

# 導入VR/MR混和 生成之動作與實境 擷取

EmguCV+Kinect+WPF (配合影片第5單元)

## 什麼是EmguCV?

EmguCV是.NET版本的OpenCV圖像處理函示庫, 他具備跨平台能力, 不論是在Windows, Mac OS, Linux, iOS 和 Android系統都可以使用。





# OpenCV能做到什麼?



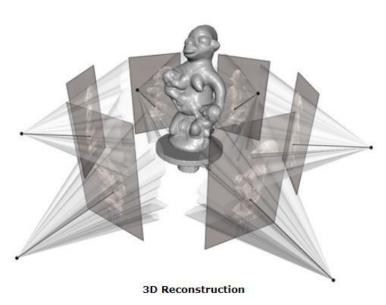




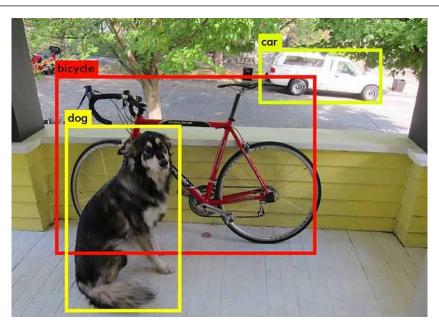
圖像處理

影像分析

# OpenCV能做到什麼?



3D重構



物件偵測

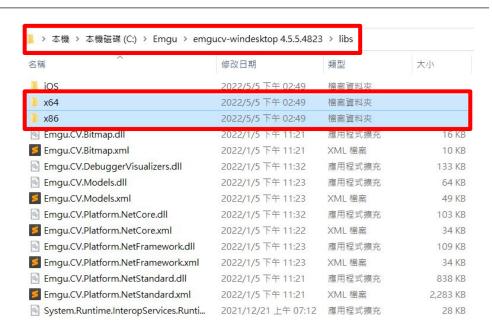
### **EmguCV + Kinect + WPF**

### EmguCV - 設置環境

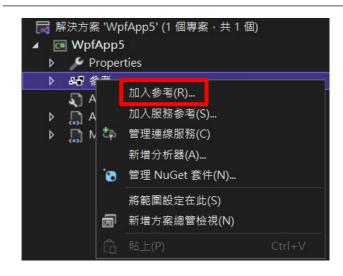
#### 在EmguCV安裝資料夾中的:

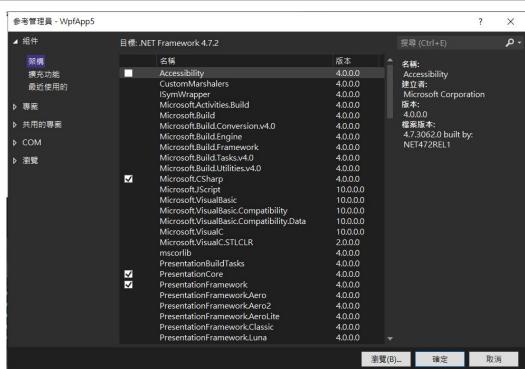
- 1. libs/x64
- 2. libs/x86

複製到專案的bin/Debug/資料夾中

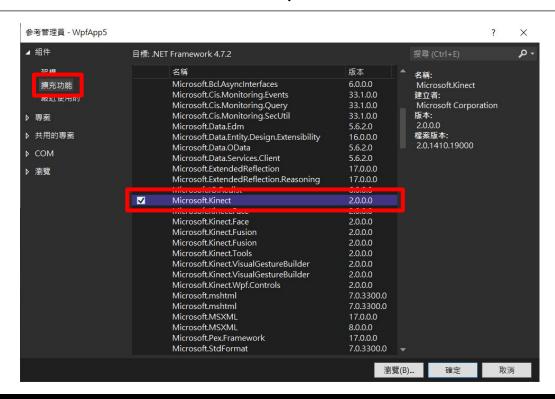


## EmguCV - 加入參考

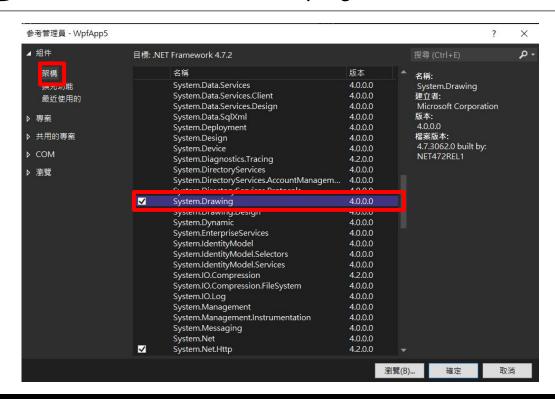




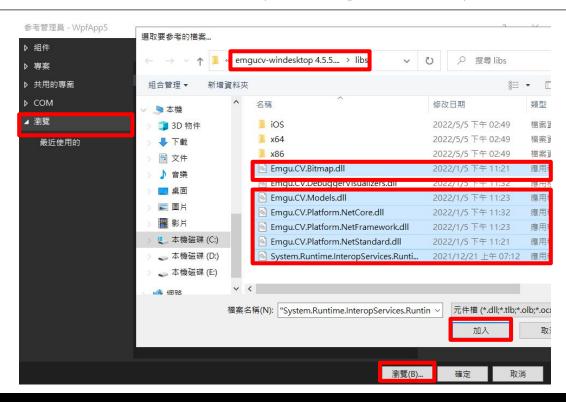
## EmguCV - 加入參考(Microsoft.Kinect)

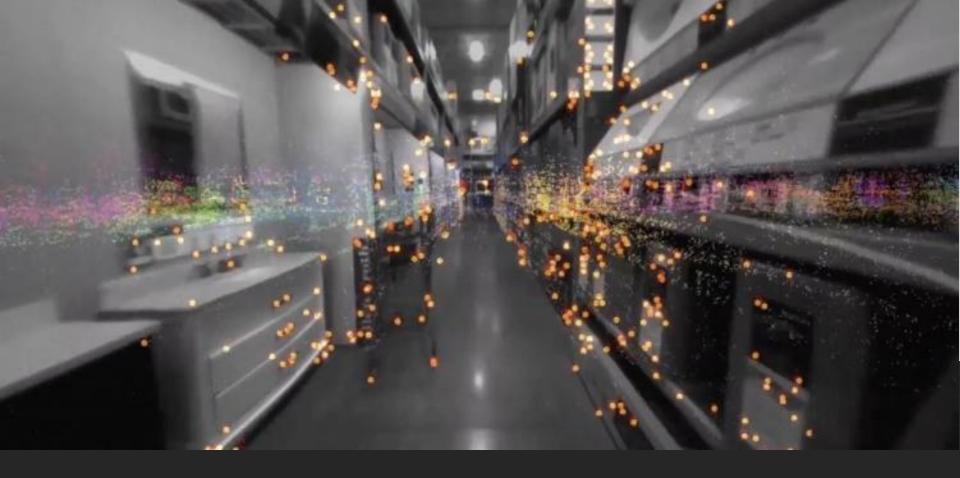


# EmguCV - 加入參考(System.Drawing)



# EmguCV - 加入參考(Emgu.CV)





Thank You