**Getting the 3-D cordinates of a person located in the field of view of the camera.**

First , with the help of certain libraries in visual studio and Kinect , we were able to track the skeleton .Kinect can track a maximum of 2 skeletons and detect a maximum of 6 persons. These 6 persons will be given specific ID called skeleton Ids for distinguishing between them. We thought of getting differnt colour for different people who are detected.

Issues faced:

* Situation 1: When people are moving around

Observation: the colour on a particular person remains same unless he moves away from the field of view

* Situation2: When a person goes out and comes into the frame

Observation: It might a give a different colour to the person in the both the cases (exiting and arrival suddenly , exiting and arrival after a time span)

Then we took a specific point on the person’s skeleton to get the cordinates of the person.

Here we took a 9x9 square grid to test the accuarcy of the person tracking.We were able get the cordinates of the person with an error of less than 2 cm .

Presently we were able to get the cordinates of only one person. With the help of tracking Ids , we can get the cordinates of the second person also with the same precesion.