

Programming with the Kinect for Windows Software Development Kit



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Create rich experiences for users of Windows 7 and Windows 8 Developer Preview with this pragmatic guide to the Kinect for Windows Software Development Kit (SDK). The author, a developer evangelist for Microsoft, walks you through Kinect sensor

technology and the SDK - providing hands-on insights for how to add gesture and posture recognition to your apps. If you're skilled in C# and Windows Presentation Foundation, you'll learn how to integrate Kinect in your applications and begin writing UIs and controls that can handle Kinect interaction. This book introduces the Kinect for Windows Software Development Kit to developers looking to enrich applications they build for Windows 7 and later with human motion tracking Teaches developers with core C# and WPF skills how to program gesture and posture recognition in Kinect Describes how to integrate 3D representation on top of a real scene Provides expert insights and code samples to get you up and running

作者介绍:

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