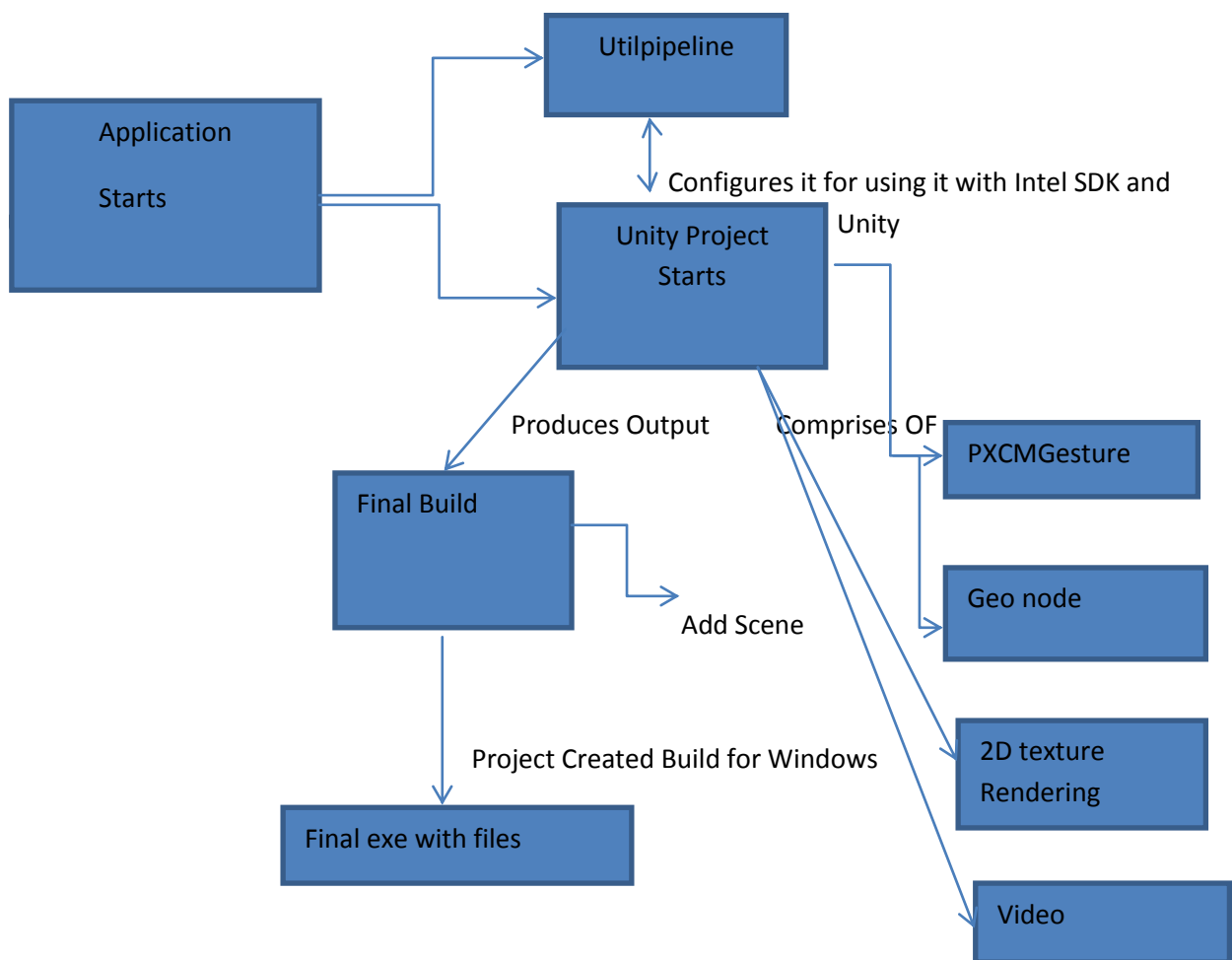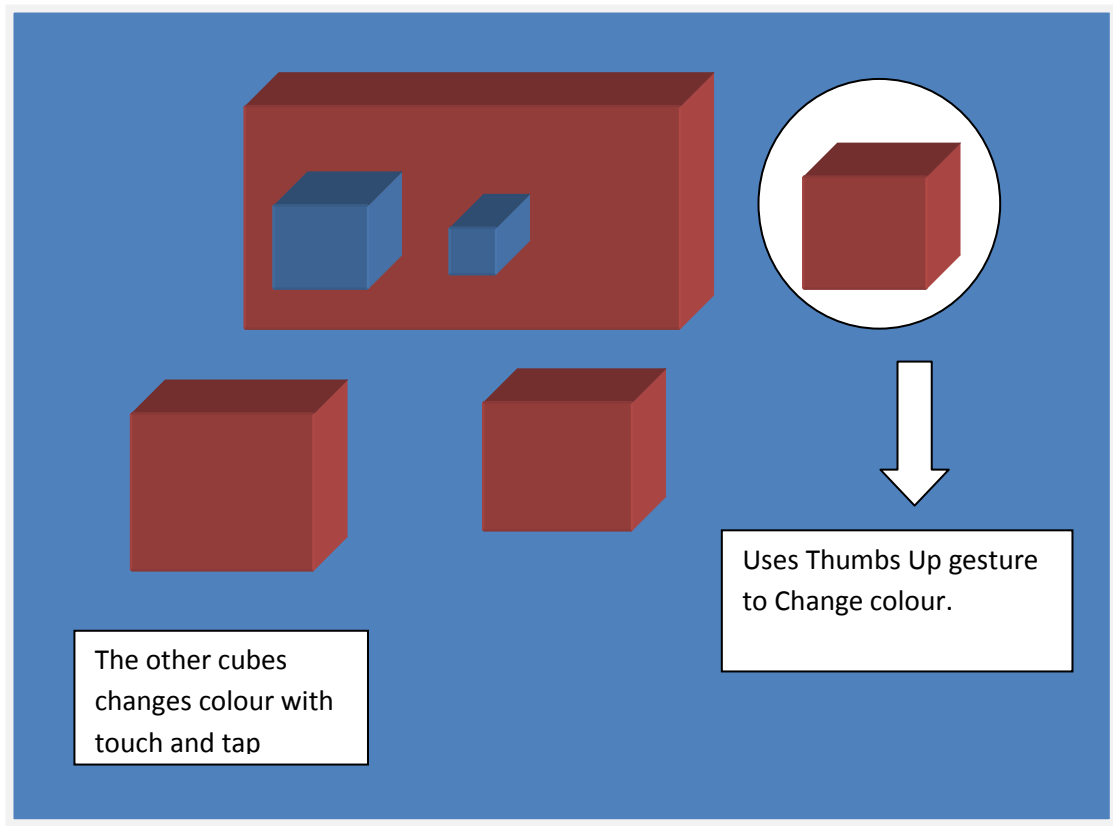How did I make the prototype?

1)I extended Textplayback.cs file to use.

2)It helped me to find ways to access the gesture representations of PXCMGesture.

3)I utilized the pipeline to initialize the Intel SDK

 4)I modified a script and a scene that was available as an open source.

The basic Idea of the flow

Utilpipeline

Application

Starts

Configures it for using it with Intel SDK and

Unity Project
Starts

Unity

Produces Output

Comprises OF

PXCMGesture

Final Build

Geo node

Add Scene

2D texture
Rendering

Project Created Build for Windows

Final exe with files

Video

The Prototype Visualization

The Total application is built on C Sharp script in Unity.

How the prototype works

After you copy the exe and the files (apur.exe and apur_Data files) to your computer. Please ensure that Creative gesture Camera and Intel Perceptual SDK is installed on the computer. As the exe opens it will be as a unity project. You can change the settings to Windowed or Full screen with resolution selected.
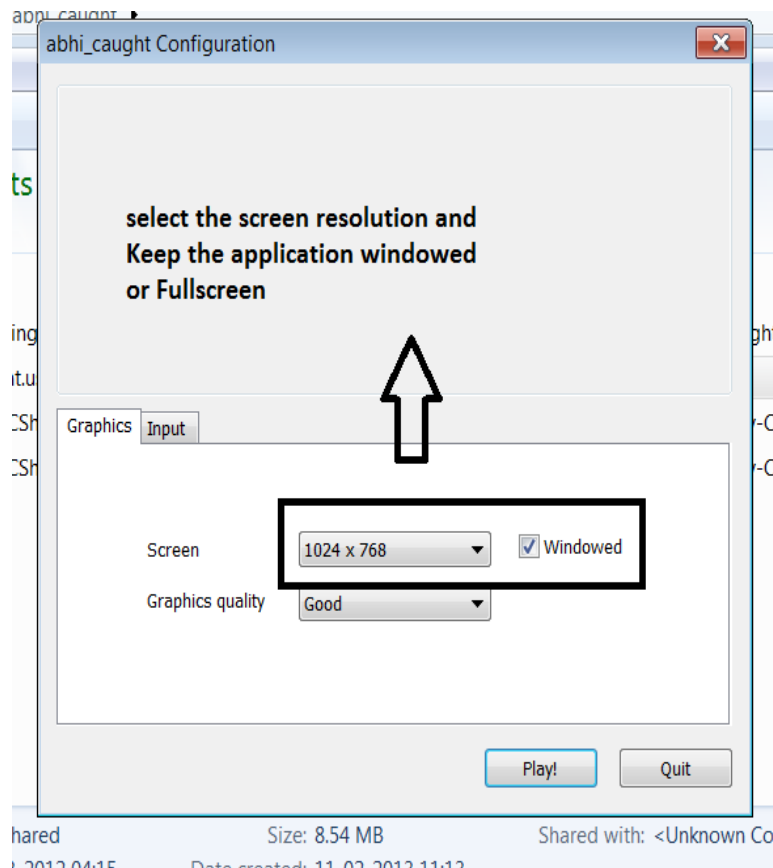
How it came through

The project was a result of the Intel perceptual SDK manual that was provided for Unity.

The most important part of the prototype is Initializing the pipeline (Utilpipeline).

The usual Lifecycle of a Unity C Sharp script

In this case closing

Disabling the pipeline

On Disable

the pipeline pp

pp.close();

Start

Goes to

CSharp File

updating methods

Update

Done to acquire frame

Release the frame pp.Release Frame();