Start Here! Learn The Kinect API

Synopsis

Ready to learn Kinect programming? Start Here!â„¢Learn the fundamentals of programming with the Kinectâ„¢ APIâ "and begin building apps that use motion tracking, voice recognition, and more. If you have experience programming with C#â "simply start here! This book introduces must-know concepts and techniques through easy-to-follow explanations, examples, and exercises.Hereâ ™s where you start learning KinectBuild 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

Book Information

Series: Start Here

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Customer Reviews

At this time there are only 2 start up books that I know of for the Kinect for Windows SDK, this and an Apress book. This is the one to get. It has skillfully written programs that illustrate how to use each Kinect feature and they are well explained. A skilled C# programmer should have no problem writing an application and incorporating working code for the Kinect interactions.Reacting to a rapid stream of incoming data requires certain performance techniques. Starting as early as page 51, direct memory access (Unsafe mode and pointers) and multi-threading are introduced. This is a major omission in the Apress book. I have a pretty fast Intel I7 quad computer and these techniques

are obviously necessary to make a Kinect app usable. In fact they make them instantaneous. The Apress samples are sluggish and slow to react.Make sure to check the "Look Inside" part of the product description to review required programming skills and system requirements. There is enough material there to determine if this book is for you before you buy it.The Kinect for Windows sensor that you need is at Kinect for Windows.If, instead, you want to connect an XBOX Kinect sensor to your development machine you will probably need an adapter which you can get at Xbox 360 Kinect AC Adapter/ Power Supply .Good luck with your apps.

Introduces the Kinect SDK as well as multiple related but tangential topics in an easy way for C# programmers, for instance threading and the use of (unsafe) pointers for specific reasons in managed code. Gives you clear, specific directions to get your first program up and running quickly, as well as modify it to do more and more each iteration ...

I tried others, but found this one easy to follow and read with complete code, descriptions and details about what each section does.

I love it

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