

## 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](#)

[\[PDF\] Class, Language, and American Film Comedy](#)

[\[PDF\] Libertys Quest: The Compelling Story of the Wife and Mother of Two Poetry Prize Winners, James Wr](#)

[\[PDF\] Flight Surgeon: With 81st Fighter Group in WW-II](#)

[\[PDF\] !Exacto!: A Practical Guide to Spanish Grammar \(Routledge Concise Grammars\)](#)

**Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot (Make: Books)** eBook: Greg Borenstein: : Kindle-Shop. **Making Things See: 3D**

**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. [PDF] **Making Things See: 3D vision with Kinect Processing Arduino** 3D vision with Kinect, Processing, Arduino, and MakerBot Greg Borenstein. 9 Engineering/Robotics Make: BOOKS Making Things See This detailed, hands-on **Making Things See: 3D vision with Kinect, Processing, Arduino, and** 3D vision with Kinect, Processing, Arduino, and MakerBot With the Microsoft Kinect you can now use 3D computer vision technology to make 3D scans of **Making Things See: 3D Vision with Kinect, Processing, Arduino, and** Greg Borenstein - Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot (Make: Books) jetzt kaufen. ISBN: 9781449307073 **Making Things See: 3D vision with Kinect, Processing, Arduino, and** This hands-on guide to hacking Microsoft Kinect to create computer applications projects, including model-making for 3D scanning and printing, motion-tracking for animation, and robotics. Making Things See: 3D Vision with Kinect, Processing, Arduino, and MakerBot Books with Quirky Titles You May Have Missed. **Making Things See: 3D vision with Kinect, Processing, Arduino, and** 3D vision with Kinect, Processing, Arduino, and MakerBot and gamers, Making Things See shows you how to build every project with inexpensive off-the-shelf **Making things see [electronic resource] : 3D vision with Kinect Making Things See: 3D vision with Kinect, Processing, Arduino, and** Editorial Reviews. About the Author. After a decade as a musician, web programmer, and Buy Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot (Make: Books): Read 33 Books Reviews - . **Making Things See, 1Ed - Maker Shed** Making things see [electronic resource] : 3D vision with Kinect, Processing, with Kinect, Processing, Arduino, and MakerBot Note: Make: books--Cover. **Making Things See: 3D vision with Kinect, Processing, Arduino, and** Kop Making Things See: 3D vision with Kinect, Processing, Arduino, and you need to build cool applications with Microsofts Kinect, the amazing motion-sensing device Use MakerBot, RepRap, or Shapeways to print 3D objects Delve into motion Safari Books Online How to Contact Us Chapter 1: What Is the Kinect? 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). . Use MakerBot, RepRap or Shapeways to print 3D objects. Arduino and Kinect Projects: Design, Build, Blow Their Minds (Technology in Action). **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. **MAKING THINGS SEE: 3D VISION WITH KINECT, PROCESSING** Home Books Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot Making Things See: 3D vision with Kinect, Processing, Arduino, and Make models for design and fabrication, using 3D scanning technology Use MakerBot, RepRap, or Shapeways to print 3D objects Delve into motion **Making Things See: 3D vision with Kinect, Processing, Arduino, and** Feb 2, 2012 NOOK Books . Making Things See: 3D vision with Kinect, Processing, Arduino, and Through half a dozen meaty projects, youll learn how to create . Use MakerBot, RepRap, or Shapeways to print 3D objects Delve into **Making Things See: 3D vision with Kinect, Processing, Arduino, and** Jan 27, 2012 Through half a dozen meaty projects, youll learn how to create gestural interfaces for software, use using 3D scanning technology Use MakerBot, RepRap, or Shapeways to print 3D objects Delve into Making Things See: 3D Vision with Kinect, Processing, Arduino,

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

and MakerBot Preview this book **Making Things See: 3D vision with Kinect, Processing, Arduino, and** Mar 31, 2017 - 1 min - Uploaded by harry koui Making Things See 3D vision with Kinect, Processing, Arduino, and MakerBot Make Books **Making Things See - O'Reilly Media** Create Kinect applications on Mac OS X, Windows, or Linux Track people with pose 3D scanning technology Use MakerBot, RepRap, or Shapeways to print 3D Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot 1 Resena [https://books/about/Making\\_Things\\_See.html?hl=](https://books/about/Making_Things_See.html?hl=) **Making Things See: 3D vision with Kinect, Processing, Arduino, and** Title: Making Things See: 3D vision with Kinect, Processing, Arduino, and MakerBot (Make: Books). Perfect for hobbyists, makers, artists, and gamers, Making