# Workshop Kinect

## Requirements

* Visual Studio 2010 (Professional or Ultimate)
* [Microsoft Kinect SDK](http://research.microsoft.com/en-us/um/redmond/projects/kinectsdk/download.aspx)
* [Galasoft MVVM Light toolkit](http://mvvmlight.codeplex.com/releases/71278/download/267119)

## Part 1: Getting known to… (Step 1 – 4)

* Subscribe to the events you think they are important!
* Uncomment the CameraDataUpdated subscription to see if the Kinect works   
  (and comment it again due to performance issues)
* Make sure you add a message to the MessageBox (Messages), so you see what happens
* The method KinectUserCreated is already available
* Test your code and see if your messages are visible

## Part 2: Update your UI based on realtime data (Step 5 – 7)

* Get the User from Kinect by using the User ID from the EventArgs
* Subscribe to the UserUpdated event
* Update all the properties on the model with the data of the EventArgs by using UpdateUserInterface Action
* Test your code by checking if all labels on the skeleton are updated with the realtime data.

## Part 3: Creating a gesture (Step 8 – 12)

* Implement MyFilter
* Implement MyGesture
* Build the Pipeline (Attach MyGesture to MyFilter and attach MyFilter to User)
* Subscribe to the GestureDetected event of MyGesture
* Test your Gesture