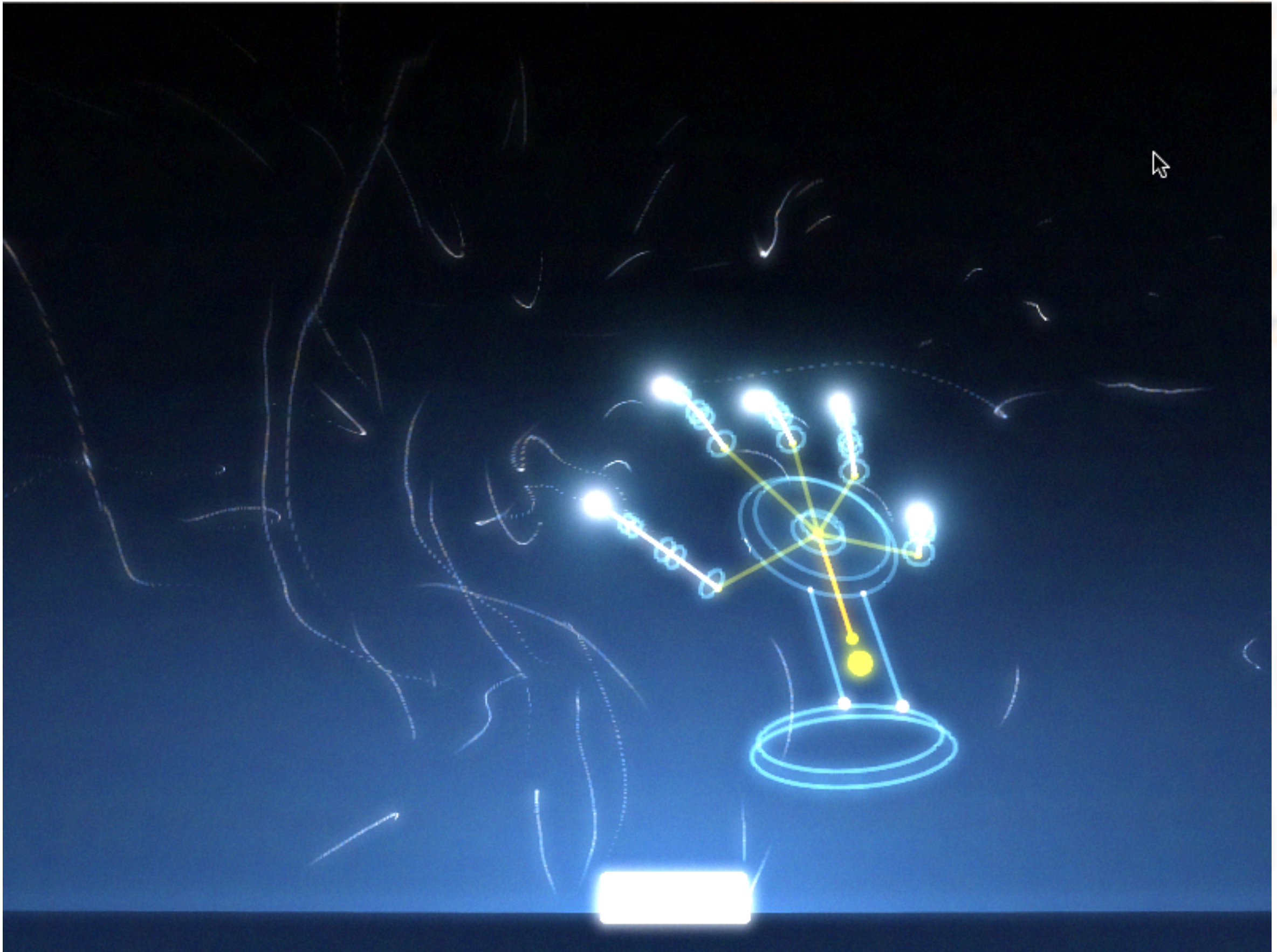# Kinect & Leap Motion Overview

Nicholas Gillian
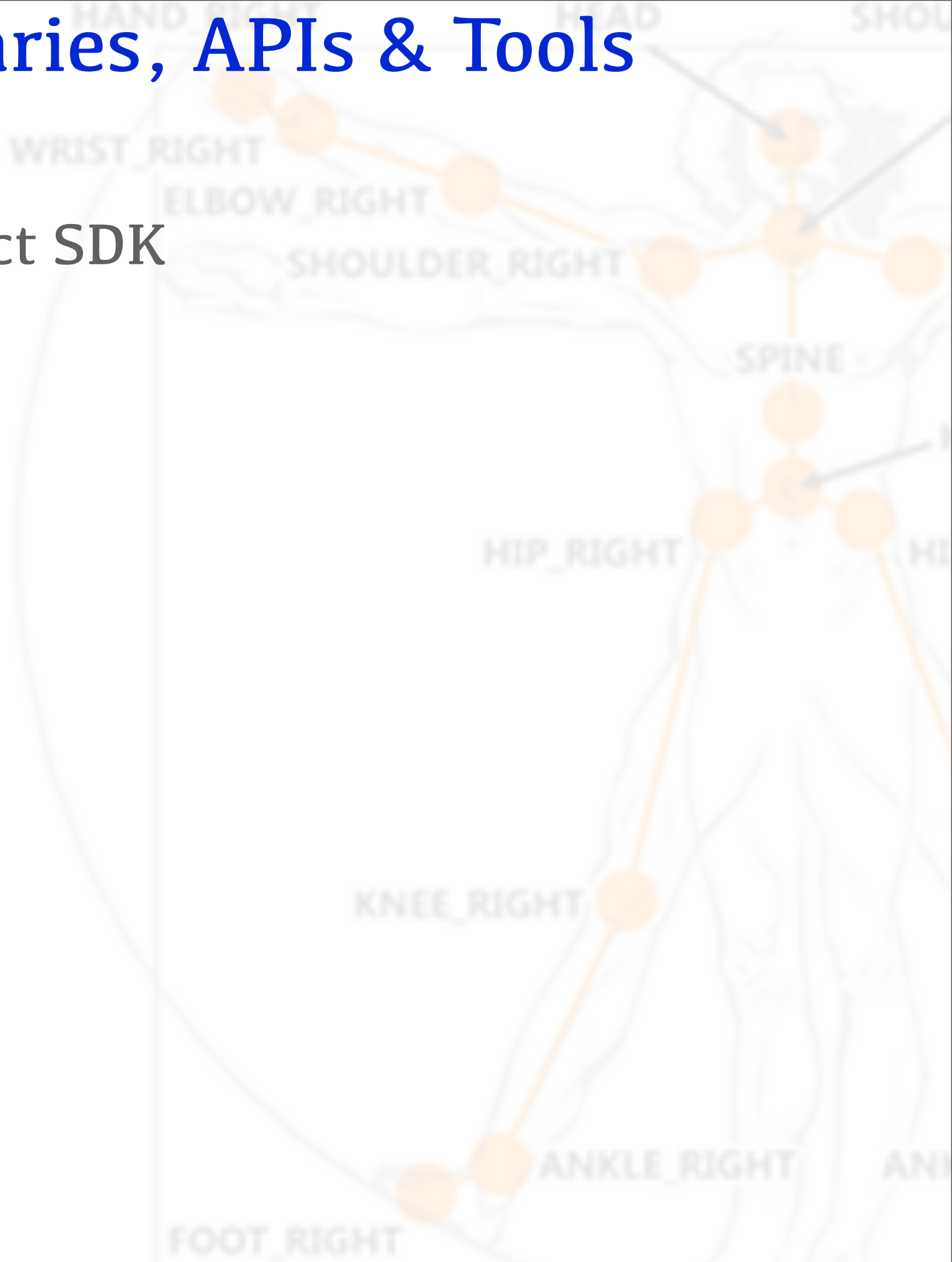
Responsive Environments, MIT Media Lab

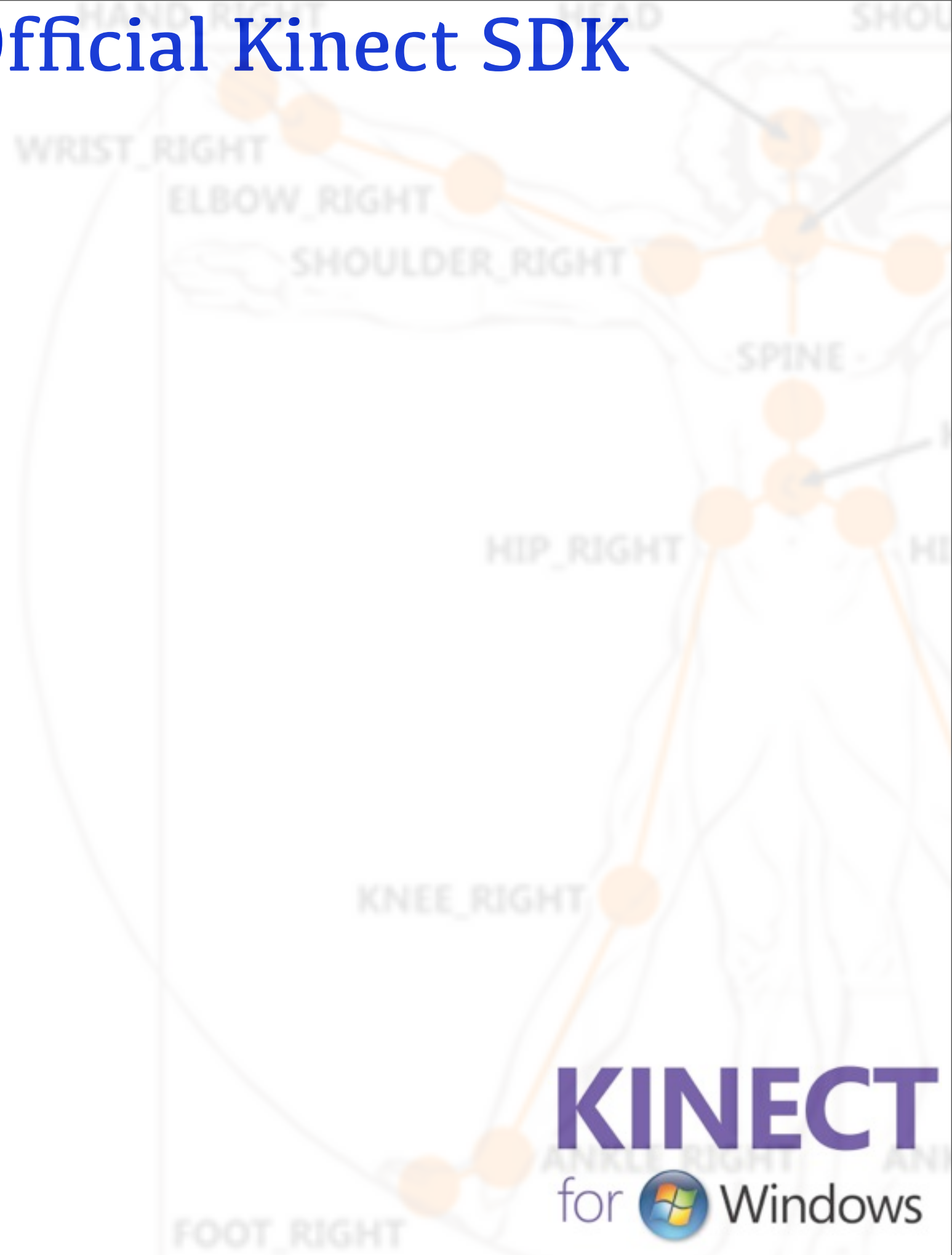# Leap Demo

Kinect Libraries, APIs & Tools

- Microsoft Official Kinect SDK

- OpenNI SDK

- Synapse

- Openframeworks

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- Good examples (c++, c#) and user documentation

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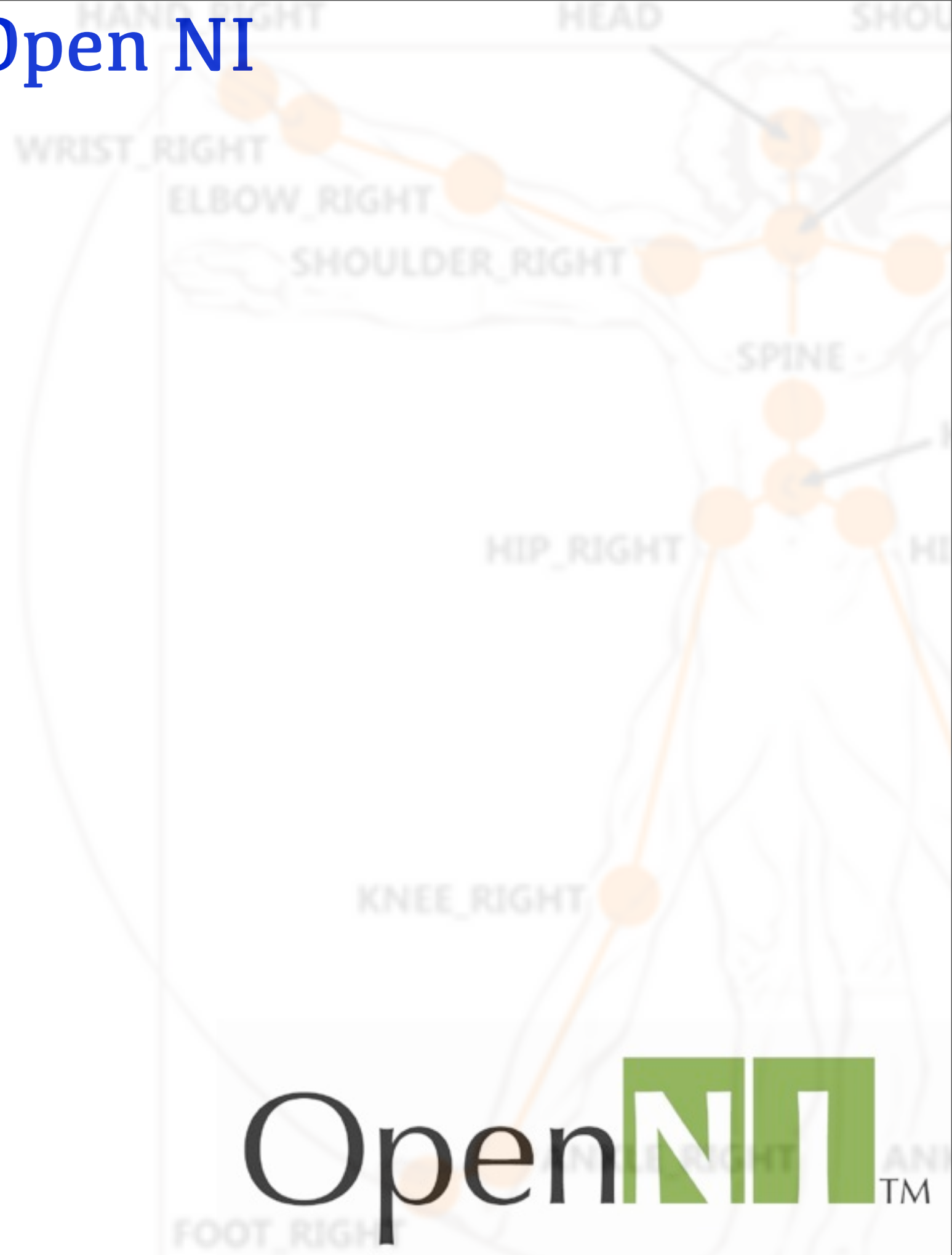
Disadvantages

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- Very CPU intensive

- Skeleton tracking can fail drastically if not used in ideal scenarios

KINECT
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Open NI

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Synapse

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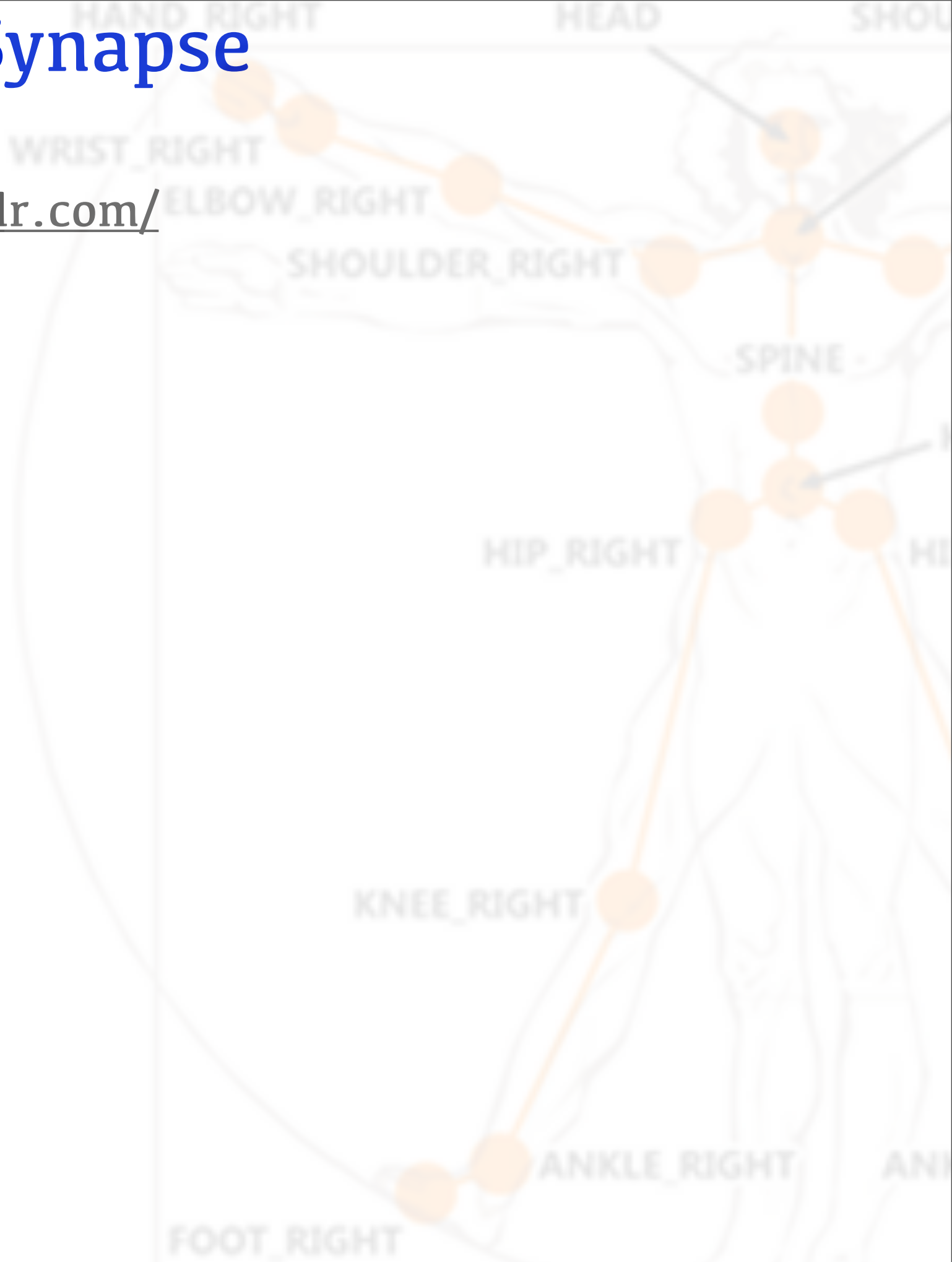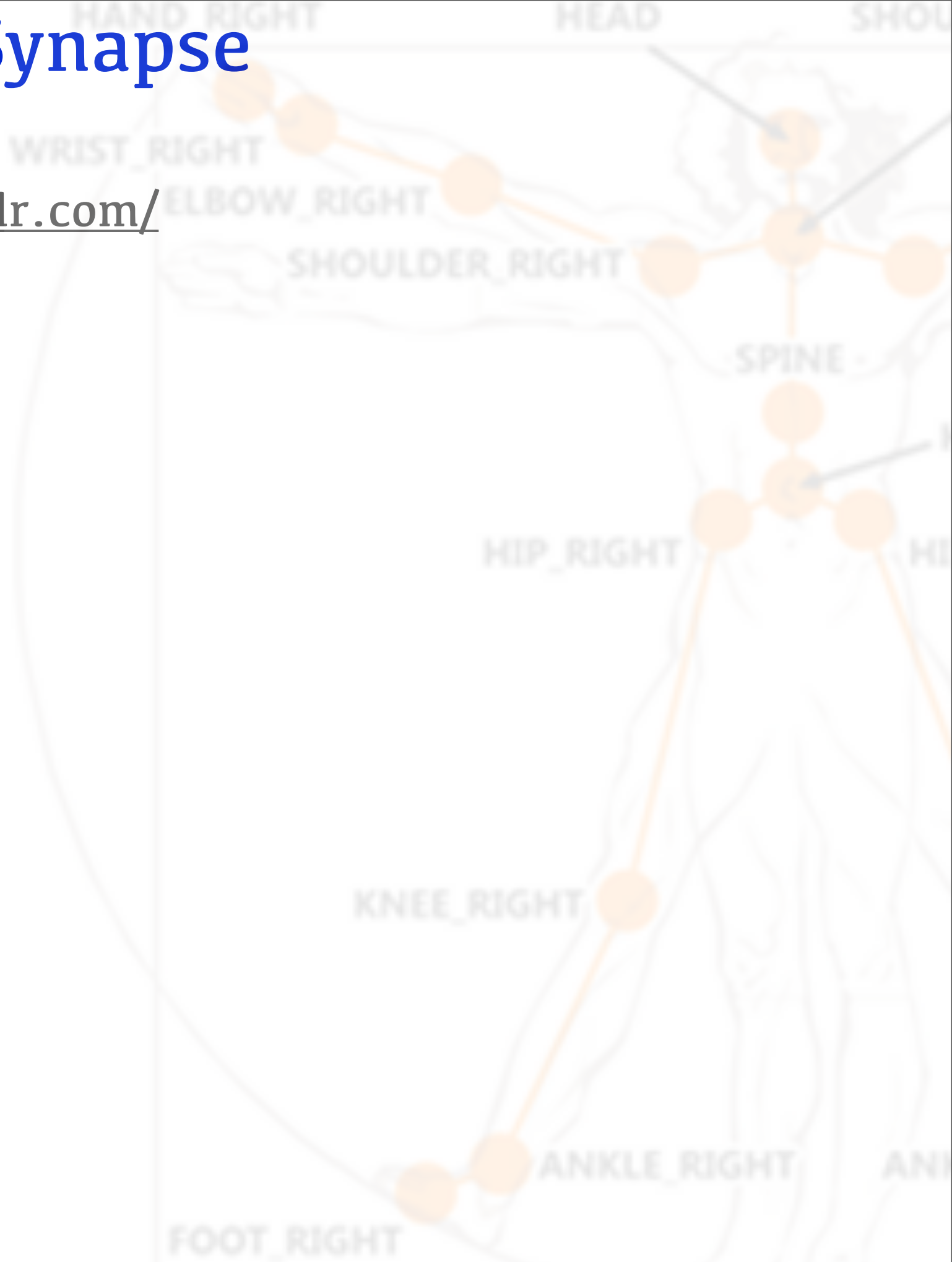
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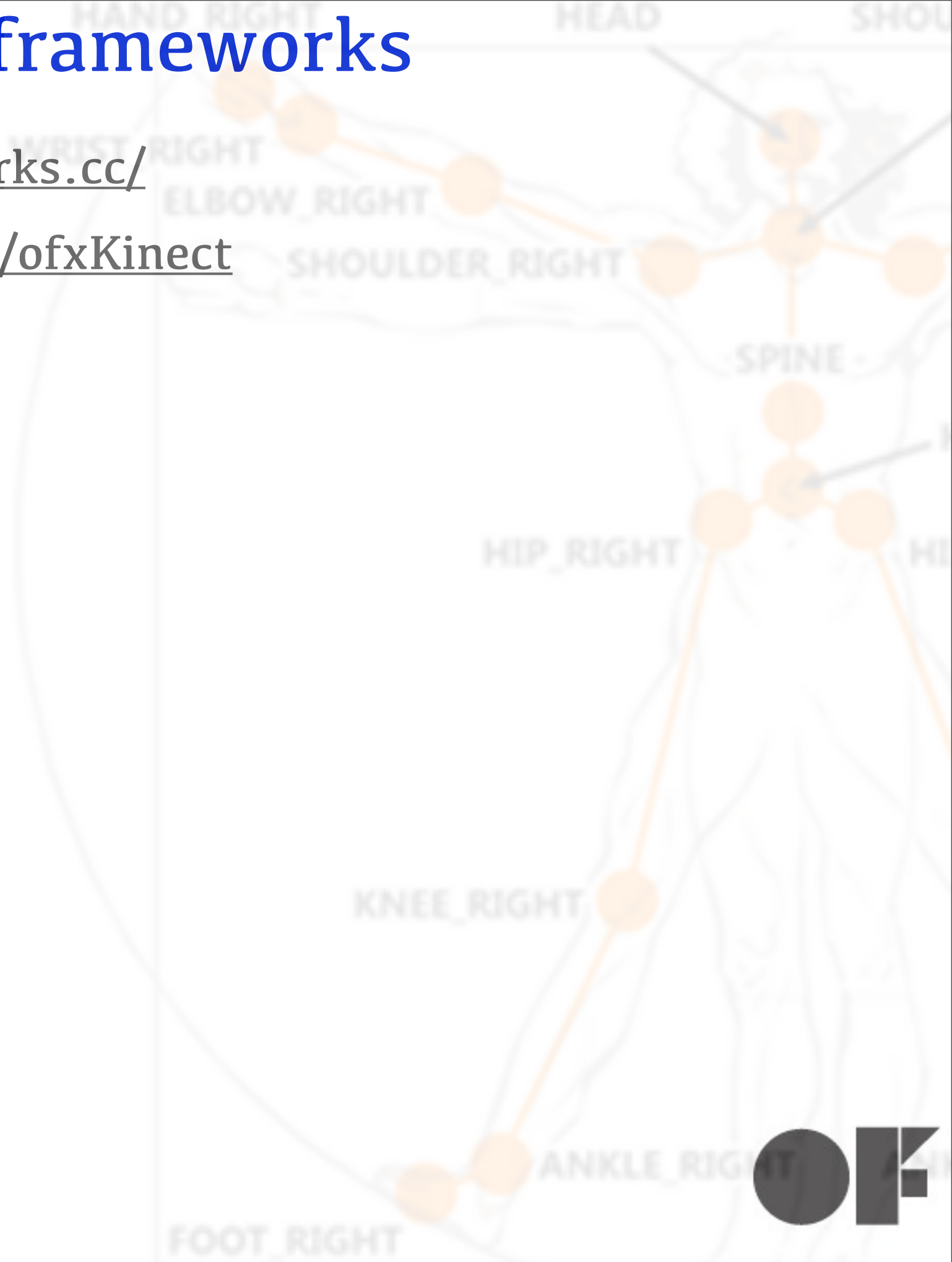- Very easy to use - OS X version requires no setup, Windows version needs drivers to be installed

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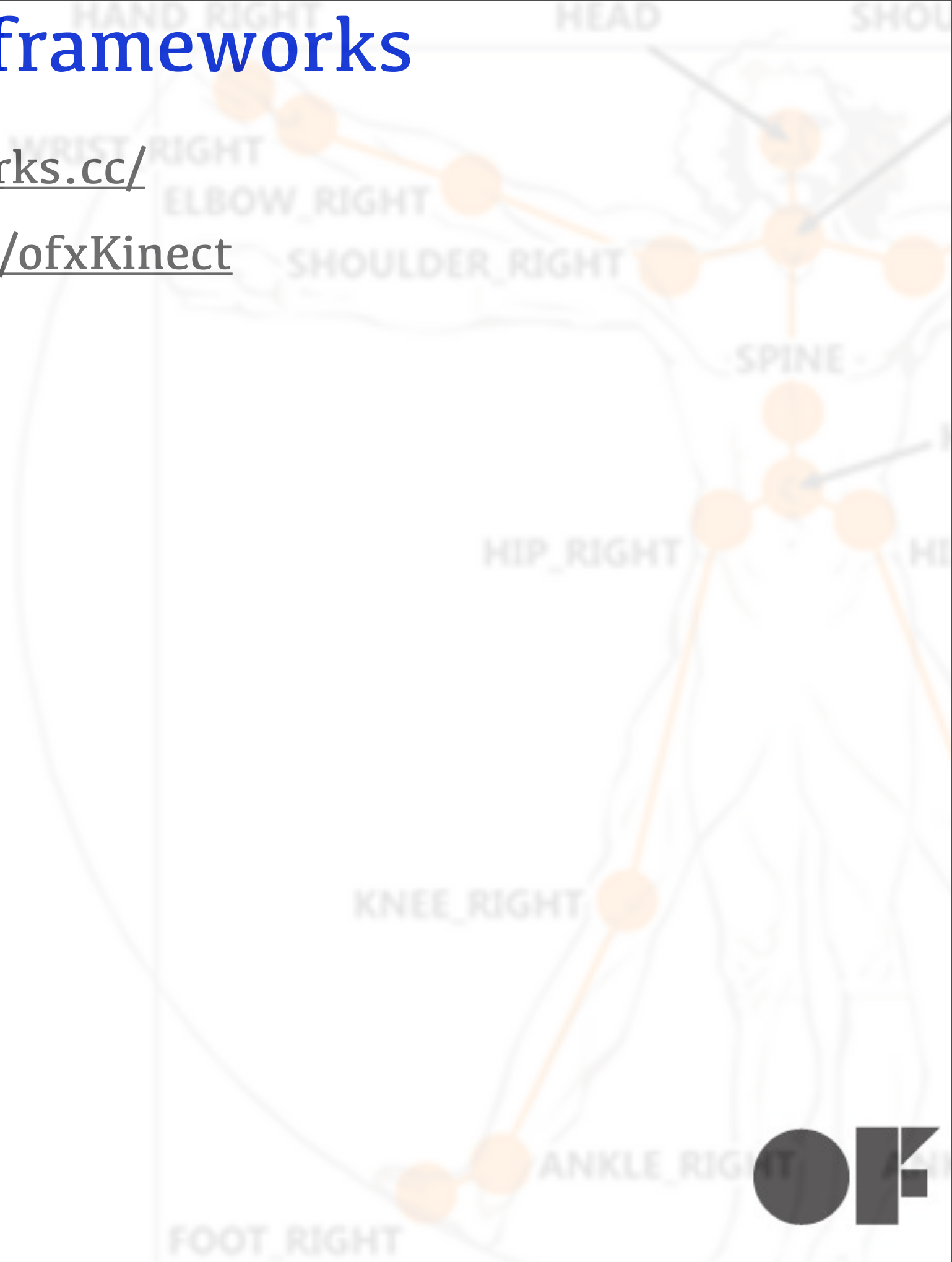
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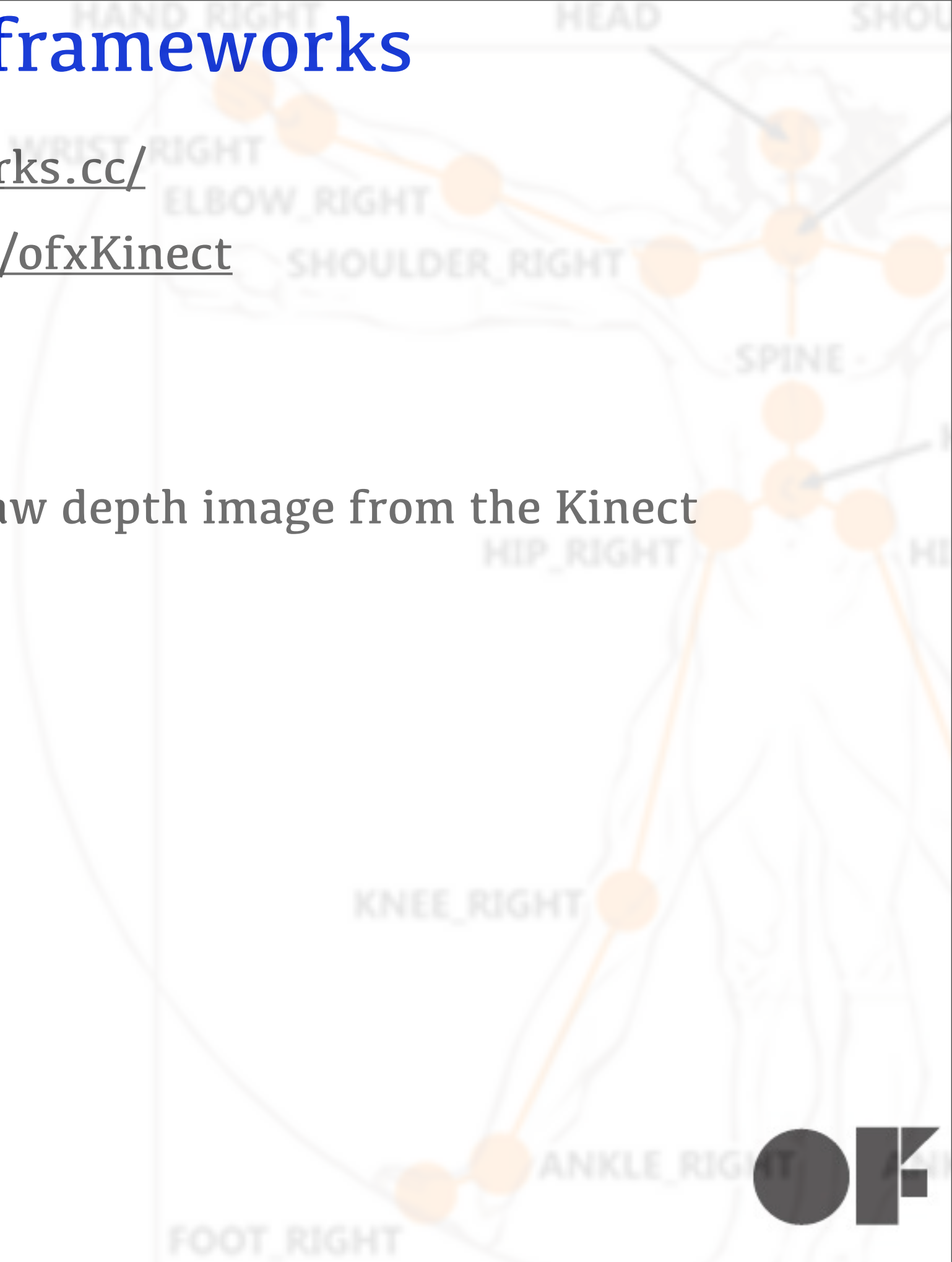- Easiest way to access the raw depth image from the Kinect
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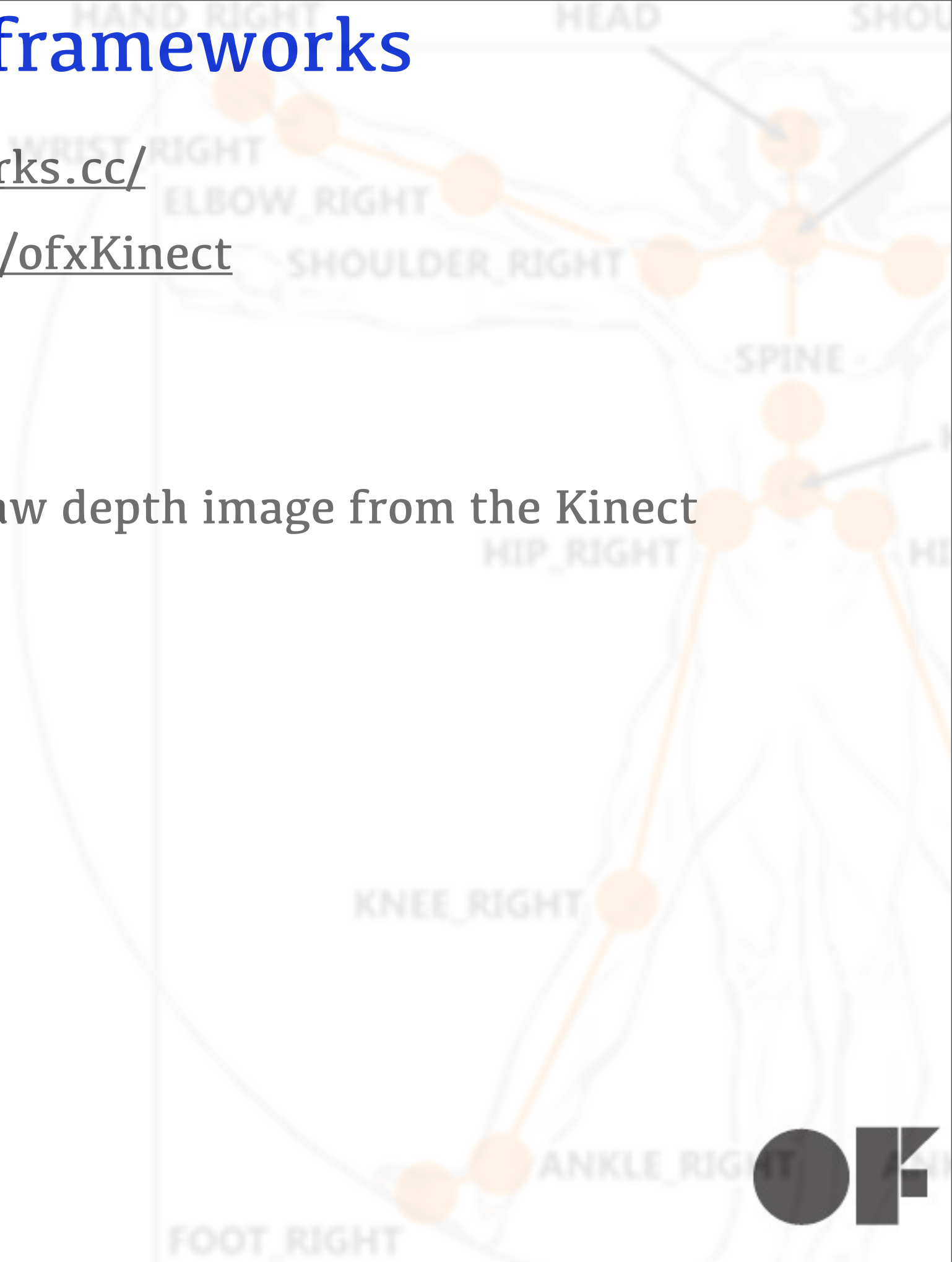
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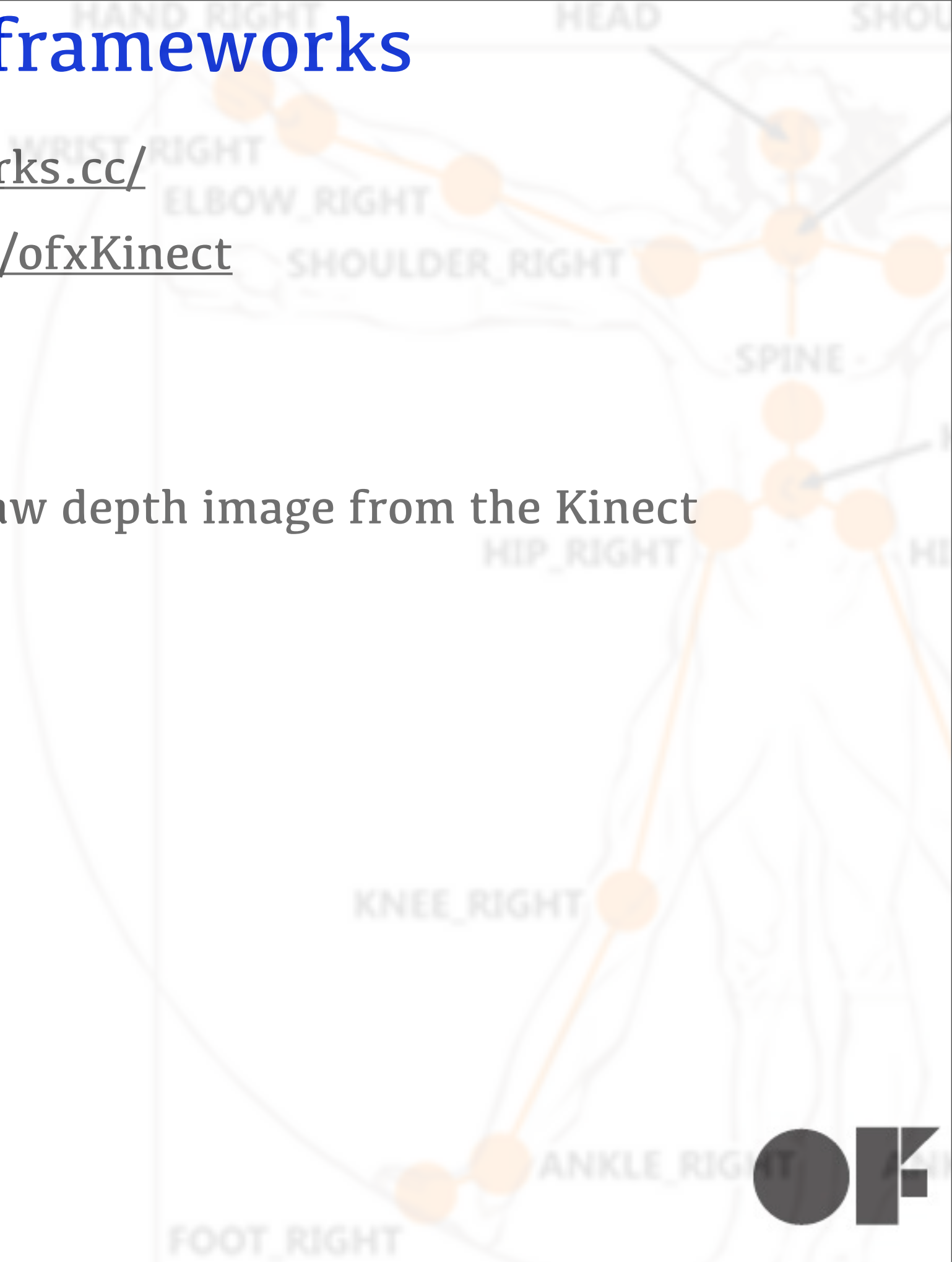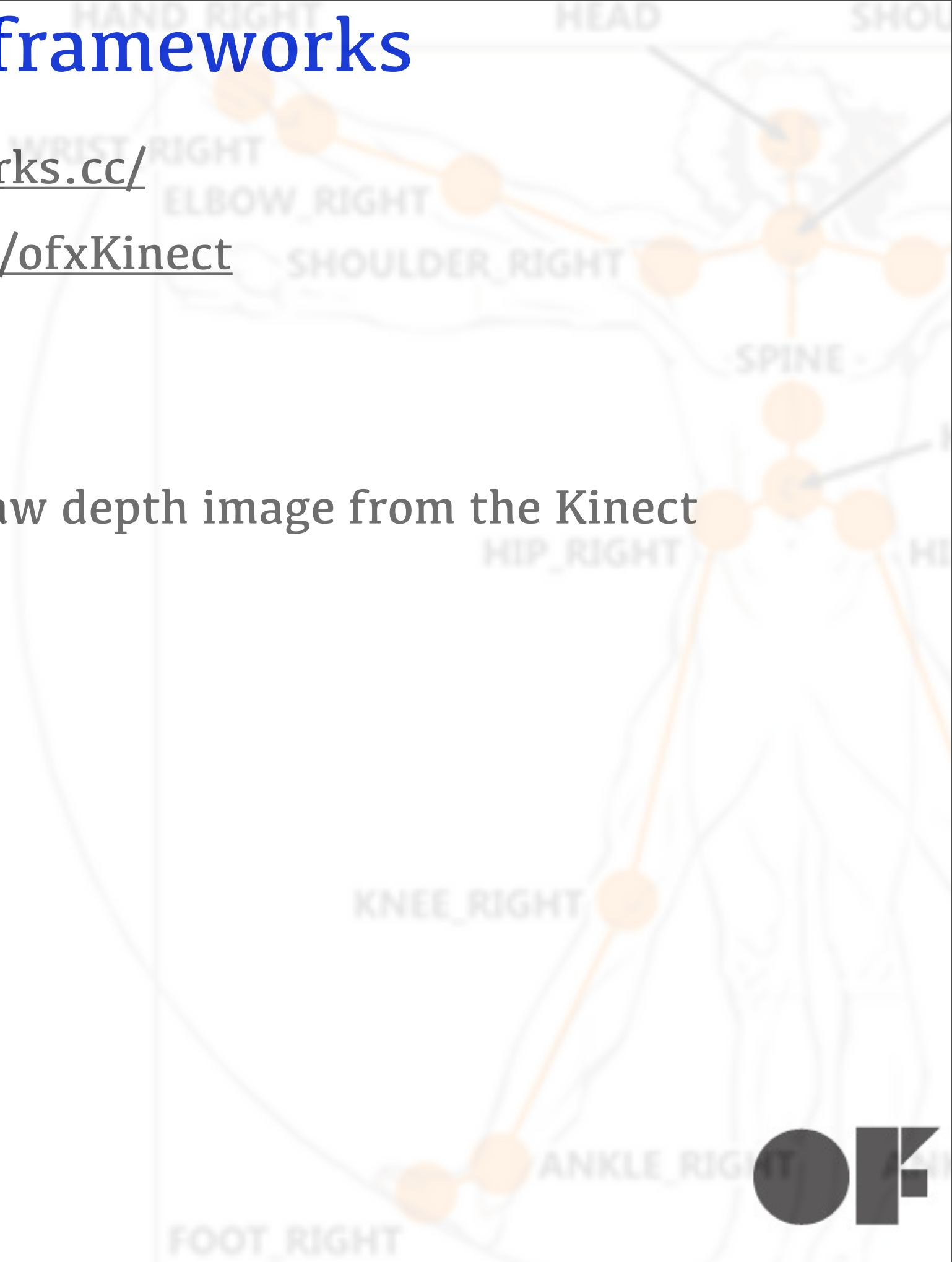
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- No skeleton tracking
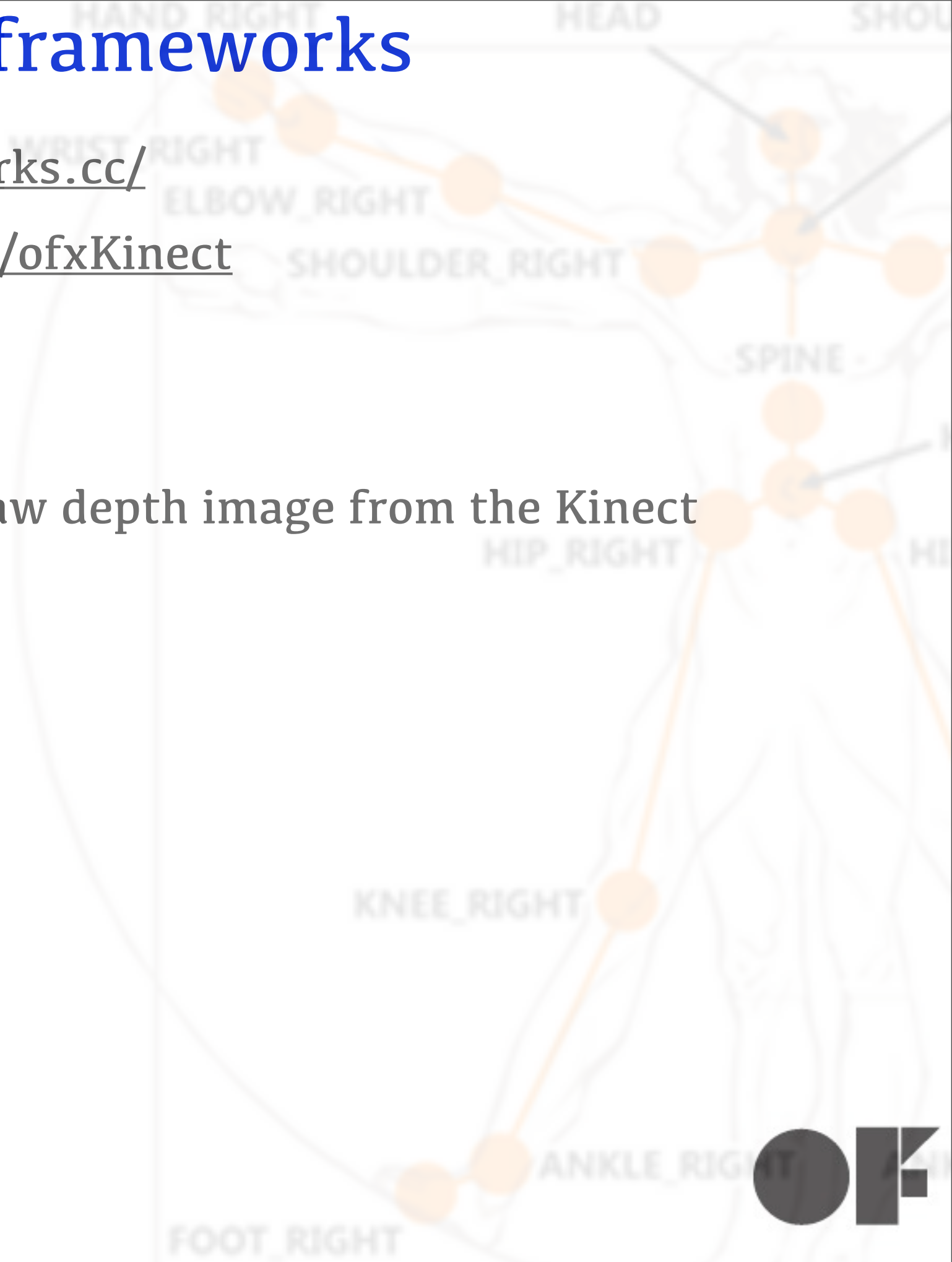
Kinect Gesture Demo

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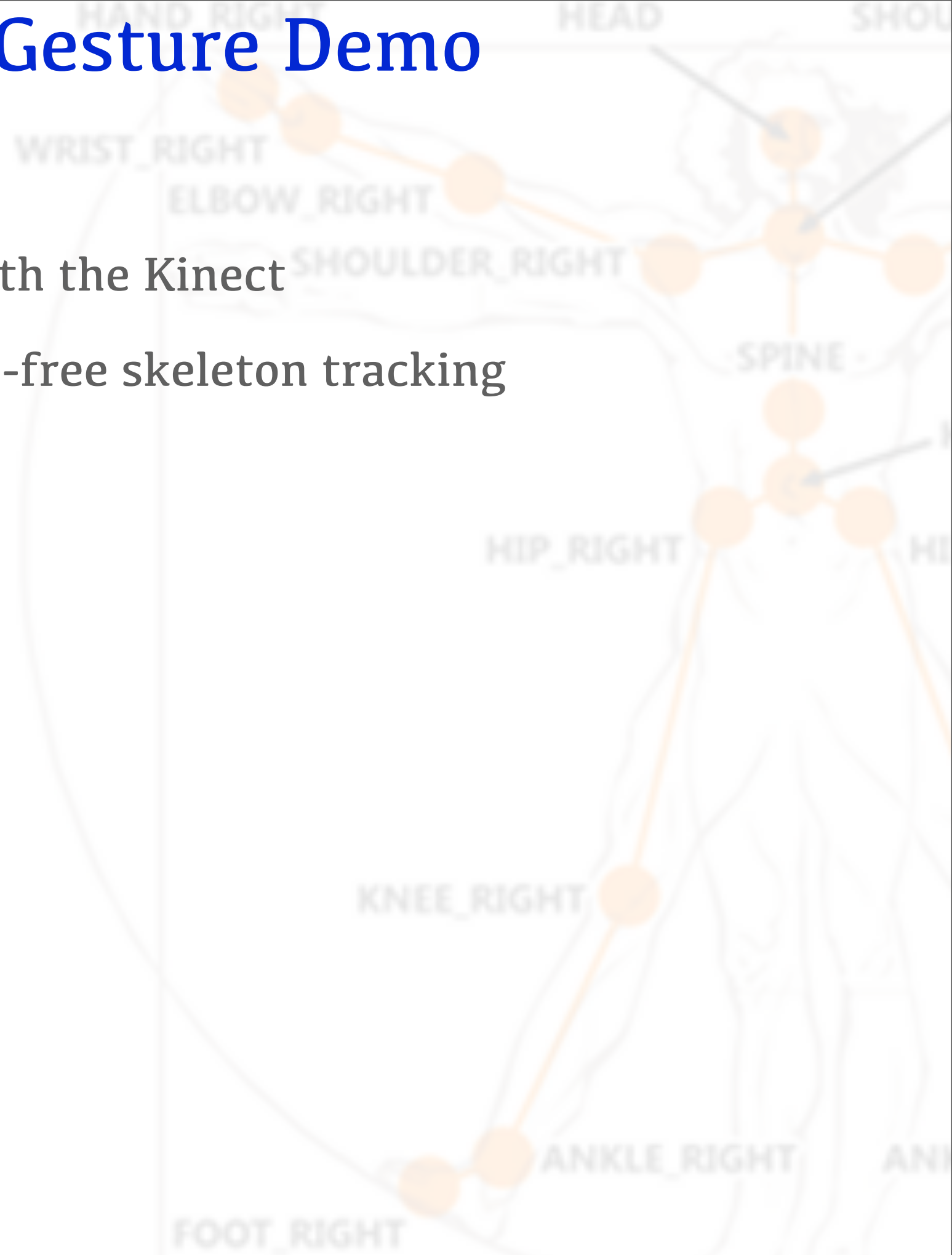
Built Using:

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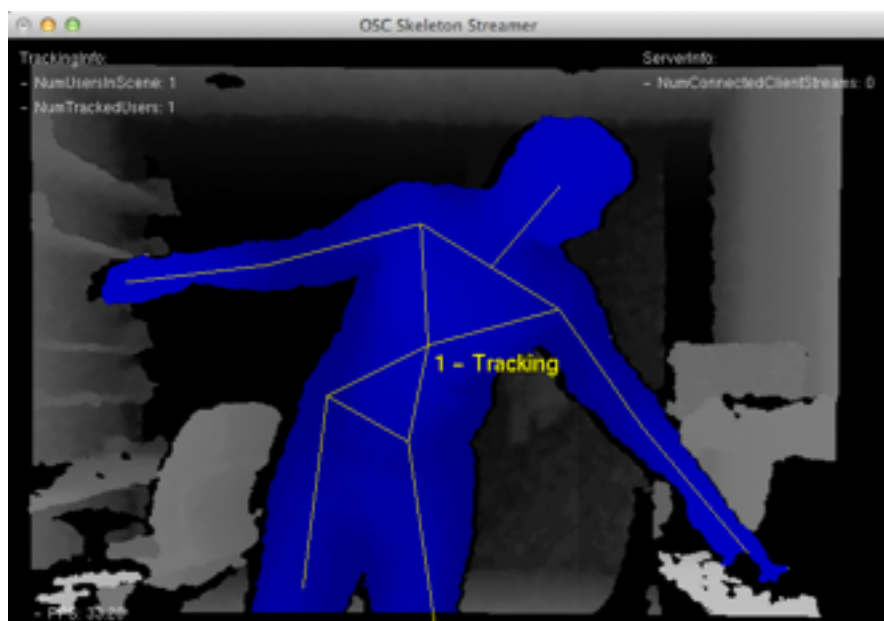- **OpenNI** API to interface with the Kinect

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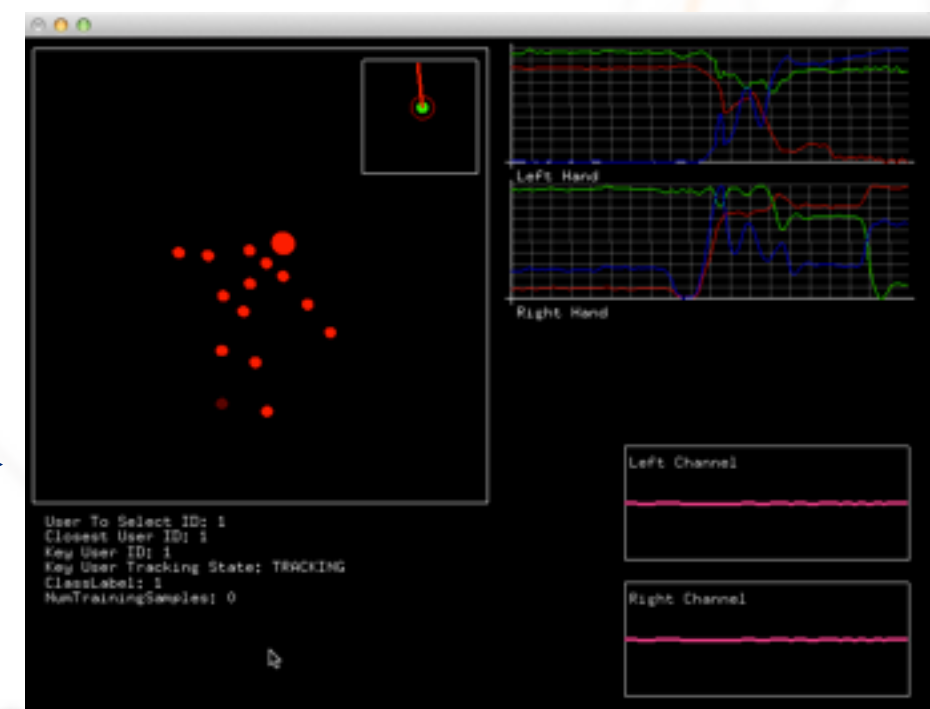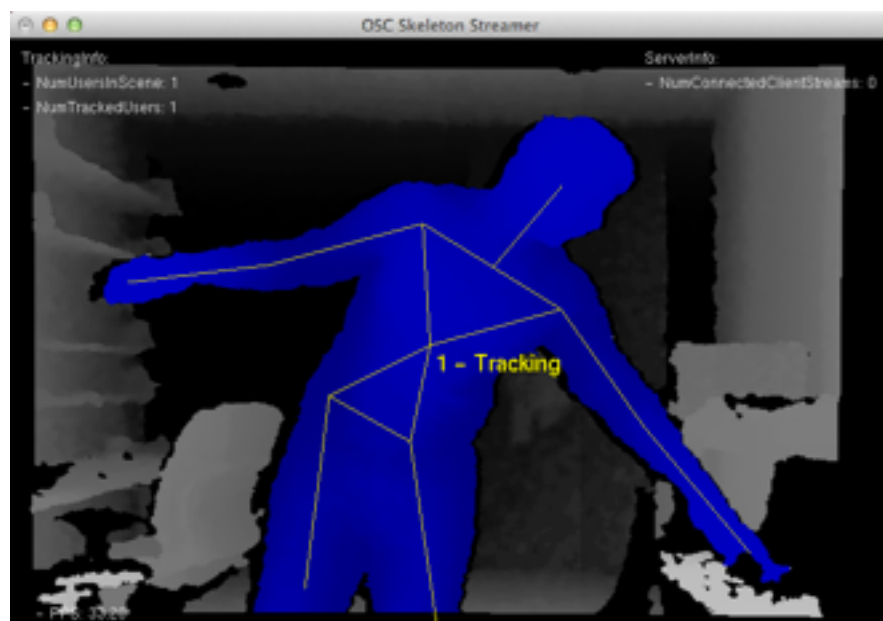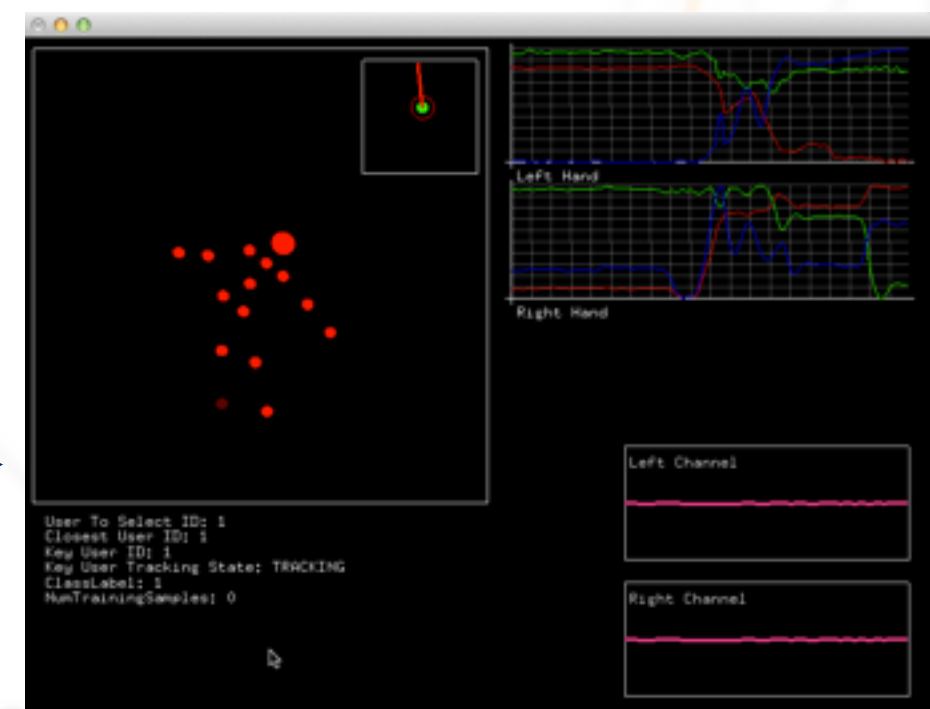
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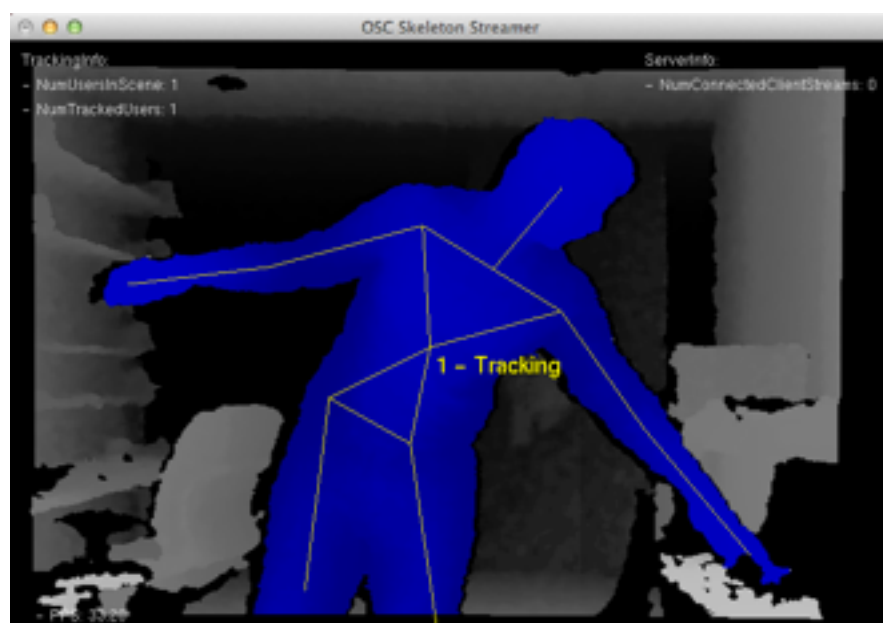
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- **Gesture Recognition Toolkit:** www.nickgillian.com/software/grt

OSC
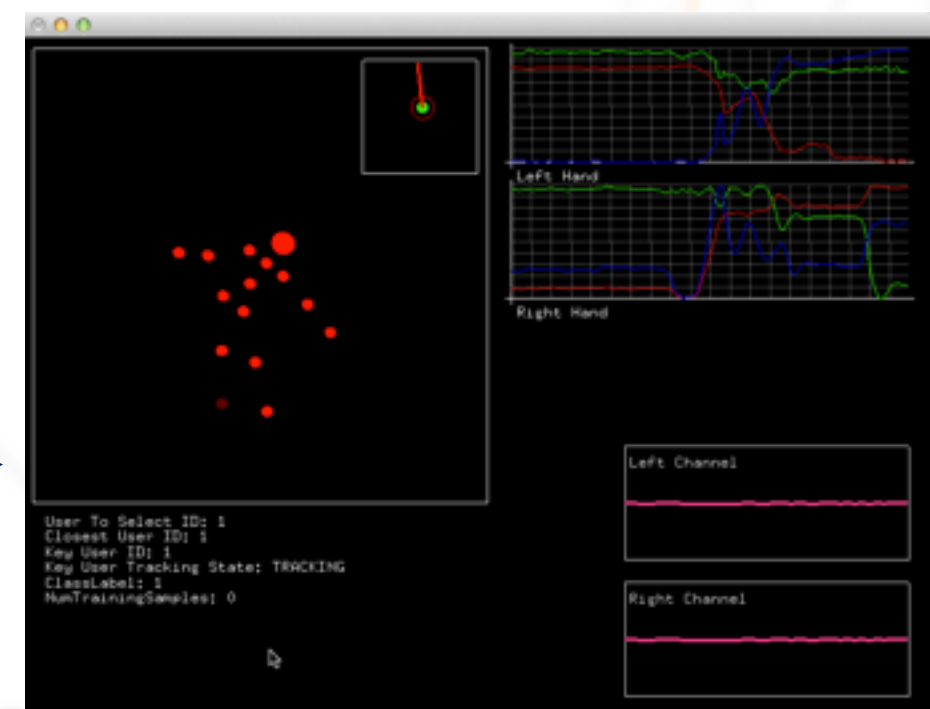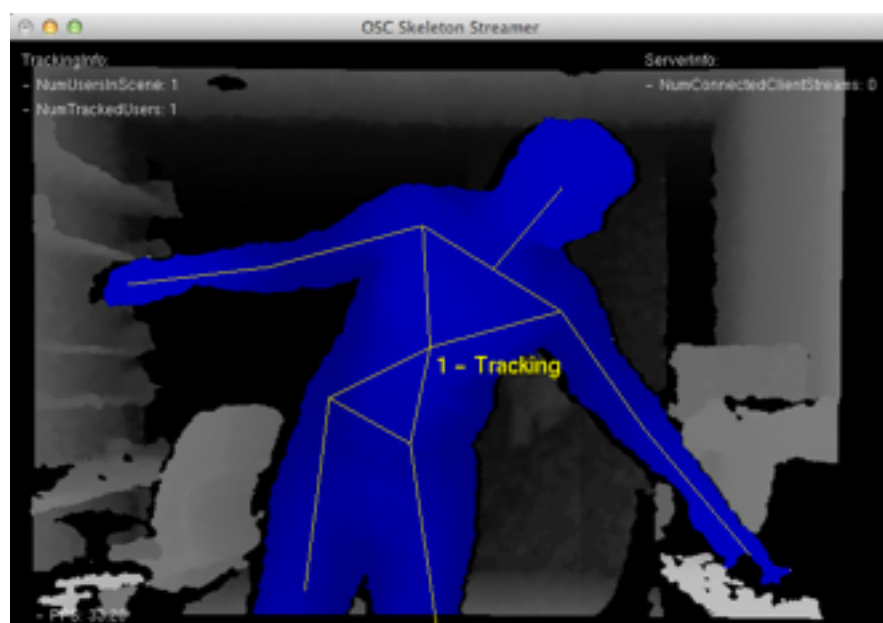
Slides & Software Links

www.nickgillian.com/09-05-13.html