

1 User instructions

! To use the application Kinect v2 is required !

1. Plug in Kinect v2 to your PC.
2. Download Kinect drivers and Kinect SDK.
3. Launch Kinect Studio v2.0 and connect Kinect in it.
4. Launch the application executable **KinectMirror.exe** located in Build folder.
5. Stand in front of the monitor, look at your mirrored image on the display. You have to see your body fully from head to toes.
6. Navigate to the Outfits tab using a computer mouse. Choose a preferable body type and adjust it to match your own body by clicking the Adjust Body button.
7. Select one piece of clothing from each category:
 - (a) top - lower layer
 - (b) top - upper layer
 - (c) bottom
 - (d) shoes
 - (e) hat
 - (f) gloves
8. Try moving around the room and/or posing.
9. Swap selected parts of clothing with any other ones that are available in the menu.
10. Try picking clothes with gestures. To do so, navigate to the preferred piece of clothing with a hand cursor and make a fist to click.
11. Either with a computer mouse or with a hand cursor navigate to the Settings tab. You may want to adjust hand cursors positions in the bottom section of the Settings tab.
12. Either with a computer mouse or with a hand cursor navigate to the Environment tab. Change Kinect Visualization type to Point cloud.
13. Using a PC mouse adjust points size and/or density to your liking.
14. Click on Remove Background check box and select the Futuristic 1 room. Navigate to the Outfits tab again and pick some clothes. Try to move around the area and/or pose.

15. Navigate back to the Environment tab and select the Futuristic 2 room. Repeat the try-on experience from the previous step.
16. Navigate to the Settings tab and select dynamic camera. Keep in mind that the gestures are not working in dynamic camera mode.
 - (a) Using Off-Axis Settings section in the Settings tab adjust position and rotation of the screen relatively to your Kinect device. If needed, the screen size can be modified as well.
 - (b) Walk around the room to see, if this effect reminds you of the way mirror reflection works.
 - (c) Using a PC mouse navigate to clothes selection once more, pick some clothes.
 - (d) Navigate to the Settings tab and switch camera back to static.
17. Navigate to the Environment tab and select the Playground room.
 - (a) Put your right palm inside the big yellow object. This should spawn some random 3d primitives to the scene.
 - (b) Try to grab a 3d object with your hand.
18. You have now completed the test. To close the application, click on the Quit button.

2 User interface description:

Main menu buttons:	
“Settings”	Opens settings tab
“Environment”	Opens environment variants tab
“Outfits”	Opens outfit selecting tab
“Quit”	Shuts down the application
Settings tab:	
“Camera” - static/dynamic	Changes camera mode
”Off-Axis Settings”	Contains adjustments of the screen relatively to Kinect device position
“Debugging”	Toggles various debugging tools
“Miscellaneous”	Several miscellaneous tweaks
“Hand cursors”	Gesture input settings
Environment tab:	
”Kinect visualization”	Switches between flat screen or point cloud visualisation
”Rooms”	Room Selection; better to use it with point cloud with removed background
Outfits tab:	
Body type selector	Select most suitable body type
Body adjustment buttons:	
“Reset body”	Resets body adjustment
“Adjust body”	Adjusts body proportions to improve visualization quality
Category toggle	Filter outfits by enabling or disabling its categories
Outfit buttons	Equip or ”unequip” an outfit
Debug panel:	
Is enabled in settings window	
Shows fps and visualizes internal data	