

Ready to learn Kinect programming? Start Here!TM Learn the fundamentals of programming with the KinectTM API—and begin building apps that use motion tracking, voice recognition, and more. If you have experience programming with C#—simply start here! This book introduces must-know concepts and techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning Kinect

Build an application to display Kinect video on your PC
Have Kinect take photographs when it detects movement
Draw on a computer screen by moving your finger in the air
Track your body gestures and use them to control a program
Make a program that understands your speech and talks back to you
Play a part in your own augmented reality game
Create an air piano using Kinect with a MIDI device

Design-for-Test and Test Optimization Techniques for TSV-based 3D Stacked ICs, Jonah Hex: Bullets Dont Lie (All Star Western), Remedies 2009-2010: 2009 Edition (Bar Manuals), Marti Talbotts Highlander Series 2 (Maree, Gillie, Jessup & Glenna), Introduction to Open Core Protocol: Fastpath to System-on-Chip Design, Logic Programming with Prolog, Letter Perfect: The Art of Modernist Typography 1896-1953,

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