Developers toolkit

Thank you for making FrameRate Fest a true Frame Fest!
Here are the Kinect codes that will allow you to freak with HTML5 and Kinect.
Have any technical questions? Just ask the FRF2012 community at Twitter,
#FRF2012, or send an email to framfest@microsoft.com.

Let the frames begin!

Kinect for Windows Blog
http://blogs.msdn.com/b/kinectforwindows/

Kinect for Windows website
http://www.microsoft.com/en-us/kinectforwindows/

Kinect for Windows SDK download
http://www.microsoft.com/en-us/kinectforwindows/develop/overview.aspx

Getting started with Kinect for Windows SDK
http://www.i-programmer.info/programming/hardware/2623-getting-started-with-microsoft-kinect-sdk.html?start=2

Kinect & HTML5 using WebSockets and Canvas
http://www.codeproject.com/Articles/309306/Kinect-HTML5-using-WebSockets-and-Canvas
http://studentguru.gr/b/vangos/archive/2012/01/01/kinect-amp-html5-using-websockets-and-canvas.aspx

http://channel9.msdn.com/coding4fun/kinect/Kinect-HTML5-WebSockets-and-Canvas
http://kinect.dashhacks.com/kinect-news/2011/07/12/kinect-web-animation-using-html5-and-animatable

http://developkinect.com/news/gaming/kinect-virtual-disco-deathmatch-game-using-html5-canvas
https://github.com/sydlawrence/Kinect-Virtual-Disco-Deathmatch

KinectContrib 2.0
http://dotnet.dzone.com/articles/kinectcontrib-20-released-now

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