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Making Things See 3d Vision With Kinect Processing Arduino And Makerbot Greg Borenstein

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3D vision with Kinect, Processing, Arduino, and MakerBot. by Greg Borenstein. Welcome to the Vision Revolution. With the Microsoft Kinect you can now use 3D computer vision technology to make 3D scans of people and objects, detect gestures and track people's bodies, and build interactive applications of all kinds.

Making Things See: 3D vision with Kinect, Processing

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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

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to create gestural interfaces for software, use motion capture for easy 3D character animation, 3D scanning for custom fabrication ...

Making Things See: 3D Vision with Kinect, Processing

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Whether you're a student, hobbyist, maker, gamer, or hardware hacker, Making Things See gets you running with several Kinect projects, and gives you the skills and experience you need to build your own fun and creative projects with this magical 3D computer vision technology. Unlock your ability to build interactive applications with Kinect.

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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.

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