# 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>