C or C++, so some programming skill is helpful. What's Inside Getting started with Arduino—no experience required! Writing

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programs for Arduino Sensing and responding to events Robots, flying vehicles, Twitter machines, LCD displays, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About

Get Free Kinect Programming Guide

the Authors Martin Evans is a professional developer, a lifelong electronics enthusiast, and the creator of an Arduino-based underwater ROV. Joshua Noble is an author and creative technologist who works with smart spaces.

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Jordan Hochenbaum uses Arduino to explore musical expression and creative interaction. Table of Contents Part 1 Getting started Chapter 1 Hello Arduino Chapter 2 Digital input and output Chapter 3 Simple projects: input and output

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Part 2 Putting Arduino to work

Chapter 4 Extending Arduino

Chapter 5 Arduino in motion

Chapter 6 Object detection Chapter

7 LCD displays Chapter 8

Communications Chapter 9 Game

on Chapter 10 Integrating the

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Arduino with iOS Chapter 11

Making wearables Chapter 12

Adding shields Chapter 13

Software integration

This volume includes papers presented at IIH-MSP 2017, the 13th International Conference on

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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

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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,

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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

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outcomes and findings, the papers presented appeal to researchers and students in the corresponding fields.

Proceedings of the Thirteenth International Conference on Intelligent Information Hiding and

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Multimedia Signal Processing,
August, 12-15, 2017, Matsue,
Shimane, Japan, Part I

Time-of-Flight Cameras and
Microsoft Kinect™

Kinect Hacks

Hacking the Kinect with OpenNI,

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NITE, and Java

Gamification: Concepts,
Methodologies, Tools, and
Applications

The Brain That Changes Itself

***Microsoft Azure Essentials
from Microsoft Press is a***

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series of free ebooks designed to help you advance your technical skills with Microsoft Azure. This third ebook in the series introduces Microsoft Azure Machine

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Learning, a service that a developer can use to build predictive analytics models (using training datasets from a variety of data sources) and then easily deploy those models

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for consumption as cloud web services. The ebook presents an overview of modern data science theory and principles, the associated workflow, and then covers some of the

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more common machine learning algorithms in use today. It builds a variety of predictive analytics models using real world data, evaluates several different machine learning

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algorithms and modeling strategies, and then deploys the finished models as machine learning web services on Azure within a matter of minutes. The ebook also

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expands on a working Azure Machine Learning predictive model example to explore the types of client and server applications you can create to consume Azure

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Machine Learning web services. Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the Microsoft Azure Essentials series.

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Explains how to build a scrolling game engine, play sound effects, manage compressed audio streams, build multiplayer games, construct installation scripts, and distribute

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games to the Linux community.

Your one-stop guide to the Robot Operating System

About This Book Model your robot on a virtual world and learn how to simulate

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it Create, visualize, and process Point Cloud information Easy-to-follow, practical tutorials to program your own robots Who This Book Is For If you are a

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robotic enthusiast who wants to learn how to build and program your own robots in an easy-to-develop, maintainable, and shareable way, this book is for you. In order to

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make the most of the book, you should have a C++ programming background, knowledge of GNU/Linux systems, and general skill in computer science. No previous background on ROS

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is required, as this book takes you from the ground up. It is also advisable to have some knowledge of version control systems, such as svn or git, which are often used by the

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community to share code.

What You Will Learn

Install a complete ROS

Hydro system Create ROS

packages and metapackages,

using and debugging them

in real time Build,

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handle, and debug ROS nodes Design your 3D robot model and simulate it in a virtual environment within Gazebo Give your robots the power of sight using cameras and calibrate and

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perform computer vision tasks with them Generate and adapt the navigation stack to work with your robot Integrate different sensors like Range Laser, Arduino, and Kinect with

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your robot Visualize and process Point Cloud information from different sensors Control and plan motion of robotic arms with multiple joints using MoveIt! In Detail If you

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have ever tried building a robot, then you know how cumbersome programming everything from scratch can be. This is where ROS comes into the picture. It is a collection of tools,

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libraries, and conventions that simplifies the robot building process. What's more, ROS encourages collaborative robotics software development, allowing you to connect

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with experts in various fields to collaborate and build upon each other's work. Packed full of examples, this book will help you understand the ROS framework to help you

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build your own robot applications in a simulated environment and share your knowledge with the large community supporting ROS. Starting at an introductory level,

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this book is a comprehensive guide to the fascinating world of robotics, covering sensor integration, modeling, simulation, computer vision, navigation

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algorithms, and more. You will then go on to explore concepts like topics, messages, and nodes. Next, you will learn how to make your robot see with HD cameras, or navigate

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obstacles with range sensors. Furthermore, thanks to the contributions of the vast ROS community, your robot will be able to navigate autonomously, and even

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recognize and interact with you in a matter of minutes. What's new in this updated edition? First and foremost, we are going to work with ROS Hydro this time around.

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You will learn how to create, visualize, and process Point Cloud information from different sensors. This edition will also show you how to control and plan motion of

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robotic arms with multiple joints using MoveIt! By the end of this book, you will have all the background you need to build your own robot and get started with ROS.

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Style and approach This book is an easy-to-follow guide that will help you find your way through the ROS framework. This book is packed with hands-on examples that will help

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you program your robot and give you complete solutions using ROS open source libraries and tools.

Time-of-Flight Cameras and Microsoft Kinect™ closely

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examines the technology and general characteristics of time-of-flight range cameras, and outlines the best methods for maximizing the data captured by these devices.

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This book also analyzes the calibration issues that some end-users may face when using these type of cameras for research, and suggests methods for improving the real-time 3D

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reconstruction of dynamic and static scenes. Time-of-Flight Cameras and Microsoft Kinect™ is intended for researchers and advanced-level students as a reference

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guide for time-of-flight cameras. Practitioners working in a related field will also find the book valuable.

Exams 100-101, 200-101, and 200-120

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*Healing the Broken Brain
Service Robots and
Robotics: Design and
Application
Programming Robots with
ROS
Programming Interactivity*

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***3D Vision with Kinect,
Processing, Arduino, and
MakerBot***

***2014 International Conference on
Multimedia, Communication and
Computing Application
(MCCA2014), Xiamen, China, Oct
16-17, 2014, provided a forum for***

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experts and scholars of excellence from all over the world to present their latest work in the area of multimedia, communication and computing applications. In recent years, the multimedia techno

Your Guide to CCENT and CCNA

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IOS Commands This book is an ideal supplement to Todd Lammle's CCENT and CCNA Study Guides, and a great quick reference for any Cisco networking administrator. Covering IOS version 15, each chapter begins with a short

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introduction, explaining what tasks will be discussed, followed by detailed explanations of and examples of the commands. The book includes an easy-to-navigate table of commands broken into the following topic areas:
Internetworking and TCP/IP

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Cisco command line interface (CLI) and Security Device Manager (SDM) Router Configuration LAN Switch Configuration Advanced IOS and Troubleshooting Access Lists Network Address Translation Wireless Wide Area Networks

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Security IPv6 Whether you are studying for your CCENT or CCNA certification, or are a seasoned Cisco networking administrator, this IOS Commands Survival Guide is the perfect reference to help you achieve your goals.

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Under the motto “Healthcare Technology for Developing Countries” this book publishes many topics which are crucial for the health care systems in upcoming countries. The topics include Cyber Medical Systems Medical Instrumentation

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Nanomedicine and Drug Delivery Systems Public Health Entrepreneurship This proceedings volume offers the scientific results of the 6th International Conference on the Development of Biomedical Engineering in Vietnam, held in

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June 2016 at Ho Chi Minh City. Wolfgang Engel's GPU Pro 360 Guide to 3D Engine Design gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers the design

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of a 3D engine. This volume is complete with articles by leading programmers that focus on various aspects of 3D engine design such as quality and optimization as well as high-level architecture. GPU Pro 360 Guide to 3D Engine Design is comprised

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of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips & tricks on real-time rendering of special effects and visualization data on common

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consumer software platforms such as PCs, video consoles, mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in rapidly evolving field of real-time rendering Takes practical

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approach that helps graphics programmers solve their daily challenges

The Energy Bus

Making Things See

Blended Learning: Concepts, Methodologies, Tools, and Applications

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HoloLens Blueprints

Todd Lammle's CCNA/CCENT IOS

Commands Survival Guide

Assistive Technologies for

Physical and Cognitive

Disabilities

Hacking the Kinect is the

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technogeek ' s guide to developing software and creating projects involving the groundbreaking volumetric sensor known as the Microsoft Kinect.

Microsoft ' s release of the

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Kinect in the fall of 2010 startled the technology world by providing a low-cost sensor that can detect and track body movement in three-dimensional space. The Kinect set new records for

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the fastest-selling gadget of all time. It has been adopted worldwide by hobbyists, robotics enthusiasts, artists, and even some entrepreneurs hoping to build business around the technology.

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Hacking the Kinect introduces you to programming for the Kinect. You ' ll learn to set up a software environment, stream data from the Kinect, and write code to interpret that data. The progression of

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hands-on projects in the book leads you even deeper into an understanding of how the device functions and how you can apply it to create fun and educational projects. Who knows? You might even come

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up with a business idea.
Provides an excellent source of fun and educational projects for a tech-savvy parent to pursue with a son or daughter Leads you progressively from making

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your very first connection to the Kinect through mastery of its full feature set Shows how to interpret the Kinect data stream in order to drive your own software and hardware applications, including

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robotics applications

"This 10-volume compilation of authoritative, research-based articles contributed by thousands of researchers and experts from all over the world emphasized modern

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issues and the presentation of potential opportunities, prospective solutions, and future directions in the field of information science and technology" -- Provided by publisher.

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Research on assistive technologies is undergoing many developments in its effectiveness in helping those with varying impairments. New technologies are constantly being created,

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researched, and implemented for those who need these technological aides in daily life. Assistive Technologies for Physical and Cognitive Disabilities combines worldwide cases on people

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with physical and cognitive disabilities with the latest applications in assistive technologies. This reference work brings different researchers together under one title to discuss current

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findings, developments, and ongoing research in the area of rehabilitative technology. This reference book is of critical use to professionals, researchers, healthcare practitioners, caretakers,

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academicians, and students. Transform the ways you communicate, create, collaborate, and explore using Microsoft HoloLens About This Book Create immersive augmented reality apps for

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Microsoft HoloLens from scratch Leverage the powerful HoloLens sensors to interact with real-world motions and gestures and make your app life-like Explore the powerful Unity 5

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SDK along with the Windows Unified platform to get the most out of your HoloLens app Who This Book Is For If you are a developer who wants to create augmented reality apps for the Microsoft

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HoloLens platform, then this is the book for you. Coding experience with C# is assumed. What You Will Learn Design an app for HoloLens that is feasible and attractive to use Add

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gestures and interact with them Create sounds in the app and place them in a 3D space Use voice generation and voice recognition to make your apps more lifelike Interact with the physical

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environment to place
holograms on top of physical
objects Compare HoloLens
with the other products and
know how to use its strengths
Use assets from third parties
to enrich our app In Detail

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HoloLens, Microsoft's innovative augmented reality headset, overlaps holograms into a user's vision of their environment. Your ideas are closer to becoming real when you can create and work with

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holograms in relation to the world around you. If you are dreaming beyond virtual worlds, beyond screens, beyond pixels, and want to take a big leap in the world of augmented reality, then this

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is the book you want. Starting off with brainstorming and the design process, you will take your first steps in creating your application for HoloLens. You will learn to add gestures and write an app that

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responds to verbal commands before gradually moving on creating sounds in the app and placing them in a 3D space. You will then communicate between devices in the boundaries of

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the UWP model. Style and approach This book takes a step-by-step, practical, tutorial-style approach where you will dive deep into HoloLens app development. You will work with the API

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and write your own complex scripts that would interact with the powerful HoloLens sensors and with realistic examples, you will be able to create immersive 3D apps for HoloLens.

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Start Here! Learn the Kinect API

Consumer-Driven

Technologies in Healthcare:
Breakthroughs in Research
and Practice

Advances in Intelligent

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Information Hiding and
Multimedia Signal Processing
GPU Pro 360 Guide to 3D
Engine Design

Real-Time 3D Rendering with
DirectX and HLSL

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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

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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

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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

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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

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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

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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

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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 Presentation Foundation).

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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

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write simple programs with Kinect. The standard template library can also be used as it is simple enough to understand. GPU Pro4: Advanced Rendering Techniques presents ready-to-use ideas and procedures that

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can help solve many of your day-to-day graphics programming challenges. Focusing on interactive media and games, the book covers up-to-date methods for producing real-time graphics. Section editors Wolfgang Engel,

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Christopher Oat, Carsten Dachsbacher, Michal Valient, Wessam Bahnassi, and Sebastien St-Laurent have once again assembled a high-quality collection of cutting-edge techniques for advanced

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graphics processing unit (GPU) programming. Divided into six sections, the book begins with discussions on the ability of GPUs to process and generate geometry in exciting ways. It next introduces new shading and

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global illumination techniques for the latest real-time rendering engines and explains how image space algorithms are becoming a key way to achieve a more realistic and higher quality final image. Moving on to the difficult

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task of rendering shadows, the book describes the state of the art in real-time shadow maps. It then covers game engine design, including quality, optimization, and high-level architecture. The final section explores

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approaches that go beyond the normal pixel and triangle scope of GPUs as well as techniques that take advantage of the parallelism of modern graphic processors in a variety of applications. Useful to beginners

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and seasoned game and graphics programmers alike, this color book offers practical tips and techniques for creating real-time graphics. Example programs and source code are available for download on the

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book's CRC Press web page. The directory structure of the online material closely follows the book structure by using the chapter numbers as the name of the subdirectory. Microsoft HoloLens Developer's

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Guide

Learning ROS for Robotics
Programming

Raad 2012 Proceeding. 21th
International Workshop on
Robotics in Alpe-Adria-Danube
Region (Naples, 10-13 September

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2012)

Encyclopedia of Information
Science and Technology, Third
Edition

Hacking the Kinect

Augmented Reality with Kinect

Develop applications in Microsoft

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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

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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

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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

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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

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to include the simple but powerful Kinect technology into their projects, including amateurs and hobbyists, and professional developers

If you've done some Arduino tinkering and wondered how you could incorporate the Kinect—or

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the other way around—then this book is for you. The authors of Arduino and Kinect Projects will show you how to create 10 amazing, creative projects, from simple to complex. You'll also find out how to incorporate Processing in your project design—a

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language very similar to the Arduino language. The ten projects are carefully designed to build on your skills at every step. Starting with the Arduino and Kinect equivalent of "Hello, World," the authors will take you through a diverse range of

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projects that showcase the huge range of possibilities that open up when Kinect and Arduino are combined. Gesture-based Remote Control. Control devices and home appliances with hand gestures. Kinect-networked Puppet. Play with a physical

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puppet remotely using your whole body. Mood Lamps. Build your own set of responsive, gesture controllable LED lamps. Drawing Robot. Control a drawing robot using a Kinect-based tangible table. Remote-controlled Vehicle. Use your body gestures to control

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a smart vehicle. Biometric Station. Use the Kinect for biometric recognition and checking Body Mass Indexes. 3D Modeling Interface. Learn how to use the Arduino LilyPad to build a wearable 3D modelling interface. 360o Scanner. Build a turntable

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scanner and scan any object 360o using only one Kinect. Delta Robot. Build and control your own fast and accurate parallel robot. Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with

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2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. Programming Interactivity explains programming and electrical

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engineering basics, and introduces three freely available tools created specifically for artists and designers: Processing, a Java-based programming language and environment for building projects on the desktop, Web, or mobile phones Arduino, a

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system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls
OpenFrameworks, a coding framework simplified for designers and artists, using the

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powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design,

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program, build, and troubleshoot your own projects. The cutting edge design techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.

This book is written in simple,

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easy to understand format with lots of screenshots and step-by-step explanations. If you are an ABAP developer and consultant looking forward to build advanced SAP programming applications with ABAP, then this is the best guide for you. Basic knowledge of

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ABAP programming would be required.

Concepts, Methodologies, Tools, and Applications

Breakthroughs in Research and Practice

Beginning Microsoft Kinect for Windows SDK 2.0

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*Arduino in Action
Design and Application
A Practical Introduction to the
Robot Operating System*

Beginning Kinect Programming with the Microsoft Kinect SDK gets you up and running developing Kinect

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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

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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

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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

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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

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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

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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

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Provides fun examples that keep you engaged and learning

This is a Cookbook with plenty of practical recipes enriched with explained code and relevant screenshots to ease your learning curve. If

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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

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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.

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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

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source programming language. Create your own innovative applications in computer vision, game design, music, robotics, and other areas by taking full advantage of Kinect's extensive interactive, multi-media

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platform. With this book, you get a step-by-step walkthrough of the best techniques and tools to come out of the OpenKinect project, the largest and most active Kinect hacking community. Learn dozens of

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watched helplessly as his brother wrestled with depression, trying to find the motivation to recover on top of the challenges of adolescence. He mourned the loss of what could have been —and he was angry. How his

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