Challenge Task 1

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The goal of this challenge task was to convert the depth camera output to color image which varies as a function of depth.

To achieve this, a color bit map in “WindowLoaded” is defined and the output of the depth stream is converted to grayscale there.

Once bit map is generated, in the “depthFrameReady” method, different values of the greyscale is mapped to different colors and pixels once by one is changed.

Here is a screenshot of my app:

