1. Record Nr.   UNINA9910806804903321

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    Titolo   Leap Motion development essentials / / Mischa Spiegelmock

    Pubbl/distr/stampa   Birmingham : , : Packt Publishing, , 2013

    ISBN   1-84969-773-6

    Edizione   [2nd ed.]

    Descrizione fisica   1 online resource (106 p.)

    Disciplina   005.432

    Soggetti   Computer software - Development
                         Motion detectors

    Lingua di pubblicazione   Inglese

    Formato   Materiale a stampa

    Livello bibliografico   Monografia

    Note generali   Includes index.

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                         Reviewers -- www.packtpub.com -- Table of Contents -- Preface --
                         Chapter 1: Leap Motion SDK - A Quick Start -- An overview of the SDK
                         -- Quick start -- Major SDK components -- Controller -- Config --
                         Screen -- Math -- Frame -- Hand -- Pointable -- Finger positioning --
                         An example of cursor control -- A gesture-triggered action --
                         Summary -- Chapter 2: Real Talk - Real Time -- A simple gesture
                         recognizer -- Using the MIDI output -- Blocking and latency --
                         Multiprocessing with threads -- Refactoring for multithreading -- The
                         producer-consumer race condition -- Summary -- Chapter 3: Actual
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                         -- WindowFlinger - a high-level gesture application -- Window
                         management abstraction -- Window docking -- Driver implementation
                         - Mac OS X -- Accessibility API -- flinger::MacDriver -- Summary --
                         Chapter 4: Leap and the Web -- HTML5 and Leap -- WebSocket -- The
                         Leap Motion service -- LeapJS -- JavaScript visualization -- Summary
                         -- Chapter 5: HTML5 Antics in 3D -- Cross-platform graphics party --
                         WebGL -- Three.js + LeapJS - the awesomesauce -- Animating rotation
                         -- Summary -- Index.

    Sommario/riassunto   This book is a fast-paced guide with practical examples that aims to
                         help you understand and master the Leap Motion SDK.This book is for
                         developers who are either involved in game development or who are
                         looking to utilize Leap Motion technology in order to create brand new

user interaction experiences to distinguish their products from the mass market. You should be comfortable with high-level languages and object-oriented development concepts in order to get the most out of this book.