

Kinect Folder Browser



The Folder Browser project allows users to navigate computer folders using an Xbox Kinect. This was a class project implemented iteratively in a group setting; so it is not production material, but it is interesting and worth posting. This was a learning exercise for C#, .NET 4.5 and the Microsoft Kinect namespace. There are some issues, but the class is finished and the project has consequently been discontinued. Therefore, the demo is provided as-is, and no further updates will be posted.

Gesture recognition is implemented programmatically, so it diverges from typical Kinect gestures. For this demo, stand between one and two meters in front of the Kinect, which should be facing you at shoulder or waste height. Make sure the Kinect has full view of your body (to see what the Kinect is seeing, use the [Kinect Vision](#) demo). Start by placing your hands at your side. Make fists with both hands. Lift one hand up, bending your arm only at the elbow. When you see the pointer moving, you know the Kinect is tracking you. Now move the pointer over an object and point briefly with your index finger. Do not try to physically point at the object on the screen. Just point your finger where ever it is currently situation. This will indicate a selection. If you select a folder, it will navigate automatically. If you select a file, you will get a pop up pie menu with options including open, copy, paste and delete. Copy, paste and delete options have been disabled for your safety.

Since this was only a class project, there are remaining issues which we did not need to resolve. If you encounter any issues, press escape to quit or cover up the Kinect camera to restore power to the regular pointer device (mouse, pad, etc.). Precompiled executables are in the bin/debug folders.