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>