**Tyler Perrone**

**X-Box 360 Kinect Sensor**

**Materials:**

X-Box 360 Kinect Sensor

Two Pictures

The X-Box 360 Kinect’s sensor has four steps for sensing movement:

1. An invisible infrared light source illuminates the object.
2. The sensor chip measures the distance light travels to each pixel within the chip.
3. Unique embedded imaging software uses “depth map” to perceive & identify objects in real time.
4. The end-user device reacts properly.

The kinect camera is powered by both hardware and software. It generates a moving image of the subject in the field of view.

