

Floor Determination

Each skeleton frame also contains a floor-clipping-plane vector, which contains the coefficients of an estimated floor-plane equation. The skeleton tracking system updates this estimate for each frame and uses it as a clipping plane for removing the background and segmenting players. The general plane equation is:

$$Ax + By + Cz + D = 0$$

where:

A = vFloorClipPlane.x

B = vFloorClipPlane.y

C = vFloorClipPlane.z

D = vFloorClipPlane.w The height of the camera from the floor

The equation is normalized so that the physical interpretation of D is the height of the camera from the floor, in meters. Note that the floor might not always be visible or detectable. In this case, the floor clipping plane is a zero vector.

Bron: https://msdn.microsoft.com/en-us/library/hh973078.aspx#floor_determination