

Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot (Make: Books)



This detailed, hands-on guide provides the technical and conceptual information you need to build cool applications with Microsoft's Kinect, the amazing motion-sensing device that enables computers to see. Through half a dozen meaty projects, you'll learn how to create gestural interfaces for software, use motion capture for easy 3D character animation, 3D scanning for custom fabrication, and many other applications. Perfect for hobbyists, makers, artists, and gamers, *Making Things See* shows you how to build every project with inexpensive off-the-shelf components, including the open source Processing programming language and the Arduino microcontroller. You'll learn basic skills that will enable you to pursue your own creative applications with Kinect. Create Kinect applications on Mac OS X, Windows, or Linux. Track people with pose detection and skeletonization, and use blob tracking to detect objects. Analyze and manipulate point clouds. Make models for design and fabrication, using 3D scanning technology. Use MakerBot, RepRap, or Shapeways to print 3D objects. Delve into motion tracking for animation and games. Build a simple robot arm that can imitate your arm movements. Discover how skilled artists have used Kinect to build fascinating projects.

[\[PDF\] Structural Information and Communication Complexity: 21st International Colloquium, SIROCCO 2014, Takayama, Japan, July 23-25, 2014, Proceedings \(Lecture Notes in Computer Science\)](#)

[\[PDF\] The Grub Street Journal, 1730-33](#)

[\[PDF\] Computer Mathematics: 9th Asian Symposium \(ASCM2009\), Fukuoka, December 2009, 10th Asian Symposium \(ASCM2012\), Beijing, October 2012. Contributed Papers and Invited Talks](#)

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Vision with Kinect, Processing, Arduino, and Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot. Build every project in this book with inexpensive off-the-shelf components **Making Things See: 3D vision with Kinect, Processing, Arduino, and** - Google Books Result Jan 4, 2012 3D Vision with Kinect, Processing, Arduino, and MakerBot O'Reilly Media books may be purchased for educational, business, or sales .. data provided by the Kinect makes these techniques possible, demonstrate. **Making Things See: 3D Vision with Kinect, Processing, Arduino, and** a co-writer for the Minority Report TV show and has worked for firms such as Makerbot, He is the author of a book for O'Reilly about the Microsoft Kinect, titled: Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot. It makes it easy for artists, designers, and experimenters to work with OpenCV. 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Kevin said: This was a really good book in that it was very easy to install a few Making Things See: 3D vision with Kinect, Processing, Arduino, and Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot (Make: Books) information you need to build cool applications with Microsofts Kinect, **Making Things See: 3D vision with Kinect, Processing, Arduino, and** Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot (Make: Books) [Greg Borenstein] on . *FREE* shipping on qualifying **Buy Making Things See: 3D vision with Kinect, Processing, Arduino** Feb 26, 2013 - 2 minThis is an audio summary of Making Things See: 3D vision with Kinect, Processing, Arduino **Making Things See: 3D vision with Kinect, Processing, Arduino, and** Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot (Make: Books) eBook: Greg Borenstein: : Kindle Store. **Greg Borenstein** : Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot (Make: Books) (9781449307073) by Borenstein, Greg and a **Making Things See: 3D vision with Kinect, Processing, Arduino, and** - Buy Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot book online Sold and fulfilled by Buy Amazing Book (4.2 out of 5 19 ratings). . 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