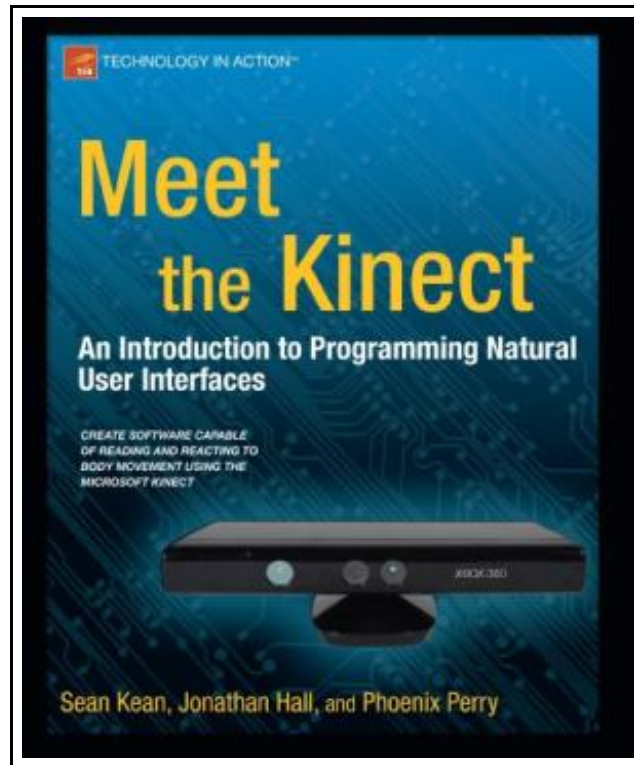# Meet the Kinect: An Introduction to Programming Natural User Interfaces

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Reviews

The publication is great and fantastic. It is probably the most remarkable book i actually have read through. Its been printed in an exceedingly easy way and it is merely right after i finished reading through this publication where in fact altered me, modify the way i think.
(Tomasa Witting)

MEET THE KINECT: AN INTRODUCTION TO PROGRAMMING NATURAL USER INTERFACES

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aPress, United States, 2011. Paperback. Book Condition: New. New.. 230 x 188 mm. Language: English . Brand New Book ***** Print on Demand *****.Meet the Kinect introduces the exciting world of volumetric computing using the Microsoft Kinect. You ll learn to write scripts and software enabling the use of the Kinect as an input device. Interact directly with your computer through physical motion. The Kinect will read and track body movements, and is the bridge between the physical reality in which you exist and the virtual world created by your software. Microsoft s Kinect was released in fall 2010 to become the fastest-selling electronic device ever. For the first time, we have an inexpensive, three-dimensional sensor enabling direct interaction between human and computer, between the physical world and the virtual. The Kinect has been enthusiastically adopted by a growing culture of enthusiasts, who put it to work in creating technology-based art projects, three-dimensional scanners, adaptive devices for sight-impaired individuals, new ways of interacting with PCs, and even profitable business opportunities. Meet the Kinect is the resource to get you started in mastering the Kinect and the exciting possibilities it brings. You ll learn about the Kinect hardware and what it can do. You ll install drivers and learn to download and run the growing amount of Kinect software freely available on the Internet. From there, you ll move into writing code using some of the more popular frameworks and APIs, including the official Microsoft API and the language known as Processing that is popular in the art and creative world. Along the way, you ll learn principles and terminology. Volumetric computing didn t begin with the Kinect. The field is decades old--if you ve ever had an MRI, for example, you have benefitted from volumetric computing technology. Meet the Kinect...

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