



Chipsmall Limited consists of a professional team with an average of over 10 year of expertise in the distribution of electronic components. Based in Hongkong, we have already established firm and mutual-benefit business relationships with customers from,Europe,America and south Asia,supplying obsolete and hard-to-find components to meet their specific needs.

With the principle of “Quality Parts,Customers Priority,Honest Operation,and Considerate Service”,our business mainly focus on the distribution of electronic components. Line cards we deal with include Microchip,ALPS,ROHM,Xilinx,Pulse,ON,Everlight and Freescale. Main products comprise IC,Modules,Potentiometer,IC Socket,Relay,Connector.Our parts cover such applications as commercial,industrial, and automotives areas.

We are looking forward to setting up business relationship with you and hope to provide you with the best service and solution. Let us make a better world for our industry!



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Making Things See

3D vision with Kinect, Processing, Arduino, and MakerBot

Greg Borenstein

ISBN: 9781449307073

Date Published: 2/6/2012

Pages: 440

Paperback

8 in W | 9.8 in H | 0.7 in T

Computers / Computer Vision & Pattern Recognition

Summary:

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