OpenNI/NiTE 1.5

OpenNI/NiTE 2

User Application

User Application

OpenNI 1.5

Middleware
module, e.g.,
NiTE

Middleware
Plug-in,
e.g., NiTE

OpenNI 2

OpenNI 1.5

Depth Skeleton
(example)

OpenNI2 Drivers :
E.g., PS1080, Kinect and ONI files

3rd party custom
drivers

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   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 FAAST 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   *New Geometric Data Structures for Collision Detection and Haptics* René Weller,2013-07-12 Starting with novel algorithms for optimally updating bounding volume hierarchies of objects undergoing arbitrary deformations the author presents a new data structure that allows for the first time the computation of the penetration volume The penetration volume is related to the water displacement of the overlapping region and thus corresponds to a physically motivated and continuous force The practicability of the approaches used is shown by realizing new applications in the field of robotics and haptics including a user study that evaluates the influence of the degrees of freedom in complex haptic interactions New Geometric Data Structures for Collision Detection and Haptics closes by proposing an open source benchmarking suite that evaluates both the performance and the quality of the collision response in order to guarantee a fair comparison of different collision detection algorithms Required in the fields of computer graphics physically based simulations computer animations robotics and haptics collision detection is a fundamental problem that arises every time we interact with virtual objects Some of the open challenges associated with collision detection include the handling of deformable objects the stable computation of physically plausible contact information and the extremely high frequencies that are required for haptic rendering New Geometric Data Structures for Collision Detection and Haptics presents new solutions to all of these challenges and will prove to be a valuable resource for researchers and practitioners of collision detection in the haptics robotics and computer graphics and animation domains   <u>Gesture Recognition</u> Sergio Escalera,Isabelle Guyon,Vassilis Athitsos,2017-07-19 This book presents a selection of chapters written by leading

international researchers related to the automatic analysis of gestures from still images and multi modal RGB Depth image sequences It offers a comprehensive review of vision based approaches for supervised gesture recognition methods that have been validated by various challenges Several aspects of gesture recognition are reviewed including data acquisition from different sources feature extraction learning and recognition of gestures   **Human-Computer Interaction: Interaction Modalities and Techniques** Masaaki Kurosu,2013-07-01 The five volume set LNCS 8004 8008 constitutes the refereed proceedings of the 15th International Conference on Human Computer Interaction HCII 2013 held in Las Vegas NV USA in July 2013 The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of human computer interaction addressing major advances in knowledge and effective use of computers in a variety of application areas This volume contains papers in the thematic area of human computer interaction addressing the following major topics speech natural language and auditory interfaces gesture and eye gaze based Interaction touch based interaction haptic interaction graphical user interfaces and visualisation   Universal Access in Human–Computer Interaction. Designing Novel Interactions Margherita Antona,Constantine Stephanidis,2017-06-28 The three volume set LNCS 10277 10279 constitutes the refereed proceedings of the11th International Conference on Universal Access in Human Computer Interaction UAHCI 2017 held as part of the 19th International Conference on Human Computer Interaction HCII 2017 in Vancouver BC Canada in July 2017 jointly with 14 other thematically similar conferences The total of 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions The papers included in the three UAHCI 2017 volumes address the following major topics Design for All Methods and Practice Accessibility and Usability Guidelines and Evaluation User and Context Modelling and Monitoring and Interaction Adaptation Design for Children Sign Language Processing Universal Access to Virtual and Augmented Reality Non Visual and Tactile Interaction Gesture and Gaze Based Interaction Universal Access to Health and Rehabilitation Universal Access to Education and Learning Universal Access to Mobility Universal Access to Information and Media and Design for Quality of Life Technologies   **Information and Communication Technologies for Ageing Well and e-Health** Panagiotis D. Bamidis,Martina Ziefle,Leszek A. Maciaszek,2019-03-21 This book constitutes the thoroughly refereed proceedings of the third International Conference on Communication Technologies for Ageing Well and e Health ICT4AWE 2018 held in Funchal Madeira Portugal in March 2018 The 10 full papers presented were carefully reviewed and selected from 32 submissions The papers aim at contributing to the understanding of relevant trends of current research on ICT for Ageing Well and eHealth including the ambient assisted living   **Intelligent Technologies for Interactive Entertainment** Matei Mancas,Nicolas d'Alessandro,Xavier Siebert,Bernard Gosselin,Carlos Valderrama,Thierry Dutoit,2013-11-30 This book constitutes the proceedings of the 5th

International Conference on Intelligent Technologies for Interactive Entertainment INTETAIN 2013 The 23 full papers presented were carefully selected from numerous submissions The conference aims at enhancing the understanding of recent and anticipated advances in interactive technologies and their applications to entertainment education culture and the arts The papers are grouped in topical sections on linked media gaming technologies and technologies for live entertainment

Advances in Multimedia Modeling Shipeng Li,Abdulmotaleb El Saddik,Meng Wang,Tao Mei,Nicu Sebe,Shuicheng Yan,Richang Hong,Cathal Gurrin,2013-01-05 The two volume set LNCS 7732 and 7733 constitutes the thoroughly refereed proceedings of the 19th International Conference on Multimedia Modeling MMM 2012 held in Huangshan China in January 2013 The 30 revised regular papers 46 special session papers 20 poster session papers and 15 demo session papers and 6 video browser showdown were carefully reviewed and selected from numeroues submissions The two volumes contain papers presented in the topical sections on multimedia annotation I and II interactive and mobile multimedia classification recognition and tracking I and II ranking in search multimedia representation multimedia systems poster papers special session papers demo session papers and video browser showdown **Meet the Kinect** Sean Kean,Jonathan Hall,Phoenix Perry,2012-05-10 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 goes beyond just the one device to impart the principles and terminology underlying the exciting field of volumetric computing that is now wide openand accessible to the average person **Proceedings of the 3rd International Conference on Intelligent Technologies and Engineering Systems (ICITES2014)** Jengnan Juang,2015-11-12 This book includes the original peer reviewed research from the 3rd International Conference on

Intelligent Technologies and Engineering Systems ICITES2014 held in December 2014 at Cheng Shiu University in Kaohsiung Taiwan Topics covered include Automation and robotics fiber optics and laser technologies network and communication systems micro and nano technologies and solar and power systems This book also Explores emerging technologies and their application in a broad range of engineering disciplines Examines fiber optics and laser technologies Covers biomedical electrical industrial and mechanical systems Discusses multimedia systems and applications computer vision and image video signal processing   Sound - Perception - Performance Rolf Bader,2013-05-23 Musical Performance covers many aspects like Musical Acoustics Music Psychology or motor and prosodic actions It deals with basic concepts of the origin or music and its evolution ranges over neurocognitive foundations and covers computational technological or simulation solutions This volume gives an overview about current research in the foundation of musical performance studies on all these levels Recent concepts of synchronized systems evolutionary concepts basic understanding of performance as Gestalt patterns theories of chill as performance goals or historical aspects are covered The neurocognitive basis of motor action in terms of music musical syntax as well as therapeutic aspects are discussed State of the art applications in performance realizations like virtual room acoustics virtual musicians new concepts of real time physical modeling using complex performance data as input or sensor and gesture studies with soft and hardware solutions are presented So although the field is still much larger this volume presents current trends in terms of understanding implementing and perceiving performance   Computer Vision – ACCV 2016 Workshops Chu-Song Chen,Jiwen Lu,Kai-Kuang Ma,2017-03-14 The three volume set consisting of LNCS 10116 10117 and 10118 contains carefully reviewed and selected papers presented at 17 workshops held in conjunction with the 13th Asian Conference on Computer Vision ACCV 2016 in Taipei Taiwan in November 2016 The 134 full papers presented were selected from 223 submissions LNCS 10116 contains the papers selected   **Making Things See** Greg Borenstein,2012-01-13 This detailed hands on guide provides the technical and conceptual information you need to build cool applications with Microsoft s Kinect the amazing motion sensing device that enables computers to see Through half a dozen meaty projects you ll learn how to create gestural interfaces for software use motion capture for easy 3D character animation 3D scanning for custom fabrication and many other applications Perfect for hobbyists makers artists and gamers Making Things See shows you how to build every project with inexpensive off the shelf components including the open source Processing programming language and the Arduino microcontroller You ll learn basic skills that will enable you to pursue your own creative applications with Kinect Create Kinect applications on Mac OS X Windows or Linux Track people with pose detection and skeletonization and use blob tracking to detect objects Analyze and manipulate point clouds Make models for design and fabrication using 3D scanning technology Use MakerBot RepRap or Shapeways to print 3D objects Delve into motion tracking for animation and games Build a simple robot arm that can imitate your arm movements Discover how skilled artists have used Kinect to build fascinating projects   *Emerging Therapies in*

Neurorehabilitation José L Pons,Diego Torricelli,2013-08-13 This book reports on the latest technological and clinical advances in the field of neurorehabilitation It is however much more than a conventional survey of the state of the art in neurorehabilitation technologies and therapies It was formed on the basis of a week of lively discussions between curious PhD students and leading research experts during the summer school on neurorehabilitation SSNR2012 September 16 21 in Nu valos Zaragoza Spain Its unconventional format makes it a perfect guide for all PhD students researchers and professionals interested in gaining a multidisciplinary perspective on current and future neurorehabilitation scenarios The book covers various aspects of neurorehabilitation research and practice organized into different parts The first part discusses a selection of common impairments affecting brain function such as stroke cerebral palsy and Parkinson s disease the second deals with both spinal cord and brain plasticity The third part covers the most recent rehabilitation and diagnostics technologies including robotics neuroprostheses brain machine interfaces and electromyography systems Practical examples and case studies related to the application of some of the latest techniques in realistic clinical scenarios are covered in the fourth part   *Applied Computer Sciences in Engineering* Juan Carlos Figueroa-García,Eduyn Ramiro López-Santana,José Luis Villa-Ramírez,Roberto Ferro-Escobar,2017-09-13 This book constitutes the refereed proceedings of the Forth Workshop onEngineering Applications WEA 2017 held in Cartagena Colombia inSeptember 2017 The 59 revised full papers presented were carefully reviewed and selectedfrom156 submissions The papers are organized in topical sections such as computerscience computational intelligence simulation systems internet of things fuzzy sets and systems power systems logistics and operations management miscellaneous applications   **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   **Proceedings of the 19'th Annual Tcl Assocation Tcl/Tk conference** Tcl Association Press,2012-12-31 Conference proceedings of the U S Tcl conference of 2012   *Advances in Asset Management and Condition Monitoring* Andrew Ball,Len Gelman,B. K. N. Rao,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 **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 **OpenNI 3D□□□□□□□□□□□□□□□□ □□□,□□□□,□□□□,2013-08

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Table of Contents Openni User Guide

1. Understanding the eBook Openni User Guide
    - The Rise of Digital Reading Openni User Guide
    - Advantages of eBooks Over Traditional Books
2. Identifying Openni User Guide
    - Exploring Different Genres
    - Considering Fiction vs. Non-Fiction
    - Determining Your Reading Goals
3. Choosing the Right eBook Platform
    - Popular eBook Platforms
    - Features to Look for in an Openni User Guide
    - User-Friendly Interface
4. Exploring eBook Recommendations from Openni User Guide
    - Personalized Recommendations
    - Openni User Guide User Reviews and Ratings
    - Openni User Guide and Bestseller Lists
5. Accessing Openni User Guide Free and Paid eBooks
    - Openni User Guide Public Domain eBooks
    - Openni User Guide eBook Subscription Services

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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