Kinect for Windows SDK Programming Guide

Build motion-sensing applications with Microsoft's Kinect for Windows SDK quickly and easily

Abhijit Jana

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Kinect for Windows SDK Programming Guide Abhijit Jana,2012-01-01 This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book It includes a detailed discussion of APIs with step by step explanation of development of a real world sample application The purpose of this book is to explain how to develop applications using the Kinect for Windows SDK If you are a beginner and looking to start developing applications using the Kinect for Windows SDK and if you want to build motion sensing speech recognizing applications with Kinect this book is for you This book uses C and WPF Windows P **HoloLens Blueprints** Abhijit Jana,Manish Sharma,Mallikarjuna Rao,2017-06-20 Unveil the world of mixed reality with HoloLens About This Book Bring holographic insights to existing line of business applications tools and workflows Focus on developing end to end realistic holographic application Build interactive model scripts and test them in Unity3D and holographic emulators Who This Book Is For This book is targeted at developers and designers working on mixed reality developments for complex integrated scenarios using HoloLens What You Will Learn Interact with holograms using different interaction models Develop your first holographic app Integrate holographic applications with cloud systems Visualize data feeds coming from the cloud through holograms Manage the application distribution of enterprise enabled HoloLens Integrate HoloLens applications with services deployed on Azure Identify and create 3D Assets and Scenes Use HoloLens to explore the Internet of Things In Detail Do you want to create stunning applications with HoloLens Are you a developer who is fascinated with Microsoft HoloLens and its capabilities If so this is the book for you This book introduces and demystifies the HoloLens platform and shows you different ways of interaction with computers mixed reality You will start your mixed reality journey by understanding different types of digital reality You will learn to build your first holographic app Also you will understand holographic application integration possibilities within Line of Business Applications using Azure Moving ahead you will create Integrated Solutions using IoT with HoloLens Gradually you ll learn how to create and deploy apps on a device You will learn to publish application to the store if you are an enterprise developer you will also manage and distribute applications for enterprise enabled or domain joined HoloLens Finally you will develop an end to end realistic holographic app ranging from scenario identification to sketching development deployment and finally production Style and approach The book is a project based guide to help you to create some really astonishing mixed reality applications It will provide end to end solutions and enable you to build stunning applications for HoloLens Serverless Computing Using Azure Functions Varun Kumar,Ketan Agnihotri,2021-07-26 A complete end to end guide to implement Azure Functions and serverless orchestration with the help of various use cases KEY FEATURES Step by step guide along with code snippets and screenshots to master the topics Easy handbook to brush up the fundamental concepts and advanced topics of Serverless computing Includes real use cases and numerous scenarios on creating Azure functions its security deployment and troubleshooting them Understand how to

monitor troubleshoot and perform advanced level diagnostics on Azure functions DESCRIPTION Serverless is the current ongoing trend in the cloud industry that allows you to focus on code without worrying about the underlying infrastructure and helps in cost optimizations by providing pay for what you use This book provides a practical mentoring with a step by step guide on how to create and work on Azure functions You will be benefited with various use cases illustrations and visual representation to address complex problems around serverless computing The book will help you to integrate Azure functions with other Azure services seamlessly without the need of writing much code The book brings exclusive coverage on managing the deployment and security of the Azure functions You will learn how to use different methods to monitor the Azure functions and how to perform correct diagnostics and troubleshooting without the use of any third party integrations Towards the end of this book you also learn to create rich dashboards and visualizations using Power BI to monitor and run analytics on Azure functions WHAT YOU WILL LEARN Learn to easily create Azure functions using multiple tools and options Learn to use triggers and bindings for integrating Azure functions with other Azure services Get to know how to orchestrate the serverless workflow using Azure Durable functions Learn to practice security mechanisms to secure Azure functions in the production environment Learn to build CD pipelines for deploying Azure functions using DevOps tools WHO THIS BOOK IS FOR This book is for developers DevOps engineers technical specialists architects and consultants at all levels who want to build and deploy serverless applications with Azure functions Some prior experience with C for developers and fundamental Microsoft Azure services will help you to make the most of this book However the book is intended for each type of cloud specific role TABLE OF CONTENTS 1 Overview of Azure and Serverless Computing 2 Introduction to Azure Functions 3 Creating Your First Function 4 Azure Functions Triggers and Bindings 5 Durable Functions and Orchestration 6 Configuring Security for Azure Functions Security 7 Continuous Deployment for Azure Functions 8 Troubleshooting and Monitoring Azure Functions   *Applied Machine Learning Explainability Techniques* Aditya Bhattacharya,2022-07-29 Leverage top XAI frameworks to explain your machine learning models with ease and discover best practices and guidelines to build scalable explainable ML systems Key Features Explore various explainability methods for designing robust and scalable explainable ML systems Use XAI frameworks such as LIME and SHAP to make ML models explainable to solve practical problems Design user centric explainable ML systems using guidelines provided for industrial applications Book Description Explainable AI XAI is an emerging field that brings artificial intelligence AI closer to non technical end users XAI makes machine learning ML models transparent and trustworthy along with promoting AI adoption for industrial and research use cases Applied Machine Learning Explainability Techniques comes with a unique blend of industrial and academic research perspectives to help you acquire practical XAI skills You ll begin by gaining a conceptual understanding of XAI and why it s so important in AI Next you ll get the practical experience needed to utilize XAI in AI ML problem solving processes using state of the art methods and frameworks Finally you ll get the essential guidelines needed to take your XAI

journey to the next level and bridge the existing gaps between AI and end users By the end of this ML book you ll be equipped with best practices in the AI ML life cycle and will be able to implement XAI methods and approaches using Python to solve industrial problems successfully addressing key pain points encountered What you will learn Explore various explanation methods and their evaluation criteria Learn model explanation methods for structured and unstructured data Apply data centric XAI for practical problem solving Hands on exposure to LIME SHAP TCAV DALEX ALIBI DiCE and others Discover industrial best practices for explainable ML systems Use user centric XAI to bring AI closer to non technical end users Address open challenges in XAI using the recommended guidelines Who this book is for This book is for scientists researchers engineers architects and managers who are actively engaged in machine learning and related fields Anyone who is interested in problem solving using AI will benefit from this book Foundational knowledge of Python ML DL and data science is recommended AI ML experts working with data science ML DL and AI will be able to put their knowledge to work with this practical guide This book is ideal for you if you re a data and AI scientist AI ML engineer AI ML product manager AI product owner AI ML researcher and UX and HCI researcher   Programming with the Kinect for Windows Software Development Kit David Catuhe,2012-09-15 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 SDK providing hands on insights for how to add gesture and posture recognition to your apps If you re skilled in C and Windows Presentation Foundation you 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   **Beginning Kinect Programming with the Microsoft Kinect SDK** Jarrett Webb,James Ashley,2012-06-12 Beginning Kinect Programming with the Microsoft Kinect SDK gets you up and running developing Kinect applications for your PC using Microsoft tools and the official SDK You will have a working Kinect program by the end of the first chapter The following chapters will open up the secrets of three dimensional vision skeleton tracking audio through the Kinect and more Examples illustrate the concepts in the form of simple games that react to your body movements The result is a fun read that helps you learn one of the hottest technologies out there today Beginning Kinect Programming with the Microsoft Kinect SDK also provides building blocks and ideas for mashing up the Kinect with other technologies to create art interactive games 3D models and enhanced office automation You ll learn the fundamental code basic to almost all Kinect applications You ll learn to integrate that code with other tools and manipulate data to create amazing Kinect applications Beginning Kinect Programming with the Microsoft Kinect SDK is your gateway into the exciting

world of three dimensional real time computer interaction Helps you create a proper development environment for Kinect applications Covers the basics of three dimensional vision skeleton tracking gesture recognition and audio Provides fun examples that keep you engaged and learning   Start Here! Learn the Kinect API Rob Miles,2012-07-15 Ready to learn Kinect programming Start Here Learn the fundamentals of programming with the Kinect 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   **Beginning Microsoft Kinect for Windows SDK 2.0** Mansib Rahman,2017-08-12 Develop applications in Microsoft Kinect 2 using gesture and speech recognition scanning of objects in 3D and body tracking Create motion sensing applications for entertainment and practical uses including for commercial products and industrial applications Beginning Microsoft Kinect for Windows SDK 2 0 is dense with code and examples to ensure that you understand how to build Kinect applications that can be used in the real world Techniques and ideas are presented to facilitate incorporation of the Kinect with other technologies What You Will Learn Set up Kinect 2 and a workspace for Kinect application development Access audio color infrared and skeletal data streams from Kinect Use gesture and speech recognition Perform computer vision manipulations on image data streams Develop Windows Store apps and Unity3D applications with Kinect 2 Take advantage of Kinect Fusion 3D object mapping technology and Kinect Ripple Kinect projector infotainment system Who This Book Is For Developers who want to include the simple but powerful Kinect technology into their projects including amateurs and hobbyists and professional developers   Beginning Microsoft Kinect for Windows SDK 2.0 Mansib Rahman,2017   **Beginning Kinect Programming** James Ashley,2015-03-25 The Kinect is the original and most popular motion sensing input device for computers and game consoles enabling natural user interaction through gestures and speech Beginning Kinect Programming is an ideal introduction to developing apps that understand and use these exciting capabilities ranging from depth sensing and motion tracking to speech recognition digital art and 3D scanning with the next generation Kinect for Windows v2 sensor and SDK The book starts by taking you through fundamentals of Kinect programming as you set up your development environment and build your first working Kinect application The v2 sensor includes higher definition full color video better depth image processing and more sophisticated skeleton tracking all of which you ll be introduced to in guided code walkthroughs for maximum accessibility Audio processing is next as the author takes you through examples of programming speech recognition with Kinect Also included is a useful introduction to using C alongside your C code for maximum speed and power in particle interactions The final

chapters of the book dive into some exciting and imaginative ways to interact with your Kinect featuring digital art 3D avatar creation for Unity3D scanning 3D objects with Kinect and computer vision Invest in the future of human computer interaction and have fun along the way with Beginning Kinect Programming with the Kinect for Windows v2 SDK What you ll learn Build your first working Kinect program with the Kinect for Windows v2 sensor and SDK Understand and process color and depth data from the Kinect s data streams Interact with the Kinect v2 s sophisticated body tracking API Build an app that recognizes spoken commands Create 3D gaming avatars with Kinect and Unity3D Be inspired by what the next generation Kinect v2 sensor can do Who this book is for Beginning Kinect Programming is for C developers who want to learn how to program natural user interactions with computers using the revolutionary Kinect device as their computer s eyes and ears Familiarity with a XAML based platform such as WPF is useful but not essential as full code walkthroughs are given Guided coding examples use the free Express edition of Visual Studio 2013 running on Windows 8 چاپ اول ,2018

The Top Books of the Year Kinect For Windows Sdk Programming Guide Jana Abhijit The year 2023 has witnessed a noteworthy surge in literary brilliance, with numerous compelling novels captivating the hearts of readers worldwide. Lets delve into the realm of popular books, exploring the fascinating narratives that have enthralled audiences this year. Kinect For Windows Sdk Programming Guide Jana Abhijit : Colleen Hoovers "It Ends with Us" This touching tale of love, loss, and resilience has captivated readers with its raw and emotional exploration of domestic abuse. Hoover skillfully weaves a story of hope and healing, reminding us that even in the darkest of times, the human spirit can prevail. Kinect For Windows Sdk Programming Guide Jana Abhijit : Taylor Jenkins Reids "The Seven Husbands of Evelyn Hugo" This spellbinding historical fiction novel unravels the life of Evelyn Hugo, a Hollywood icon who defies expectations and societal norms to pursue her dreams. Reids compelling storytelling and compelling characters transport readers to a bygone era, immersing them in a world of glamour, ambition, and self-discovery. Kinect For Windows Sdk Programming Guide Jana Abhijit : Delia Owens "Where the Crawdads Sing" This captivating coming-of-age story follows Kya Clark, a young woman who grows up alone in the marshes of North Carolina. Owens crafts a tale of resilience, survival, and the transformative power of nature, captivating readers with its evocative prose and mesmerizing setting. These popular novels represent just a fraction of the literary treasures that have emerged in 2023. Whether you seek tales of romance, adventure, or personal growth, the world of literature offers an abundance of captivating stories waiting to be discovered. The novel begins with Richard Papen, a bright but troubled young man, arriving at Hampden College. Richard is immediately drawn to the group of students who call themselves the Classics Club. The club is led by Henry Winter, a brilliant and charismatic young man. Henry is obsessed with Greek mythology and philosophy, and he quickly draws Richard into his world. The other members of the Classics Club are equally as fascinating. Bunny Corcoran is a wealthy and spoiled young man who is always looking for a good time. Charles Tavis is a quiet and reserved young man who is deeply in love with Henry. Camilla Macaulay is a beautiful and intelligent young woman who is drawn to the power and danger of the Classics Club. The students are all deeply in love with Morrow, and they are willing to do anything to please him. Morrow is a complex and mysterious figure, and he seems to be manipulating the students for his own purposes. As the students become more involved with Morrow, they begin to commit increasingly dangerous acts. The Secret History is a brilliant and suspenseful novel that will keep you wondering until the very end. The novel is a warning tale about the dangers of obsession and the power of evil.

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Kinect For Windows Sdk Programming Guide Jana Abhijit Introduction

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