Programming with the Kinect for Windows Software Development Kit (Developer Reference)

David Catuhe

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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

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