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The Open Book: An Open Hardware E-Book Reader Digital Sign Book with Kinect How to create a bookdown book in 5 minutes *World of Warcraft with Microsoft Kinect using FAAST and OpenNI* How to Install OpenNI 2.2 + Nite 2.2 + Kinect SDK 1.8 + (windows 7/8) 32/64 bit **Jupyter Book: Interactive books running in the cloud | Chris Holdgraf | UC Berkeley**

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How the Kinect Depth Sensor Works in 2 Minutes**3D Video Capture with Kinect** *Jupyter Lab Tutorial - Fully Interactive!* Introduction to Kinect development Part 1 BoF: Open Hardware and RISC-V - Drew Fustini; Stephano Cetola *IK with OpenNI and Kinect* LightSaber game with Unity, Kinect, OpenNI2, OpenCV, Oculus Rift DK1 and a pool noodle **12.2: The Depth Image - Kinect and Processing Tutorial** Hand Tracking (Kinect with OpenCV \u0026 OpenNI) **Gestural interface: kinect demo | 2012** *The Man Who Tried to Feed the World | American Experience | PBS Exchange Server 2016 Smarter Inbox - Search and customization updates*

Kinect Hacking for Artists: Installing ZigFu on OSX and Windows 7Openni

OpenNI Documentation We have PDFs available of the OpenNI Programmer's Guide, the OpenNI Migration Guide (OpenNI 1 to OpenNI 2), and how to use Original Structure Sensor with OpenNI 2. There's also a zip download of automatically-generated documentation. iOS developers: OpenNI 2 doesn't work with iOS.

OpenNI 2 Downloads and Documentation | The Structure Sensor

OpenNI or Open Natural Interaction is an industry-led non-profit organization and open source software project focused on certifying and improving interoperability of natural user interfaces and organic

user interfaces for Natural Interaction (NI) devices, applications that use those devices and middleware that facilitates access and use of such devices.

OpenNI - Wikipedia
3) Install the exe you've just made which is located in Platform\Win32\CreateRedist\FinalXX\OPENNI-WinXX-1.X.X.X.exe (XX being the number of bits: 32 or 64) The installer will also create the necessary environment variables (OPEN_NI_xxx), add the DLLs to the system path and register the internal modules with NiReg.

GitHub - OpenNI/OpenNI: OpenNI
OpenNI is an open-source framework for "natural interaction" - using your hands and body to interact with your digital devices. See OpenNI.org for more information about OpenNI. Most ROS users will not need to use OpenNI directly. openni_camera already implements a fully-featured ROS camera driver on top of OpenNI.

openni - ROS Wiki
The OpenNI library provides a general framework for working with various depth cameras using the following classes: OpenNI is used for initialization of work with the library. It provides information about errors, version of the library, devices found. Device is a connected device.

Intel® RealSense™ SDK 2.0 and OpenNI2® – Intel® RealSense ...
The OpenNI organization is an industry-led, not-for-profit organization formed to certify and promote the

compatibility and interoperability of Natural Interaction (NI) devices, applications and middleware.

OpenNI on your PC | Kinect Hacks

OpenNI (Open Natural Interaction) is an open source Framework (under LGPL), partially developed by PrimeSence which is one of the creators of the Kinect. It provides standard abstract programming interfaces (API) (in C++ and C #) which allow developers to write applications based on natural interactions.

Kinect: How to install and use OpenNI on Windows – Part 1 ...

OpenKinectis an open community of people interested in making use of the amazing Xbox Kinect hardware with our PCs and other devices. We are working on free, open source libraries that will enable the Kinect to be used with Windows, Linux, and Mac.

OpenKinect

Acqusition - openni_nite_acquisition. This is a helper application used to collect RGB, depth images, as well as landmark positions from a sensor connected to the computer. It needs OpenNI and NiTE2 to work, not bundled here due to licensing issues. tracking - tracking_modeling_online, tracking_modeling_offline. This is the main tracking ...

GitHub - aichim/bodies-ras-2015

NiWrapper: OpenNI 2 .Net Wrapper 15th Feb 2013. Hi everybody, Today I am going to show my work in last three days to public. NiWrapper.Net, a OpenNI 2 .Net Wrapper Lack of a .Net wrapper for OpenNI 2 showed it-self to me when I tried to port my old "3D Photo

Capturing Tool" to OpenNI 2 and th ...

Home - Soroush Falahati's Personal Website
Open-i® and the Open i logo are service marks of U.S. Department of Health and Human Services.

National Institutes of Health - Limits
With the Structure Sensor, the future is in your hands. Rapid 3D scanning of objects and people, 3D maps of interior spaces, and mixed reality experiences where fantasy becomes impossible to tell from reality.

Structure Sensor - 3D scanning, augmented reality, and ...
Files for openni, version 2.3.0; Filename, size File type Python version Upload date Hashes; Filename, size openni-2.3.0-py2-none-any.whl (39.4 kB) File type Wheel Python version py2 Upload date Jan 30, 2019 Hashes View

openni · PyPI
OpenNI2 driver for Intel RealSense SDK 2.0 allows to use Intel RealSense Cameras with OpenNI2Current features: configure stream modesaccess live data (color/depth/IR)record and playback filesdepth to color mappinguser tracking with NiTE2no code changes required Getting started Check instructions on...

OpenNI - Intel® RealSense™ Developer Documentation
OpenNI is the primary assembly you'll need when developing Natural User Interfaces applications. C# tutorials on using the managed OpenNI.net libraries

can be found in this blog, so stay tuned ;-). Update June 12, 2011: Troubleshooting

How-to: Successfully Install Kinect on Windows (OpenNI and ...

OpenNI SDK arrives with pre-compiled samples that can be run immediately after installation. Under the installation directory, go to the Samples/Bin directory and run any of the samples there. Note that some samples have a graphical interface and may require a more powerfull graphic accelerator. Creating new project that uses OpenNI

OpenNI 2.0: Getting Started - OpenNI 2.0 Documentation

PCL/OpenNI tutorial 0: The very basics. PCL/OpenNI tutorial 1: Installing and testing. PCL/OpenNI tutorial 2: Cloud processing (basic) PCL/OpenNI tutorial 3: Cloud processing (advanced) PCL/OpenNI tutorial 4: 3D object recognition (descriptors) PCL/OpenNI tutorial 5: 3D object recognition (pipeline) PCL/OpenNI troubleshooting

PCL/OpenNI troubleshooting - robotica.unileon.es

OpenNI is an organization that is responsible for its framework with the same name. Their framework (that we will call OpenNI in this book) is an open source project and is available for change by any developer. The funder of this project is PrimeSense itself.

OpenNI Cookbook - Packt

Skill Used: Unity3D(C#), OpenNI Android Library for Unity(C# & Java). Meer weergeven Minder

weergeven. Software Engineer Genie Capital Ltd. jul. 2012 – jun. 2013 1 jaar. Taipei City, Taiwan. Gulu: A social network with streams, chat rooms, places, and file system.

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.

Expand your knowledge of computer vision by building amazing projects with OpenCV 3 About This Book Build computer vision projects to capture high-quality image data, detect and track objects, process the actions of humans or animals, and much more Discover practical and interesting innovations in computer vision while building atop a mature open-source library, OpenCV 3 Familiarize yourself with multiple approaches and theories wherever critical decisions need to be made Who This Book Is For This book is ideal for you if you aspire to build computer vision systems that are smarter, faster, more complex, and more practical than the competition. This is an advanced book intended for those who already have some experience in setting up an

OpenCV development environment and building applications with OpenCV. You should be comfortable with computer vision concepts, object-oriented programming, graphics programming, IDEs, and the command line. What You Will Learn Select and configure camera systems to see invisible light, fast motion, and distant objects Build a "camera trap", as used by nature photographers, and process photos to create beautiful effects Develop a facial expression recognition system with various feature extraction techniques and machine learning methods Build a panorama Android application using the OpenCV stitching module in C++ with NDK support Optimize your object detection model, make it rotation invariant, and apply scene-specific constraints to make it faster and more robust Create a person identification and registration system based on biometric properties of that person, such as their fingerprint, iris, and face Fuse data from videos and gyroscopes to stabilize videos shot from your mobile phone and create hyperlapse style videos In Detail Computer vision is becoming accessible to a large audience of software developers who can leverage mature libraries such as OpenCV. However, as they move beyond their first experiments in computer vision, developers may struggle to ensure that their solutions are sufficiently well optimized, well trained, robust, and adaptive in real-world conditions. With sufficient knowledge of OpenCV, these developers will have enough confidence to go about creating projects in the field of computer vision. This book will help you tackle increasingly challenging computer vision problems that you may face in your careers. It makes use of OpenCV 3 to work around some interesting

projects. Inside these pages, you will find practical and innovative approaches that are battle-tested in the authors' industry experience and research. Each chapter covers the theory and practice of multiple complementary approaches so that you will be able to choose wisely in your future projects. You will also gain insights into the architecture and algorithms that underpin OpenCV's functionality. We begin by taking a critical look at inputs in order to decide which kinds of light, cameras, lenses, and image formats are best suited to a given purpose. We proceed to consider the finer aspects of computational photography as we build an automated camera to assist nature photographers. You will gain a deep understanding of some of the most widely applicable and reliable techniques in object detection, feature selection, tracking, and even biometric recognition. We will also build Android projects in which we explore the complexities of camera motion: first in panoramic image stitching and then in video stabilization. By the end of the book, you will have a much richer understanding of imaging, motion, machine learning, and the architecture of computer vision libraries and applications! Style and approach This book covers a combination of theory and practice. We examine blueprints for specific projects and discuss the principles behind these blueprints, in detail.

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.

Design, simulate, and program interactive robots Key Features Design, simulate, build, and program an interactive autonomous mobile robot Leverage the power of ROS, Gazebo, and Python to enhance your robotic skills A hands-on guide to creating an autonomous mobile robot with the help of ROS and Python Book Description Robot Operating System (ROS) is one of the most popular robotics software frameworks in research and industry. It has various features for implementing different capabilities in a

robot without implementing them from scratch. This book starts by showing you the fundamentals of ROS so you understand the basics of differential robots. Then, you'll learn about robot modeling and how to design and simulate it using ROS. Moving on, we'll design robot hardware and interfacing actuators. Then, you'll learn to configure and program depth sensors and LIDARs using ROS. Finally, you'll create a GUI for your robot using the Qt framework. By the end of this tutorial, you'll have a clear idea of how to integrate and assemble everything into a robot and how to bundle the software package. What you will learn Design a differential robot from scratch Model a differential robot using ROS and URDF Simulate a differential robot using ROS and Gazebo Design robot hardware electronics Interface robot actuators with embedded boards Explore the interfacing of different 3D depth cameras in ROS Implement autonomous navigation in ChefBot Create a GUI for robot control Who this book is for This book is for those who are conducting research in mobile robotics and autonomous navigation. As well as the robotics research domain, this book is also for the robot hobbyist community. You're expected to have a basic understanding of Linux commands and Python.

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 From the Author Why Buy This Book? I can suggest four reasons for buying this book: It offers a unique choice of Kinect programming tools. It explains the official Java wrappers for those tools. It covers topics not found elsewhere. It provides depth, but with brevity. Unique Programming Tools This is the only book on programming the Kinect using the OpenNI library, NITE, and Java (as of April 2012, when this book went to press). Official Java Wrappers This is the only book that explains the official Java wrappers for OpenNI

and NITE (again, as of April 2012). By "official," I mean that these bindings were developed by PrimeSense. Obvious advantages of Java include object-orientation, cross-platform support, availability for free, and many people (including you, probably) knowing how to program with it. Most important, programming in Java gives you access to a massive number of libraries—for graphics, networking, and beyond—that can be linked to the Kinect without much effort. For example, I'll demonstrate how to use the Java 3D graphics library and the Java binding for the OpenCV computer vision package. The main drawback of using the PrimeSense Java wrappers is their lack of documentation. As I explain in Chapter 1, I had to decompile the libraries' JAR files, and work out the correspondences between the Java source and the somewhat better documented C++ OpenNI/NITE APIs. (This is why including Secrets in the book's title isn't too excessive.) A Wide Range of Topics This book covers programming topics not found elsewhere. I start off with the basics, of course, with chapters on depth, infrared, and RGB imaging, point clouds, skeletal user tracking, hand tracking, and gesture support. Moving beyond that, I cover several novel and unusual features, including the following: Kinect gaming based around a version of the classic Breakout video game. Controls for the Kinect motor, LED, and accelerometer, which are not part of the standard OpenNI API. In fact, their absence is often held up as a serious drawback of the API. It's actually quite easy to add these capabilities using a custom-built USB driver. 3D graphics programming in the point cloud and skeletal tracking examples, using Java 3D. A computer vision example that demonstrates

how to link the Kinect to the popular (and powerful) OpenCV library. The creation of new body gestures (inspired by the FAAST system), which are not part of the limited NITE repertoire. A new type of GUI component controlled by hand gesturing, illustrated with three examples: a button, dial, and slider. These components are controlled without the help of mouse or keyboard. Depth with Brevity This book describes a lot of complicated code but, unlike some rather hefty programming tomes, you won't find all the code tediously printed on these pages. Instead, you can download it from the book's website. In addition, I've been adding supplementary chapters to the website, including ones discussing speech recognition and the Kinect microphone array.

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-open and accessible to the average person.

This book constitutes the refereed proceedings of the 5th International Workshop on Motion in Games, held in Rennes, France, in November 2012. The 23 revised full papers presented together with 9 posters and 5 extended abstracts were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on planning, interaction, physics, perception, behavior, virtual humans, locomotion, and motion capture.

Innovative Developments in Virtual and Physical

Prototyping presents essential research in the area of Virtual and Rapid Prototyping. The volume contains reviewed papers presented at the 5th International Conference on Advanced Research in Virtual and Rapid Prototyping, hosted by the Centre for Rapid and Sustainable Product Development of the Polytechnic Institute of Leiria, Portugal, from September 28 to October 1, 2011. A wide range of topics is covered, such as CAD and 3D Data Acquisition Technologies, Additive and Nano Manufacturing Technologies, Rapid Tooling & Manufacturing, Biomanufacturing, Materials for Advanced Manufacturing Processes, Virtual Environments and Simulation, Applications of Virtual and Physical Prototyping Technologies. Innovative Developments in Virtual and Physical Prototyping is intended for engineers, designers and manufacturers who are active in the areas of mechanical, industrial and biomedical engineering.

OpenCV 3.0 Computer Vision with Java is a practical tutorial guide that explains fundamental tasks from computer vision while focusing on Java development. This book will teach you how to set up OpenCV for Java and handle matrices using the basic operations of image processing such as filtering and image transforms. It will also help you learn how to use Haar cascades for tracking faces and to detect foreground and background regions with the help of a Kinect device. It will even give you insights into server-side OpenCV. Each chapter is presented with several projects that are ready to use. The functionality of these projects is found in many classes that allow developers to understand computer vision principles and rapidly extend or customize the projects for their

needs.