Arduino And Kinect Projects Design Build Blow Their Minds Technology In Action

Arduino and Kinect ProjectsMeet the KinectHuman-Computer Interfaces and Interactivity: Emergent Research and ApplicationsKinect Open Source Programming SecretsThe Practice of Art and ScienceResearch HighlightsMaking Things SeeGUI DesignGraphics Interface 2014Beginning Microsoft Kinect for Windows SDK 2.0Operation and Diagnostics of Machines and Production Systems Operational States IIKentucky Law JournalWho is Speaking? Male or FemaleThe Handbook of Strategic Public Relations and Integrated Marketing Communications, Second EditionIndoor Location Retrieval with Depth Images using 3D Shape FeaturesMaterials Science and Intelligent Technologies ApplicationsOut of HandManufacturing Engineering Handbook, Second EditionElectrodynamic and Mechatronic SystemsCyprus To-day Enrique Ramos Melgar Sean Kean Isaías, Pedro Andrew Davison Gerfried Stocker Iowa State University. Department of Electrical and Computer Engineering Greg Borenstein Shan ben tu shu Paul G. Kry Mansib Rahman Stanislav Fabian Hassam Sheikh Clarke L. Caywood Konrad Vowinckel Khanittha Wongseedakaew Museum of Arts and Design (New York, N.Y.) Hwaiyu Geng Bronis☐aw Tomczuk

Arduino and Kinect Projects Meet the Kinect Human-Computer Interfaces and Interactivity: Emergent Research and Applications Kinect Open Source Programming Secrets The Practice of Art and Science Research Highlights Making Things See GUI Design Graphics Interface 2014 Beginning Microsoft Kinect for Windows SDK 2.0 Operation and Diagnostics of Machines and Production Systems Operational States II Kentucky Law Journal Who is Speaking? Male or Female The

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if you ve done some arduino tinkering and wondered how you could incorporate the kinect or the other way around then this book is for you the authors of arduino and kinect projects will show you how to create 10 amazing creative projects from simple to complex you ll also find out how to incorporate processing in your project design a language very similar to the arduino language the ten projects are carefully designed to build on your skills at every step starting with the arduino and kinect equivalent of hello world the authors will take you through a diverse range of projects that showcase the huge range of possibilities that open up when kinect and arduino are combined gesture based remote control control devices and home appliances with hand gestures kinect networked puppet play with a physical puppet remotely using your whole body mood lamps build your own set of responsive gesture controllable led lamps drawing robot control a drawing robot using a kinect based tangible table remote controlled vehicle use your body gestures to control a smart vehicle biometric station use the kinect for biometric recognition and checking body mass indexes 3d modeling interface learn how to use the arduino lilypad to build a wearable 3d modelling interface 360o scanner build a turntable scanner and scan any object 360o using only one kinect delta robot build and control your own fast and accurate parallel robot

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

in more ways than one assistive technologies can have a profound impact on humans and their operations within society understanding these emerging technologies is crucial to their effective use in improving human lives human computer interfaces and interactivity emergent research and applications aims to address the main issues of interest within the culture and design of interactive systems for individuals living with disabilities this premier reference work addresses a range of approaches including but not limited to the conceptual technological and design issues related to human computer interaction issues of interest to a range of individuals including academics university teachers researchers post graduate students public and private institutions and hci developers and researchers

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

the european digital art and science network was initiated in 2015 with the aim of connecting the microcosm and macrocosm of science with the digital arts the network is made up of renowned research institutions esa cern and eso which collaborate with the ars electronica futurelab to offer residencies for artists the seven european project partners represent cultural and artistic positions in europe which are as strong as they are diverse in exhibitions at workshops and at conferences the book presents the artistic projects and residencies in powerful images and contributions by well known scientists and artists analyze the challenges posed by art and science

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

as technology has rapidly advanced so too has the way we use and interact with it gone are the days of flat black backgrounds dotted with blocky green text now users expect a massive range of colors layouts and fonts to be used to entertain and assist them in their daily lives gui design assembles the best of recent graphic user interface for a collection that provides practical encouragement for those new to the world as well as inspiration for experienced designers the book gathers twitters vine video creation app for windows phones the vulgar yetamusing authentic weather app an application designed to help tourists follow the physical and ideological path of the iron curtain and more to showcase programs that balance information flow with user experiences and highlight the creativity inspiration and expressive techniques used in their design the projects within demonstrate the increasingly significant role of user interfaces in both design and our everyday lives in the modern world

this book is the proceedings of the 40th annual graphics interface conference the oldest continuously scheduled conference in the field the book includes high quality papers on recent advances in interactive systems human computer interaction and graphics from around the world it covers the following topics shading and rendering geometric modeling and meshing image based rendering image synthesis and realism computer animation real time rendering non photorealistic rendering interaction techniques human interface devices augmented reality data and information visualization mobile computing haptic and tangible

interfaces and perception

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master s thesis from the year 2013 in the subject computer science miscellaneous grade a university of manchester language english abstract the aim of this project was to create a gender identification system that can be used to identify the gender of the speaker in this dissertation i have explained the signal processing background such as fourier transforms and dct etc that was needed to understand the underlying signal processing happening in digital devices apart from that i also investigated the different classification techniques such as adaboost and gaussian mixture models and different types of methods such as fusion method acoustic methods and pitch methods used in gender identification from this perspective i have implemented 3 types of models 4 models that are explained in the literature and introducing a new method for gender recognition that uses sdc feature with pitch to identify the gender all models were tested and trained on the same amount of speech the sdc and sdc fused model gave satisfactory results on voxforge dataset finally i tested the acoustic and fused models on youtube video which gave almost 90 accuracy the results of my implementations are shown in chapter 6

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bachelor thesis from the year 2014 in the subject electrotechnology grade 1 0 technical university of munich media technology language english abstract content based image retrieval cbir for location recognition allows more precise indoor navigation than state of the art methods using range images and matching a query image to a dataset of geo tagged images is current research this thesis investigates the prospects of applying 3d shape feature detectors and descriptors to a point cloud projection of the range image therefor at first the keypoint detection methods normal aligned radial feature narf intrinsic shape signatures iss and harris3d detector are described followed by the shape feature descriptors spin images signatures of histograms of orientations shot and unique shape context usc special attention is paid to the parameters varying radii border estimation methods preset filters and computing times are analysed in order to determine how to set those parameters to obtain good results the results exhibit the shortcomings of the state of the art 3d feature algorithms in application of indoor navigation finally suggestions for improvement are made

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out of hand materializing the postdigital will explore the many areas of 21st century creativity made possible by advanced

methods of computer assisted production known as digital fabrication in today s postdigital world artists are using these means to achieve levels of expression never before possible an explosive unprecedented scope of artistic expression that extends from sculptural fantasy to functional beauty

the new edition of this professional resource reveals how to optimize all aspects of the global manufacturing process to build the highest quality goods at the lowest price in the shortest possible time how can one apply technical and business knowledge to develop a strategic plan that delivers increased productivity quality sustainability reliability agility resilience and best practices with rapid time to production and value the answers are found in the fully updated new edition of manufacturing engineering handbook the goal of this second edition is to provide the essential knowledge needed to build products with the highest quality at the lowest cost in the least amount of time by optimizing all aspects of the manufacturing process design development tools processes quality speed output safety and sustainability you will gain access to information on conventional and modern technologies manufacturing processes and operations management that will assist you in achieving these goals the book is written by a team of more than 100 internationally renowned manufacturing engineering experts and pared down from its original 1200 pages the new and vastly improved second edition is specifically designed to concisely and succinctly cover traditional manufacturing processes and advanced technologies as well as newer manufacturing software and systems to integrate them into the modern global manufacturing world brand new chapters on eco design and sustainability nano materials and nano manufacturing facilities planning operations research new sections on plastics composites and moldmaking global manufacturing and supply chain management increased coverage of design for six sigma and adaptive manufacturing affiliated web site with color illustrations graphs charts discussions on future trends additional technical papers and suggestions for further reading

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