

The book was found

Start Here! Learn The Kinect API



Synopsis

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.

Book Information

Series: Start Here

Paperback: 272 pages

Publisher: Microsoft Press; 1 edition (July 6, 2012)

Language: English

ISBN-10: 0735663963

ISBN-13: 978-0735663961

Product Dimensions: 7.4 x 0.7 x 9 inches

Shipping Weight: 12.8 ounces (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars (See all reviews) (4 customer reviews)

Best Sellers Rank: #1,896,330 in Books (See Top 100 in Books) #50 in Books > Computers & Technology > Software > Voice Recognition #109 in Books > Computers & Technology > Digital Audio, Video & Photography > Speech & Audio Processing #325 in Books > Computers & Technology > Digital Audio, Video & Photography > Digital Audio Production

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

[Download to continue reading...](#)

Start Here! Learn the Kinect API RESTful API Design: Best Practices in API Design with REST (API-University Series Book 3) Twitter API: Up and Running: Learn How to Build Applications with the Twitter API API Architecture: The Big Picture for Building APIs (API-University Series Book 2) OAuth 2.0: Getting Started in API Security (API-University Series Book 1) OAuth 2.0: Getting Started in Web-API Security (API University Series) (Volume 1) Pro ASP.NET Web API Security: Securing ASP.NET Web API (Expert's Voice in .NET) Learn German Step by Step: German Language Practical Guide for Beginners (Learn German, Learn Spanish, Learn French, Learn Italian) Node JS: Learn Node In The Most Simple and Effective Way Possible. Learn to use Node in several ways.: With Events, Async Functions, API calls, Push Notifications, Command Line Input, Web Server Kinect in Motion - Audio and Visual Tracking by Example PHP: MySQL in 8 Hours, For Beginners, Learn PHP MySQL Fast! A Smart Way to Learn PHP MySQL, Plain & Simple, Learn PHP MySQL Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! PYTHON: Python in 8 Hours, For Beginners, Learn Python Fast! A Smart Way to Learn Python, Plain & Simple, Learn Python Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! ANGULARJS: AngularJS in 8 Hours, For Beginners, Learn AngularJS Fast! A Smart

Way to Learn Angular JS, Learn AngularJS Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! C++: C++ in 8 Hours, For Beginners, Learn C++ Fast! A Smart Way to Learn C Plus Plus, Plain & Simple, Learn C++ Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! JAVASCRIPT: JavaScript in 8 Hours, For Beginners, Learn JavaScript Fast! A Smart Way to Learn JS, Plain & Simple, Learn JS Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! ASP.NET Web API 2: Building a REST Service from Start to Finish Start a TV Station:Learn How to Start Satellite, Cable, Analog and Digital Broadcast TV Channels and Build APIs You Won't Hate: Everyone and their dog wants an API, so you should probably learn how to build them Ruby In A Day: Learn The Basics, Learn It Quick, Start Coding Fast (In A Day Books Book 3) Raspberry Pi 3: Let's Start Here: Raspberry Pi 3

[Dmca](#)