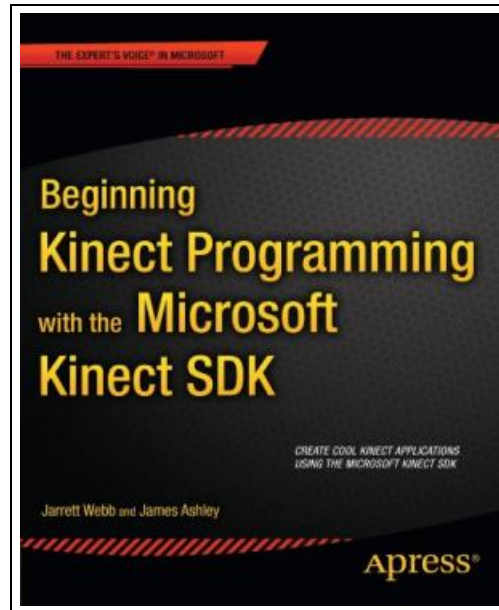# Beginning Kinect Programming with the Microsoft Kinect SDK

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Reviews

Extensive guideline! Its this kind of very good study. It really is full of knowledge and wisdom I discovered this book from my i and dad encouraged this publication to understand.

(Mr. Jerry Littel)

BEGINNING KINECT PROGRAMMING WITH THE MICROSOFT KINECT SDK

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APress. Paperback. Book Condition: New. Paperback. 324 pages. Dimensions: 9.1in. x 7.5in. x 0.8in.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. Youll learn the fundamental code basic to almost all Kinect applications. Youll 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 What youll learn Create a proper development environment Work with data streams from the Kinect sensor Use skeleton-tracking for interactive applications Build speech-aware applications Develop simple, Kinect-based games for the PC Learn the underlying math involved in three-dimensional programming Who this book is for Beginning Kinect Programming with the Microsoft Kinect SDK is for Microsoft developers who want to learn to program for the newest and coolest Microsoft input device. The book assumes familiarity, but not expertise, with WPF and C. Developers...

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