

AIR Lab Workshop #1

Interactive Projections with Kinect and Processing

Today's Programme

14.15 - 14.45 Introduction

Welcome to AIR Lab

Purpose of today's workshop

Intro to Processing and Kinect

Examples

14.45 - 16.00 Workshop

16.00 - 17.00 Presentations and Play

Processing

Introduction to the Processing IDE

Has everyone installed it? If not, do it right away via this [link](#)

Install the oscP5 library for Processing

Sketch → Import Library → Add libraries → Search for “oscP5”

There are also dedicated Kinect libraries, which we will not use today

Processing examples

Introduction to the Processing IDE

Kinect

Regular webcams measures color for each pixel

The Kinect measures depth for each pixel via infrared

Computer Vision via a Blob Detection algorithm

Understanding and tracking what's going on in the space

Processing examples with Kinect

Combining Processing with Kinect to use it as a controller

Workshop

We will be working in small groups

People with less experience can work with people with more experience

Use the github examples as templates for your work

Use the mouse to prototype. Later we will use the Kinect will as the controller

Are there any questions before we begin?

Happy coding! See you at 16.00

When you are done:

Compress/zip the whole sketch folder and send it to vbpe@itu.dk