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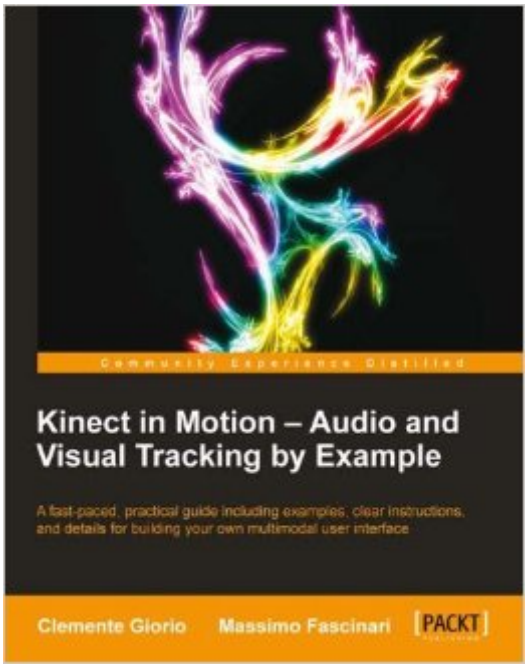
Kinect In Motion - Audio And Visual Tracking By Example



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Synopsis

In DetailKinect is a motion-sensing input device by Microsoft for the Xbox 360 video game console and Windows PCs. It provides capabilities to enhance human-machine interaction along with a zero-to-hero journey to engage the user in a multimodal interface dialog with your software solution.Kinect in Motion - Audio and Visual Tracking by Example guides you in developing more than five models you can use to capture gestures, movements, and voice spoken commands. The examples and the theory discussed provide you with the knowledge to let the user become a part of your application.Kinect in Motion - Audio and Visual Tracking by Example is a compact reference on how to master color, depth, skeleton, and audio data streams handled by Kinect for Windows.Starting with an introduction to Kinect and its characteristics, you will first be shown how to master the color data stream with no more than one page of lines of code. Learn how to manage the depth information and map them against the color ones. You will then learn how to define and manage gestures that enable the user to instruct the application simply by moving arms or any other type of natural action. Finally you will complete your journey through a multimodal interface, combining gestures with audio.The book will lead you through many detailed, real-world examples, and even guide you on how to test your application.ApproachThe 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.Who this book is forKinect 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. Itâ ™s assumed that you have some experience in C# and XAML already.

Book Information

File Size: 2680 KB

Print Length: 112 pages

Publisher: Packt Publishing (April 25, 2013)

Publication Date: April 25, 2013

Sold by:Â Digital Services LLC

Language: English

ASIN: B00CITNQMU

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #1,102,533 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #51 inÂ Books > Computers & Technology > Software > Voice Recognition #115 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Speech & Audio Processing #400 inÂ Books > Computers & Technology > Computer Science > AI & Machine Learning > Computer Vision & Pattern Recognition

Customer Reviews

I really love technical books that get to the point!I can’t stand most of the tomes that spend 100+ pages explaining the history of computer science or other nonsense. Kinect in Motion is NOT one of those books. It gets to the point of teaching you about audio and visual tracking and gives you some great development workflow tips along the way. When the authors do cover background information, it’s directly related to learning the task at hand. Very cool!I was personally interested in this book because I’ve been wanting to understand Kinect’s audio tracking abilities. While there are samples and blog posts out there floating around, I just never really got the whole picture of how things work. I’ve always wanted to build an intelligent video conferencing system that tracks users as they speak, and now I have what I need to make it happen.The book really is good at explaining motion tracking and especially the nuances around folks that are standing and sitting. For my goal of creating an intelligent video conferencing system. Most people are sitting, so this was very helpful.Overall, the style of this book is clean, focused, and sometimes you get little bits of humor which I appreciate. If you want to learn and more importantly UNDERSTAND Kinect audio and visual tracking, I highly recommend this book!Cheers!

Although I’m not a developer pur sang, this book gave me great insight in how Kinect works and how you can use it to develop applications that use the video and audio tracking. Chapter 1 describes how Kinect works and what the current state of tracking enables. The next chapters give you enough clues to develop your own applications, and the notes and summary in each chapter makes reading and understanding easy. And finally in the appendix you will learn how to save time coding and testing on Kinect enabled applications by recording all the video data coming into an application from a Kinect sensor with Kinect Studio, injecting the recorded video in an application allowing us to test your code without getting out of your chair over and over again. All in all this book is worth reading!

This is a short and very easy to read book, but is very useful. Clemente Giorio and Massimo Fascinari have taken a very look leading approach to drawing you in to how to use the Kinect SDK and get used to NUI style development.After a fast introduction of hardware (chapter 1), book builds up very nicely on all the features enabled with Kinect like Cameras (chapter 2), Skeletons (chapter 3), Speech recognition (chapter 4) and useful tools (chapter 5).There are a lot of examples that help to understand all features and gradually go deeper into the understanding of the development with Kinect. This book is useful also for expert developer because introduces interesting tricks.Highly recommend this book for anyone interested in delving into Kinect.

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