HandsUp User Manual

Getting Started

Please download and install the SDK that we have provided. Please ensure that you have a version of Visual Studio Professional 2012 or later installed on your computer. In order to run the program, open the "KinectImageViewer-master" directory, then the "KinectImageViewer" directory and select the "KinectImageViewer.sln" file. Should you want to use the program with a Kinect rather than the mouse please then plug in your Kinect. For best results use an Xbox Kinect rather than a Windows Developer one. Again for best results please use a screen with a resolution of "1920 x 1080" as this may impact you when taking a picture. When using the Kinect, stand about 2 metres from it, ensure that it is angled appropriately for your height so that it can detect where your hands are.

Basic Controls and Features

There are two main ways to control some of the features of HandsUp. The first way is through the use of gestures. The user can swipe left or right in order to change image or video. The user must ensure that when swiping, the hand you are swiping with must pass over your other hand. For example, when swiping right the right hand must come all the way over and go past the left shoulder and vice versa for swiping left. If you wish to view your pictures and videos in full screen put both of your hands above your head. The user is also able to control the mouse by using the Kinect. When the user gets to a button they wish to press with the mouse cursor (not the coloured circles), hover over it for 2 seconds. A loading image will then appear and after the allotted time has past the button will be clicked.

The user is able to view images and videos, take a picture as well as importing new images and videos. Any images already imported can be viewed as a slideshow changing every 2 seconds. Finally if you are stuck go to the Tools tab and click on the help button.

Pictures Tab

Here you are able to view all the pictures you currently have in the "My Pictures" folder. Swiping left and right to change image or use the arrows on the edge of the screen. The purple and blue circles indicate roughly where the Kinect has picked up the location of your hands.

Here is the current user

This is the tabs bar. Here the user can select the tab that they wish to view (pictures, videos, camera or tools). The current tab is highlighted.
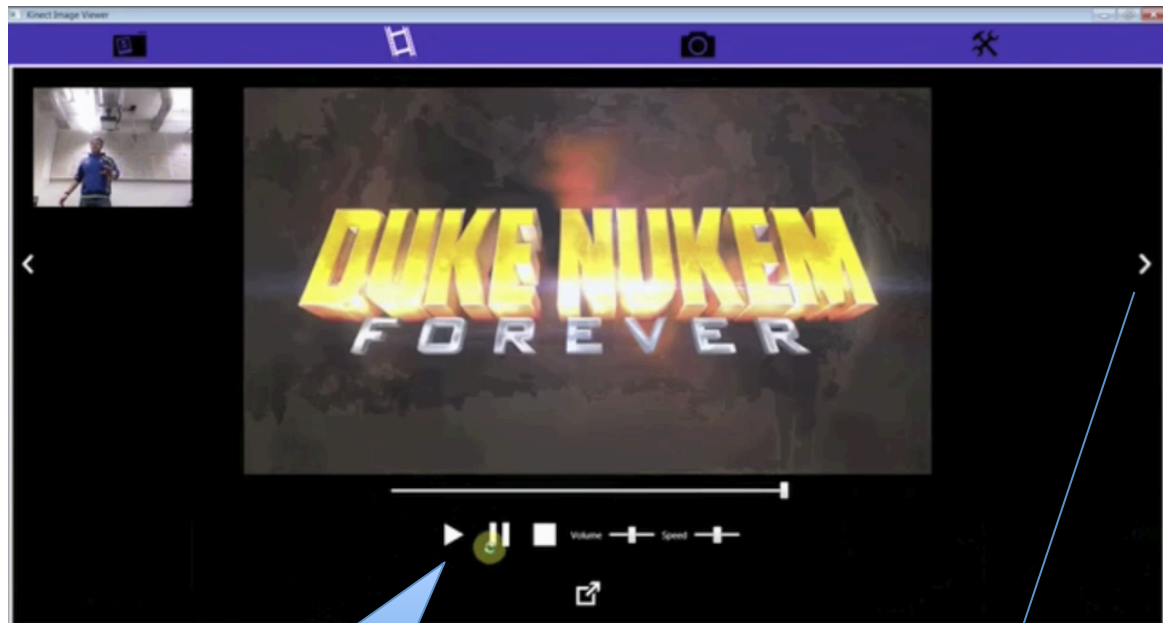

These are the thumbnails pictures that can be viewed

Here is the option to change to full screen

This is the current image being viewed

Videos Tab

The videos tab is exactly the same as the pictures one except you can view videos. Again the swiping gestures are in effect as is pressing the arrows. The user can click on play, pause etc. in order to control the video.
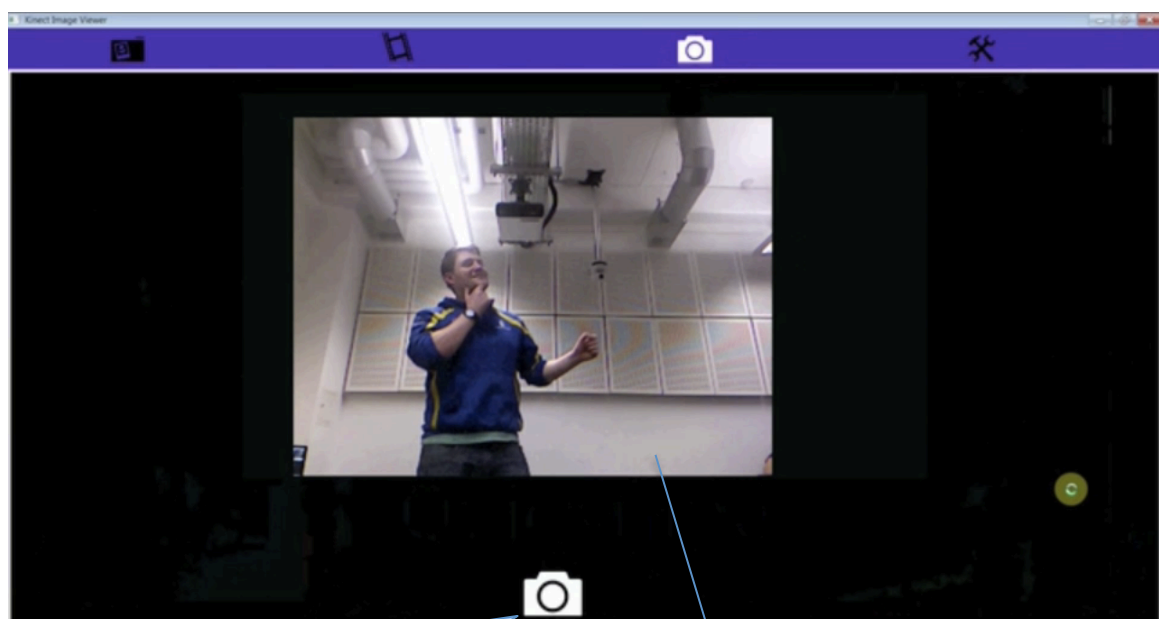

Here are the buttons to control the videos

Videos, like with pictures, can be cycled through using the arrows as well as gestures

Camera Tab

The camera tab allows the user to take an image. This image will be saved to the "My Pictures" directory on the users computer.


This button starts the countdown to take a photo. 3 beeps will sound and then a camera shutter noise to indicate a picture has been taken.

This is the area the photo will take the picture from.

Tools Tab

Finally the tools tab allows the user to import images and videos as well as view images as a slideshow. There is also a help button should you get stuck.

Press this button if you get stuck, it is the help button and will show you how to interact with the system.
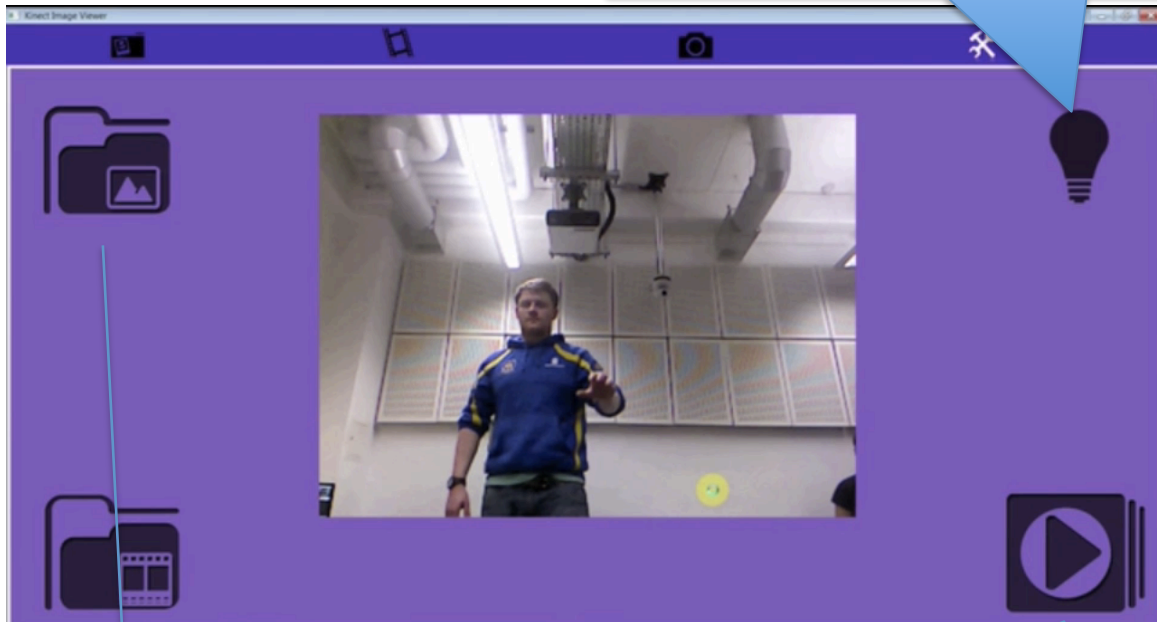
Here the user can import videos and pictures into HandsUp

This is the slideshow button. It will play the photos in the currently selected directory on a loop changing every 2 seconds.