Reed Bethune

Michaud

Electronics I

27 February 2015

Kinect Final Project Write-up

My final project makes use of the Xbox 360 Kinect sensor for user input to drive servos, LED’s, and a piezo. The output comes from a small vehicle that can be controlled using four buttons displayed onscreen in augmented reality. The car can drive forward and backward, or turn left or right. Motion is indicated by a green LED, and red indicates the vehicle is stationary. Upon startup the piezo plays the theme from the Legend of Zelda. The goal of this project was to advance my knowledge of depth sensing and augmented reality, and communicating with and using multiple programming languages to achieve an end in an electronic device. I learned a lot from this project.

Resources

<http://learning.codasign.com/index.php?title=Using_the_Kinect_with_Processing>

<https://learn.sparkfun.com/tutorials/connecting-arduino-to-processing>

<http://makematics.com/code/FingerTracker/>

<https://code.google.com/p/simple-openni/>