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# Programming With The Kinect For Windows Software Development Kit (Developer Reference)



## Synopsis

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 SDKâproviding hands-on insights for how to add gesture and posture recognition to your apps. If youâre skilled in C# and Windows Presentation Foundation, youâ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

## Book Information

Series: Developer Reference

Paperback: 224 pages

Publisher: Microsoft Press; 1 edition (September 25, 2012)

Language: English

ISBN-10: 0735666814

ISBN-13: 978-0735666818

Product Dimensions: 7.3 x 0.5 x 9.1 inches

Shipping Weight: 14.1 ounces (View shipping rates and policies)

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## Customer Reviews

It is a small book for experienced developers. In my particular case, it is a great addition to my library. The first four chapters are still some what considered basic in my opinion but very useful. Especially if you haven't ever use the Kinect. Note that the book is all based in C# and WPF. While it is ok, I'm just a C++ Lover, so I wish everything was in C++.The real meat of the book starts in Chapter 5 in terms of gestures and postures.Also, the price of the book here in makes it extremely

tempting to buy it. It is only 17.

How do I do multiple players? That's the one material I did not see covered but this is more than likely going to be covered in a new book. Overall, great book! I recommend for anyone looking for learning the basic of Kinect. It goes through everything in a detailed manner such as gestures and such.

The Kinect Toolbox framework has been very useful for me, yet the book does not give much. It is an extended version of source code comments.

It's great and fun!! Learn and maximize experience with the Microsoft Kinect for hours and hours of fun!! Simply great!! Thanks!!!

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