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Autore	Wang Rui (Software engineer)
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Skeletal Motion and Face Tracking -- Understanding skeletal mapping -- Obtaining joint positions -- Drawing the skeleton -- Understanding the code -- Drawing the linetrails following the hands -- Drawing the path for specified joints -- Understanding the code -- Face tracking in Kinect -- Detecting a face from the camera -- Detecting and drawing the face rectangle -- Understanding the code -- Constructing the face model.
Drawing the parametric face model -- Understanding the code -- Summary -- 5. Designing a Touchable User Interface -- Multitouch systems -- Locating the cursors -- Drawing cursors from two hands -- Understanding the code -- Additional information -- Common touching gestures -- Recognizing holding and swiping gestures -- Drawing cursors using two hands -- Understanding the code -- Additional information -- Sending cursors to external applications -- Emulating Windows mouse with cursors -- Understanding the code -- Summary -- 6. Implementing the Scene and Gameplay -- Integrating the current code -- Integrating existing elements in a scene -- Understanding the code -- Cutting the fruits -- Adding and handling fruit objects -- Understanding the code -- Playing the game -- Adding simple game logic -- Understanding the code -- Additional information -- Summary -- A. Where to Go from Here -- libfreenect - the pioneer of Kinect middleware -- OpenNI - a complete and powerful Kinect middleware -- Free and open source resources -- Commercial products using Kinect -- Index.

Sommario/riassunto

This book is a mini tutorial with plenty of code examples and strategies to give you many options when building your own applications.This book is meant for readers who are familiar with C/C++ programming and want to write simple programs with Kinect. The standard template library can also be used as it is simple enough to understand.