Arduino as processing unit

<http://interface.khm.de/index.php/lab/interfaces-advanced/arduino-realtime-audio-processing/>

**Good sources on HRTF/Binaural Audio**

<http://interface.cipic.ucdavis.edu/pubs/>

<http://interface.idav.ucdavis.edu/sound/tutorial/psych.html>

<http://interface.cipic.ucdavis.edu/pubs/JAS_Mar_2001.pdf>

<https://www.safaribooksonline.com/library/view/dafx-digital-audio/9780470665992/c05_level1_4.xhtml>

**Notes on real-time convolution w/ mobile devices**

<http://smcnetwork.org/system/files/smc2012-167.pdf>

**Power Consumption of audio processing on mobile devices**

<http://www.jgrcs.info/index.php/jgrcs/article/viewFile/30/30>

**Reverb and convolution**

<http://cnmat.berkeley.edu/system/files/attachments/main.pdf>

<https://ccrma.stanford.edu/~jos/pasp/Freeverb.html> (C++ reverb library)

**Good information on TOF/Depth cameras:**

<http://en.wikipedia.org/wiki/Time-of-flight_camera>

**Time of flight cameras in various light conditions:**

[Indoor and outdoor depth imaging of leaves with time-of-flight and stereo vision sensors: Analysis and comparison](http://www.sciencedirect.com/science/article/pii/S0924271613002748)

**Refinement of images from low cost depth sensors:**

[Refinement Of Depth Maps Generated By Low-Cost Depth Sensors](http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=6407114)

[Inpainting of Missing Values in the Kinect Sensor’s Depth Maps Based on Background Estimates](http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=6664993)

**Research done into long-range depth camera usable in daylight**

<http://www.vision-systems.com/articles/2013/04/time-of-flight-camera-has-long-range.html>

**A good comparison of different types of depth cameras**

[www.grk1564.uni-siegen.de/publicationPDFbyID?ID=395](http://www.grk1564.uni-siegen.de/publicationPDFbyID?ID=395)

**Some pictures of the Kinect’s performance in direct sunlight:**

[Picture 1](https://00197494059477462761.googlegroups.com/attach/13c42beca3695283/b1.png?part=0.1&view=1&vt=ANaJVrGqKe5-yXJJFbOn0-v1bQ1VziDAyP3sWR9LbrWfjM4OKmk250fbAdbvbukjSSzmbUiq5Juk4xfJMwV2v1pAUECdX1Y-Qj3q0EiUWtSSxKRGK-S3dxo)

[Picture 2](https://00197494059477462761.googlegroups.com/attach/13c42beca3695283/b2.png?part=0.2&view=1&vt=ANaJVrFKvxE9-CZMXUDvpPpa_UnRV2AYqQadg5FO4OlS-g2EwhfZ6cniP4cGc6JOpON0TPA-VMAF-K6CCw1ChVshnjEld8sqhtaQEXduxsP7aVMSyX6Ozoc)

[Picture 3](https://00197494059477462761.googlegroups.com/attach/13c42beca3695283/b3.png?part=0.3&view=1&vt=ANaJVrHyx_j6yWmgEfuAfzzHZOkldCWrsHCR4DVaNO4yz10tScQtfWFvJHEtffq4gathXH34dTq1V6hRwa_Ztrl9TwsVwaiVcJCW4hJvmQ8XkfPgqnhDS18)

[Source](https://groups.google.com/forum/#!topic/openkinect/GryZfM2vt3M)

**Kinect - interpreting sensor values**

<https://graphics.stanford.edu/~mdfisher/Kinect.html>

**Kinect**

<http://www.hrpub.org/download/20140105/CSIT6-13501803.pdf>

<http://www.ncbi.nlm.nih.gov/pmc/articles/PMC3304120/>

<http://msdn.microsoft.com/en-us/library/jj131028.aspx>

**FLOPS OF FFT ON MOBILE**

<http://ieeexplore.ieee.org.ezproxy.library.uvic.ca/stamp/stamp.jsp?tp=&arnumber=6638119>