

Programming With The Kinect For Windows Software

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Smart Technologies: Breakthroughs in Research and Practice Management

Association, Information Resources 2017-06-19 Ongoing advancements in modern technology have led to significant developments with smart technologies. With the numerous applications available, it becomes imperative to conduct research and make further progress in this field. Smart Technologies: Breakthroughs in Research and Practice provides comprehensive and interdisciplinary research on the most emerging areas of information science and technology. Including innovative studies on image and speech recognition, human-computer interface, and wireless technologies, this multi-volume book is an ideal source for researchers, academicians, practitioners, and students interested in advanced technological applications and developments.

OpenNI Cookbook Soroush Falahati 2013-01-01 This is a Cookbook with plenty of practical recipes enriched with explained code and relevant screenshots to ease your learning curve. If you are a beginner or a professional in NIUI and want to write serious applications or games, then this book is for you. Even OpenNI 1 and OpenNI 1.x programmers who want to move to new versions of OpenNI can use this book as a starting point. This book uses C++ as the primary language but there are some examples in C# and Java too, so you need to have about a basic working knowledge of C or C++ for most cases.

Progresses in Artificial Intelligence and Neural Systems Anna Esposito

2020-07-09 This book provides an overview of the current advances in artificial intelligence and neural nets. Artificial intelligence (AI) methods have shown great capabilities in modelling, prediction and recognition tasks supporting human-machine interaction. At the same time, the issue of emotion has gained increasing attention due to its relevance in achieving human-like interaction with machines. The real challenge is taking advantage of the emotional characterization of humans' interactions to make computers interfacing with

them emotionally and socially credible. The book assesses how and to what extent current sophisticated computational intelligence tools might support the multidisciplinary research on the characterization of appropriate system reactions to human emotions and expressions in interactive scenarios. Discussing the latest recent research trends, innovative approaches and future challenges in AI from interdisciplinary perspectives, it is a valuable resource for researchers and practitioners in academia and industry.

The C# Programming Yellow Book Rob Miles 2018-10-19 Learn C# from first principles the Rob Miles way. With jokes, puns, and a rigorous problem solving based approach. You can download all the code samples used in the book from here: <http://www.robmiles.com/s/Yellow-Book-Code-Samples-64.z>

Microsoft Azure Essentials Azure Machine Learning Jeff Barnes 2015-04-25 Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. This third ebook in the series introduces Microsoft Azure Machine Learning, a service that a developer can use to build predictive analytics models (using training datasets from a variety of data sources) and then easily deploy those models for consumption as cloud web services. The ebook presents an overview of modern data science theory and principles, the associated workflow, and then covers some of the more common machine learning algorithms in use today. It builds a variety of predictive analytics models using real world data, evaluates several different machine learning algorithms and modeling strategies, and then deploys the finished models as machine learning web services on Azure within a matter of minutes. The ebook also expands on a working Azure Machine Learning predictive model example to explore the types of client and server applications you can create to consume Azure Machine Learning web services. Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the Microsoft Azure Essentials series.

Begin to Code with Python Rob Miles 2017-11-21 Become a Python programmer—and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. *Begin to Code with Python* is packed with innovations, from its "Snaps" prebuilt operations to its "Make Something Happen" projects. Whether you're a total beginner or you've tried before, this guide will put the power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you're in control! Learn how to... Get, install, and use powerful free tools to create modern Python programs Learn key concepts from 170 sample programs, and use them to jumpstart your own Discover exactly what happens when a program runs Approach program development with a professional perspective Learn the core elements of the Python language Build more complex software with classes, methods, and objects Organize programs so they're easy to build and improve Capture and respond to user input Store and

manipulate many types of real-world data Define custom data types to solve specific problems Create interactive games that are fun to play Build modern web and cloud-based applications Use pre-built libraries to quickly create powerful software Get code samples, including complete apps, at: <https://aka.ms/BegintoCodePython/downloads> About This Book For absolute beginners who've never written a line of code For anyone who's been frustrated with other beginning programming books or courses For people who've started out with other languages and now want to learn Python Works with Windows PC, Apple Mac, Linux PC, or Raspberry Pi Includes mapping of MTA exam objectives that are covered in this book, as well as an appendix with further explanation of some of the topics on the exam

Computer Vision and Machine Learning with RGB-D Sensors Ling Shao 2014-07-14 This book presents an interdisciplinary selection of cutting-edge research on RGB-D based computer vision. Features: discusses the calibration of color and depth cameras, the reduction of noise on depth maps and methods for capturing human performance in 3D; reviews a selection of applications which use RGB-D information to reconstruct human figures, evaluate energy consumption and obtain accurate action classification; presents an approach for 3D object retrieval and for the reconstruction of gas flow from multiple Kinect cameras; describes an RGB-D computer vision system designed to assist the visually impaired and another for smart-environment sensing to assist elderly and disabled people; examines the effective features that characterize static hand poses and introduces a unified framework to enforce both temporal and spatial constraints for hand parsing; proposes a new classifier architecture for real-time hand pose recognition and a novel hand segmentation and gesture recognition system.

Pro Processing for Images and Computer Vision with OpenCV Bryan WC Chung 2017-08-26 Apply the Processing language to tasks involved in computer vision--tasks such as edge and corner detection, recognition of motion between frames in a video, recognition of objects, matching of feature points and shapes in different frames for tracking purposes, and more. You will manipulate images through creative effects, geometric transformation, blending of multiple images, and so forth. Examples are provided. Pro Processing for Images and Computer Vision with OpenCV is a step-by-step training tool that guides you through a series of worked examples in linear order. Each chapter begins with a basic demonstration, including the code to recreate it on your own system. Then comes a creative challenge by which to engage and develop mastery of the chapter's topic. The book also includes hints and tips relating to visual arts, interaction design, and industrial best practices. This book is intended for any developer of artistic and otherwise visual applications, such as in augmented reality and digital effects, with a need to manipulate images, and to recognize and manipulate objects within those images. The book is specifically targeted at those making use of the Processing language that is common in artistic fields, and to Java programmers because of Processing's easy integration into the Java programming environment. What You'll Learn Make use of OpenCV, the open source library for computer vision in the Processing

environment Capture live video streams and examine them frame-by-frame for objects in motion Recognize shapes and objects through techniques of detecting lines, edges, corners, and more Transform images by scaling, translating, rotating, and additionally through various distortion effects Apply techniques such as background subtraction to isolate motion of objects in live video streams Detect and track human faces and other objects by matching feature points in different images or video frames Who This Book Is For Media artists, designers, and creative coders

Multimedia Programming with Pure Data Bryan WC Chung 2013-01-01 A quick and comprehensive tutorial book for media designers to jump-start interactive multimedia production with computer graphics, digital audio, digital video, and interactivity, using the Pure Data graphical programming environment. An introductory book on multimedia programming for media artists/designers who like to work on interactivity in their projects, digital art/design students who like to learn the first multimedia programming technique, and audio-visual performers who like to customize their performance sets

Hacking the Kinect Jeff Kramer 2012-06-12 Hacking the Kinect is the technogeek's guide to developing software and creating projects involving the groundbreaking volumetric sensor known as the Microsoft Kinect. Microsoft's release of the Kinect in the fall of 2010 startled the technology world by providing a low-cost sensor that can detect and track body movement in three-dimensional space. The Kinect set new records for the fastest-selling gadget of all time. It has been adopted worldwide by hobbyists, robotics enthusiasts, artists, and even some entrepreneurs hoping to build business around the technology. Hacking the Kinect introduces you to programming for the Kinect. You'll learn to set up a software environment, stream data from the Kinect, and write code to interpret that data. The progression of hands-on projects in the book leads you even deeper into an understanding of how the device functions and how you can apply it to create fun and educational projects. Who knows? You might even come up with a business idea. Provides an excellent source of fun and educational projects for a tech-savvy parent to pursue with a son or daughter Leads you progressively from making your very first connection to the Kinect through mastery of its full feature set Shows how to interpret the Kinect data stream in order to drive your own software and hardware applications, including robotics applications

Designing Distributed Systems Brendan Burns 2018-02-20 In the race to compete in today's fast-moving markets, large enterprises are busy adopting new technologies for creating new products, processes, and business models. But one obstacle on the road to digital transformation is placing too much emphasis on technology, and not enough on the types of processes technology enables. What if different lines of business could build their own services and applications—and decision-making was distributed rather than centralized? This report explores the concept of a digital business platform as a way of empowering individual business sectors to act on data in real time. Much innovation in a digital enterprise will increasingly happen at the edge,

whether it involves business users (from marketers to data scientists) or IoT devices. To facilitate the process, your core IT team can provide these sectors with the digital tools they need to innovate quickly. This report explores: Key cultural and organizational changes for developing business capabilities through cross-functional product teams A platform for integrating applications, data sources, business partners, clients, mobile apps, social networks, and IoT devices Creating internal API programs for building innovative edge services in low-code or no-code environments Tools including Integration Platform as a Service, Application Platform as a Service, and Integration Software as a Service The challenge of integrating microservices and serverless architectures Event-driven architectures for processing and reacting to events in real time You'll also learn about a complete pervasive integration solution as a core component of a digital business platform to serve every audience in your organization.

CUDA Application Design and Development Rob Farber 2011 Machine generated contents note: 1. How to think in CUDA 2. Tools to build, debug and profile 3. The GPU performance envelope 4. The CUDA memory subsystems 5. Exploiting the CUDA execution grid 6. MultiGPU applications and scaling 7. Numerical CUDA, libraries and high-level language bindings 8. Mixing CUDA with rendering 9. High Performance Machine Learning 10. Scientific Visualization 11. Multimedia with OpenCV 12. Ultra Low-power Devices: Tegra.

Professional Android Programming with Mono for Android and .NET / C# Wallace B. McClure 2012-03-02 A one-of-a-kind book on Android application development with Mono for Android The wait is over! For the millions of .NET/C# developers who have been eagerly awaiting the book that will guide them through the white-hot field of Android application programming, this is the book. As the first guide to focus on Mono for Android, this must-have resource dives into writing applications against Mono with C# and compiling executables that run on the Android family of devices. Putting the proven Wrox Professional format into practice, the authors provide you with the knowledge you need to become a successful Android application developer without having to learn another programming language. You'll explore screen controls, UI development, tables and layouts, and MonoDevelop as you become adept at developing Android applications with Mono for Android. Answers the demand for a detailed book on the extraordinarily popular field of Android application development Strengthens your existing skills of writing applications and shows you how to transfer your talents to building Android apps with Mono for Android and .NET/C# Dives into working with data, REST, SOAP, XML, and JSON Discusses how to communicate with other applications, deploy apps, and even make money in the process Professional Android Programming with Mono for Android and .NET/C# gets you up and running with Android app development today.

Arduino and Kinect Projects Enrique Ramos Melgar 2012-06-09 If you've done some Arduino tinkering and wondered how you could incorporate the Kinect—or the other way around—then this book is for you. The authors of *Arduino and Kinect Projects* will show you how to create 10 amazing, creative projects, from simple

to complex. You'll also find out how to incorporate Processing in your project design—a language very similar to the Arduino language. The ten projects are carefully designed to build on your skills at every step. Starting with the Arduino and Kinect equivalent of "Hello, World," the authors will take you through a diverse range of projects that showcase the huge range of possibilities that open up when Kinect and Arduino are combined. Gesture-based Remote Control. Control devices and home appliances with hand gestures. Kinect-networked Puppet. Play with a physical puppet remotely using your whole body. Mood Lamps. Build your own set of responsive, gesture controllable LED lamps. Drawing Robot. Control a drawing robot using a Kinect-based tangible table. Remote-controlled Vehicle. Use your body gestures to control a smart vehicle. Biometric Station. Use the Kinect for biometric recognition and checking Body Mass Indexes. 3D Modeling Interface. Learn how to use the Arduino LilyPad to build a wearable 3D modelling interface. 360o Scanner. Build a turntable scanner and scan any object 360o using only one Kinect. Delta Robot. Build and control your own fast and accurate parallel robot.

HoloLens Blueprints Abhijit Jana 2017-06-20 Unveil the world of mixed reality with HoloLens About This Book Bring holographic insights to existing line-of-business applications, tools, and workflows Focus on developing end-to-end realistic holographic application. Build interactive model scripts and test them in Unity3D and holographic emulators Who This Book Is For This book is targeted at developers and designers working on mixed-reality developments for complex integrated scenarios using HoloLens. What You Will Learn Interact with holograms using different interaction models Develop your first holographic app Integrate holographic applications with cloud systems Visualize data feeds coming from the cloud through holograms Manage the application distribution of enterprise-enabled HoloLens Integrate HoloLens applications with services deployed on Azure Identify and create 3D Assets and Scenes Use HoloLens to explore the Internet of Things In Detail Do you want to create stunning applications with HoloLens? Are you a developer who is fascinated with Microsoft HoloLens and its capabilities? If so, this is the book for you. This book introduces and demystifies the HoloLens platform and shows you different ways of interaction with computers (mixed-reality). You will start your mixed-reality journey by understanding different types of digital reality. You will learn to build your first holographic app. Also, you will understand holographic application integration possibilities within Line of Business Applications using Azure. Moving ahead, you will create Integrated Solutions using IoT with HoloLens. Gradually you'll learn how to create and deploy apps on a device. You will learn to publish application to the store; if you are an enterprise developer, you will also manage and distribute applications for enterprise-enabled or domain-joined HoloLens. Finally, you will develop an end-to-end realistic holographic app, ranging from scenario identification to sketching, development, deployment, and, finally, production. Style and approach The book is a project-based guide to help you to create some really astonishing mixed-reality applications. It will provide end-to-end solutions and enable you to build stunning applications for HoloLens.

Programming Interactivity Joshua Noble 2009-07-21 Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. Programming Interactivity explains programming and electrical engineering basics, and introduces three freely available tools created specifically for artists and designers: Processing, a Java-based programming language and environment for building projects on the desktop, Web, or mobile phones Arduino, a system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls OpenFrameworks, a coding framework simplified for designers and artists, using the powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design, program, build, and troubleshoot your own projects. The cutting edge design techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.

Start Here! Learn Microsoft Visual Basic 2012 Michael Halvorson 2012-12-15 Ready to learn Microsoft Visual Basic? Start Here! Learn the fundamentals of modern programming with Visual Basic 2012--and begin building your first Windows 8 apps for the desktop. If you have absolutely no previous experience with Visual Basic, no problem--simply start here! This book introduces must-know concepts and techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning Visual Basic Learn the fundamentals of programming with Visual Basic Discover how to to bind controls to data Design and interact with user interfaces built with XAML Build and debug complete applications Learn the basics of Windows 8 application design Find out how to deliver your applications to the Windows Store

Making Things See Greg Borenstein 2012-01-27 A guide to creating computer applications using Microsoft Kinect features instructions on using the device with different operating systems, using 3D scanning technology, and building robot arms, all using open source programming language.

Precision Assembly in the Digital Age Svetan Ratchev 2018-12-31 This book constitutes the refereed post-conference proceedings of the 8th IFIP WG 5.5 International Precision Assembly Seminar, IPAS 2018, held in Chamonix, France, in January 2018. The 20 revised full papers were carefully reviewed and selected from numerous submissions. The papers address topics such as machine vision and metrology for assembly operations, gripping and handling technologies, numerical methods and planning in assembly, digital technologies and Industry 4.0 applications, precision assembly methods, assembly systems and platforms and human cooperation, and machine learning. They are organized in the following topical sections: design and deployment of assembly systems; human robot cooperation and machine vision; assembly methods and models; digital technologies and industry 4.0 applications; and gripping and handling

solutions in assembly.

Microsoft Manual of Style Microsoft Corporation 2012-01-15 Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—across a range of audiences and media.

Kinect Hacks Jared St. Jean 2012-11-03 Create your own innovative applications in computer vision, game design, music, robotics, and other areas by taking full advantage of Kinect's extensive interactive, multi-media platform. With this book, you get a step-by-step walkthrough of the best techniques and tools to come out of the OpenKinect project, the largest and most active Kinect hacking community. Learn dozens of hacks for building interfaces that respond to body movements, gestures, and voice, using open source toolkits such as openFrameworks, the Processing IDE, and OpenKinect driver library. Whether you're an artist, designer, researcher, or hobbyist, this book will give you a running start with Kinect. Set up a development environment in Windows 7, Mac OSX, or Ubuntu Build special effects apps with tools such as Synapse and Cinder Create gestural interfaces to integrate and control digital music components Capture the realistic motions of a 3D model with NI mate, Blender, and Animata Design gesture-based games with the ZigFu SDK Recreate the dimensions of any room in realtime, using RGBDemo Use gestures to navigate robots and control PC interfaces

Beginning Kinect Programming with the Microsoft Kinect SDK Jarrett Webb 2012-06-12 Beginning Kinect Programming with the Microsoft Kinect SDK gets you up and running developing Kinect applications for your PC using Microsoft tools and the official SDK. You will have a working Kinect program by the end of the first chapter! The following chapters will open up the secrets of three-dimensional vision, skeleton tracking, audio through the Kinect, and more. Examples illustrate the concepts in the form of simple games that react to your body movements. The result is a fun read that helps you learn one of the hottest technologies out there today. Beginning Kinect Programming with the Microsoft Kinect SDK also provides building blocks and ideas for mashing up the Kinect with other technologies to create art, interactive games, 3D models and enhanced office automation. You'll learn the fundamental code basic to almost all Kinect applications. You'll learn to integrate that code with other tools and manipulate data to create amazing Kinect applications. Beginning Kinect Programming with the Microsoft Kinect SDK is your gateway into the exciting

world of three-dimensional, real-time computer interaction. Helps you create a proper development environment for Kinect applications. Covers the basics of three-dimensional vision, skeleton tracking, gesture recognition, and audio. Provides fun examples that keep you engaged and learning.

Start Here! Learn the Kinect API Rob Miles 2012-07-15 Ready to learn Kinect programming? Start Here! Learn the fundamentals of programming with the Kinect API—and begin building apps that use motion tracking, voice recognition, and more. If you have experience programming with C#—simply start here! This book introduces must-know concepts and techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning Kinect. Build an application to display Kinect video on your PC. Have Kinect take photographs when it detects movement. Draw on a computer screen by moving your finger in the air. Track your body gestures and use them to control a program. Make a program that understands your speech and talks back to you. Play a part in your own augmented reality game. Create an "air piano" using Kinect with a MIDI device.

Handbook of Research on Emerging Trends and Applications of Machine Learning Solanki, Arun 2019-12-13 As today's world continues to advance, Artificial Intelligence (AI) is a field that has become a staple of technological development and led to the advancement of numerous professional industries. An application within AI that has gained attention is machine learning. Machine learning uses statistical techniques and algorithms to give computer systems the ability to understand and its popularity has circulated through many trades. Understanding this technology and its countless implementations is pivotal for scientists and researchers across the world. The Handbook of Research on Emerging Trends and Applications of Machine Learning provides a high-level understanding of various machine learning algorithms along with modern tools and techniques using Artificial Intelligence. In addition, this book explores the critical role that machine learning plays in a variety of professional fields including healthcare, business, and computer science. While highlighting topics including image processing, predictive analytics, and smart grid management, this book is ideally designed for developers, data scientists, business analysts, information architects, finance agents, healthcare professionals, researchers, retail traders, professors, and graduate students seeking current research on the benefits, implementations, and trends of machine learning.

Microsoft XNA Game Studio 4.0 Rob Miles 2011-01-15 Now you can build your own games for your Xbox 360, Windows Phone 7, or Windows-based PC—as you learn the underlying concepts for computer programming. Use this hands-on guide to dive straight into your first project—adding new tools and tricks to your arsenal as you go. No experience required! Learn XNA and C# fundamentals—and increase the challenge with each chapter. Write code to create and control game behavior. Build your game's display—from graphics and text to lighting and 3-D effects. Capture and cue sounds. Process input from keyboards and gamepads. Create features for one or multiple players. Tweak existing games—and invent totally

new ones

Kinect Open Source Programming Secrets Andrew Davison 2012-05-22 Program Kinect to do awesome things using a unique selection of open source software! The Kinect motion-sensing device for the Xbox 360 and Windows became the world's fastest-selling consumer electronics device when it was released (8 million sold in its first 60 days) and won prestigious awards, such as "Gaming Gadget of the Year." Now Kinect Open Source Programming Secrets lets YOU harness the Kinect's powerful sensing capabilities for gaming, science, multimedia projects, and a mind-boggling array of other applications on platforms running Windows, Mac OS, and Linux. Dr. Andrew Davison, a user interface programming expert, delivers exclusive coverage of how to program the Kinect sensor with the Java wrappers for OpenNI and NITE, which are APIs created by PrimeSense, the primary developers of the Kinect's technology. Beginning with the basics--depth imaging, 3D point clouds, skeletal tracking, and hand gestures--the book examines many other topics, including Kinect gaming, FFAST-style gestures that aren't part of standard NITE, motion detection using OpenCV, how to create gesture-driven GUIs, accessing the Kinect's motor and accelerometer, and other tips and techniques. Inside: Free open source APIs to let you develop amazing Kinect hacks for commercial or private use Full coverage of depth detection, camera, and infrared imaging point clouds; Kinect gaming; 3D programming; gesture-based GUIs, and more Online access to detailed code examples on the author's web site, plus bonus chapters on speech recognition, beamforming, and other exotica

Beginning Microsoft Kinect for Windows SDK 2.0 Mansib Rahman 2017-08-25 Develop applications in Microsoft Kinect 2 using gesture and speech recognition, scanning of objects in 3D, and body tracking. Create motion-sensing applications for entertainment and practical uses, including for commercial products and industrial applications. Beginning Microsoft Kinect for Windows SDK 2.0 is dense with code and examples to ensure that you understand how to build Kinect applications that can be used in the real world. Techniques and ideas are presented to facilitate incorporation of the Kinect with other technologies. What You Will Learn Set up Kinect 2 and a workspace for Kinect application development Access audio, color, infrared, and skeletal data streams from Kinect Perform gesture and speech recognition Perform computer vision manipulations on image data streams Use Kinect 2 for Windows Store apps and Unity3D applications Take advantage of Kinect Fusion (3D object mapping technology) and Kinect Ripple (Kinect projector infotainment system) Who This Book Is For Developers who want to include the simple but powerful Kinect technology into their projects, including amateurs and hobbyists, and professional developers

Kinect for Windows SDK Programming Guide Abhijit Jana 2012-01-01 This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book. It includes a detailed discussion of APIs with step-by-step explanation of development of a real-world sample application. The purpose of this book is to explain how to develop applications

using the Kinect for Windows SDK. If you are a beginner and looking to start developing applications using the Kinect for Windows SDK, and if you want to build motion-sensing, speech-recognizing applications with Kinect, this book is for you. This book uses C# and WPF (Windows P.

Programming with the Kinect for Windows Software Development Kit David Catuhe 2012 Create rich experiences for users of Windows 7 and Windows 8 Developer Preview with this pragmatic guide to the Kinect for Windows Software Development Kit (SDK). The author, a developer evangelist for Microsoft, walks you through Kinect sensor technology and the SDK--providing hands-on insights for how to add gesture and posture recognition to your apps. If you're skilled in C# and Windows Presentation Foundation, you'll learn how to integrate Kinect in your applications and begin writing Uis and controls that can handle Kinect interaction. This book introduces the Kinect for Windows Software Development Kit to developers looking to enrich applications they build for Windows 7 and later with human motion tracking Teaches developers with core C# and WPF skills how to program gesture and posture recognition in Kinect Describes how to integrate 3D representation on top of a real scene Provides expert insights and code samples to get you up and running

Learning Robotics Using Python Lentin Joseph 2015-05-27 If you are an engineer, a researcher, or a hobbyist, and you are interested in robotics and want to build your own robot, this book is for you. Readers are assumed to be new to robotics but should have experience with Python.

Kinect in Motion – Audio and Visual Tracking by Example Clemente Giori 2013-04-25 The book includes a series of step-by-step illustrated tutorials supported by detailed explanations for building a multimodal user interface based on Kinect for Windows. Kinect in Motion - Audio and Visual Tracking by Example is great for developers new to the Kinect for Windows SDK, and who are looking to get a good grounding in how to master video and audio tracking. It's assumed that you have some experience in C# and XAML already.

Augmented Reality with Kinect Rui Wang 2013-01-01 This book is a mini tutorial with plenty of code examples and strategies to give you many options when building your own applications. This book is meant for readers who are familiar with C/C++ programming and want to write simple programs with Kinect. The standard template library can also be used as it is simple enough to understand.

Advances in Asset Management and Condition Monitoring Andrew Ball 2020-08-27 This book gathers select contributions from the 32nd International Congress and Exhibition on Condition Monitoring and Diagnostic Engineering Management (COMADEM 2019), held at the University of Huddersfield, UK in September 2019, and jointly organized by the University of Huddersfield and COMADEM International. The aim of the Congress was to promote awareness of the rapidly emerging interdisciplinary areas of condition monitoring and diagnostic engineering management. The contents discuss the latest tools and techniques in

the multidisciplinary field of performance monitoring, root cause failure modes analysis, failure diagnosis, prognosis, and proactive management of industrial systems. There is a special focus on digitally enabled asset management and covers several topics such as condition monitoring, maintenance, structural health monitoring, non-destructive testing and other allied areas. Bringing together expert contributions from academia and industry, this book will be a valuable resource for those interested in latest condition monitoring and asset management techniques.

Programming with the Kinect for Windows Software Development Kit David Catuhe
2012-09-15 Create rich experiences for users of Windows 7 and Windows 8 Developer Preview with this pragmatic guide to the Kinect for Windows Software Development Kit (SDK). The author, a developer evangelist for Microsoft, walks you through Kinect sensor technology and the SDK—providing hands-on insights for how to add gesture and posture recognition to your apps. If you're skilled in C# and Windows Presentation Foundation, you'll learn how to integrate Kinect in your applications and begin writing Uis and controls that can handle Kinect interaction. This book introduces the Kinect for Windows Software Development Kit to developers looking to enrich applications they build for Windows 7 and later with human motion tracking Teaches developers with core C# and WPF skills how to program gesture and posture recognition in Kinect Describes how to integrate 3D representation on top of a real scene Provides expert insights and code samples to get you up and running

Programming with the Kinect for Windows Software Development Kit David Catuhe
2012

SAP ABAP Advanced Cookbook Rehan Zaidi 2012-01-01 This book is written in simple, easy to understand format with lots of screenshots and step-by-step explanations. If you are an ABAP developer and consultant looking forward to build advanced SAP programming applications with ABAP, then this is the best guide for you. Basic knowledge of ABAP programming would be required.

Learn to Program with Small Basic Majed Marji 2016-04-16 Small Basic is a free, beginner-friendly programming language created by Microsoft. Inspired by BASIC, which introduced programming to millions of first-time PC owners in the 1970s and 1980s, Small Basic is a modern language that makes coding simple and fun. Learn to Program with Small Basic introduces you to the empowering world of programming. You'll master the basics with simple activities like displaying messages and drawing colorful pictures, and then work your way up to programming games! Learn how to: –Program your computer to greet you by name –Make a game of rock-paper-scissors using If/Else statements –Create an interactive treasure map using arrays –Draw intricate geometric patterns with just a few lines of code –Simplify complex programs by breaking them into bite-sized subroutines You'll also learn to command a turtle to draw shapes, create magical moving text, solve math problems quickly, help a knight slay a dragon, and more! Each chapter ends with creative coding challenges so you can take your skills to the next level. Learn to Program with Small Basic is the perfect

place to start your computer science journey.

6th International Conference on the Development of Biomedical Engineering in Vietnam (BME6) Toi Vo Van 2017-09-21 Under the motto "Healthcare Technology for Developing Countries" this book publishes many topics which are crucial for the health care systems in upcoming countries. The topics include Cyber Medical Systems Medical Instrumentation Nanomedicine and Drug Delivery Systems Public Health Entrepreneurship This proceedings volume offers the scientific results of the 6th International Conference on the Development of Biomedical Engineering in Vietnam, held in June 2016 at Ho Chi Minh City.

Programming Elixir ≥ 1.6 Dave Thomas 2018-05-18 This book is the introduction to Elixir for experienced programmers, completely updated for Elixir 1.6 and beyond. Explore functional programming without the academic overtones (tell me about monads just one more time). Create concurrent applications, but get them right without all the locking and consistency headaches. Meet Elixir, a modern, functional, concurrent language built on the rock-solid Erlang VM. Elixir's pragmatic syntax and built-in support for metaprogramming will make you productive and keep you interested for the long haul. Maybe the time is right for the Next Big Thing. Maybe it's Elixir. Functional programming techniques help you manage the complexities of today's real-world, concurrent systems; maximize uptime; and manage security. Enter Elixir, with its modern, Ruby-like, extendable syntax, compile and runtime evaluation, hygienic macro system, and more. But, just as importantly, Elixir brings a sense of enjoyment to parallel, functional programming. Your applications become fun to work with, and the language encourages you to experiment. Part 1 covers the basics of writing sequential Elixir programs. We'll look at the language, the tools, and the conventions. Part 2 uses these skills to start writing concurrent code- applications that use all the cores on your machine, or all the machines on your network! And we do it both with and without OTP. Part 3 looks at the more advanced features of the language, from DSLs and code generation to extending the syntax. This edition is fully updated with all the new features of Elixir 1.6, with a new chapter on structuring OTP applications, and new sections on the debugger, code formatter, Distillery, and protocols. What You Need: You'll need a computer, a little experience with another high-level language, and a sense of adventure. No functional programming experience is needed.

Programming Robots with ROS Morgan Quigley 2015-11-16 Want to develop novel robot applications, but don't know how to write a mapping or object-recognition system? You're not alone, but you're certainly not without help. By combining real-world examples with valuable knowledge from the Robot Operating System (ROS) community, this practical book provides a set of motivating recipes for solving specific robotics use cases. Ideal for enthusiasts, from students in robotics clubs to professional robotics scientists and engineers, each recipe describes a complete solution using ROS open source libraries and tools. You'll learn how to complete tasks described in the recipes, as well as how to configure and recombine components for other tasks. If you're familiar with Python, you're ready to go. Learn fundamentals, including key ROS concepts,

tools, and patterns Program robots that perform an increasingly complex set of behaviors, using the powerful packages in ROS See how to easily add perception and navigation abilities to your robots Integrate your own sensors, actuators, software libraries, and even a whole robot into the ROS ecosystem Learn tips and tricks for using ROS tools and community resources, debugging robot behavior, and using C++ in ROS