1. How to use unity Image Hand

<https://developer.leapmotion.com/documentation/unity/unity/Unity_Image_Hand.html>

1. Oculus rift not showing anything, need to build the project and open an executable called ProjectName\_DirectToRift.exe

<http://answers.unity3d.com/questions/962371/getting-the-oculus-rift-dk2-to-work-in-unity-5hmd.html>

1. Unity import Vuforia but failed to load 'Assets/Plugins/QCARWrapper.dll' solution

<http://stackoverflow.com/questions/30119423/unity3d-failed-to-load-assets-plugins-qcarwrapper-dll>

1. Setting up a visual studio project with leap motion

<https://developer.leapmotion.com/documentation/csharp/devguide/Project_Setup.html>

1. 彩色相機的影像顯示使用Aforge.net framework提供的API

<http://www.aforgenet.com/framework/>

1. 在網路上找到教學影片，照著步驟做，有成功顯示出彩色相機的影像。

<https://www.youtube.com/watch?v=PBWumUgWrNE>

1. Setting up EMGU C Sharp(opancv for c#)

<http://www.emgu.com/wiki/index.php/Setting_up_EMGU_C_Sharp>

1. 'Emgu.CV.CvInvoke'的型別初始設定式發生例外狀況解決辦法

<https://social.msdn.microsoft.com/Forums/es-ES/cfa9cda9-fd24-48e9-a6a3-772e90fcba94/emgucv249-emgucvcvinvoke-?forum=233>

1. Aforge.net儲存照片的方法

<http://stackoverflow.com/questions/24770522/aforge-net-camera-capture-save-image-to-directory>

1. Leap motion 獲得深度圖的方法

<http://blog.rymnd.com/articles/leap-motion-depth/>

1. Emgucv使用視差法(disparity map)畫出深度圖的方法

<http://www.jayrambhia.com/blog/disparity-maps/>

1. stereoSGBM使用方法與參數定義

<http://www.emgu.com/wiki/index.php/Stereo_Imaging>

<http://www.emgu.com/wiki/files/3.0.0-rc1/document/html/5e231171-b55b-562f-8492-771f508ce217.htm>

1. 使用emgucv做影像混合的方法

<https://cg2010studio.wordpress.com/2012/05/24/opencv-%E5%BD%B1%E5%83%8F%E6%B7%B7%E5%90%88-image-blending/>

<http://stackoverflow.com/questions/14089609/alpha-blending-in-emgu-cv>

1. EmguCV影像的旋轉、縮放與反色調

<http://gnehcic.azurewebsites.net/emgucv%E5%BD%B1%E5%83%8F%E7%9A%84%E6%97%8B%E8%BD%89%E3%80%81%E7%B8%AE%E6%94%BE%E8%88%87%E5%8F%8D%E8%89%B2%E8%AA%BF/>

1. Stereo Calibration and Scene Reconstruction for matlab參考用

<http://www.mathworks.com/help/vision/examples/stereo-calibration-and-scene-reconstruction.html>

1. Camera Calibration Toolbox for Matlab

<http://www.vision.caltech.edu/bouguetj/calib_doc/index.html>

1. Camera Calibration and 3D Reconstruction in OpenCV 各種函式詳細介紹

<http://docs.opencv.org/3.0-beta/modules/calib3d/doc/camera_calibration_and_3d_reconstruction.html>

1. 介紹相機校正與rectification

<http://ece631web.groups.et.byu.net/Lectures/ECEn631%2014%20-%20Calibration%20and%20Rectification.pdf>

1. Emgu (OpenCV for C#) - building a disparity map using cvStereoRectify

<http://thebesthacker.com/question/emgu-opencv-for-c-building-a-disparity-map-using-cvstereorectify.html>

1. How does resizing an image affect the intrinsic camera matrix

<http://dsp.stackexchange.com/questions/6055/how-does-resizing-an-image-affect-the-intrinsic-camera-matrix/6057#6057>

1. 使用SGBM與cvReprojectTo3D得不出正確深度值的原因

<http://www.tamabc.com/article/33275.html>

1. How to access Emission Color of a Material in Script?

<http://answers.unity3d.com/questions/1019974/how-to-access-emission-color-of-a-material-in-scri.html>

1. Leap motion core asset 3.0.0, unity 5.2.3, oculus runtime 0.8.0.0, vuforia 5.0.6, leap motion 2.3.1, unity project setting player setting VR support checked.

將vuforia ARCamera的bind alternate camera勾選起來，再將oculus rift OVRCameraRig的CenterEyeAnchor拉進ARCamera的Central Anchor Point和Left Camera。

 