



Start Here! Learn the Kinect API

By Rob Miles

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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

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Editorial Review

About the Author

Rob Miles has been teaching computer programming for more than 25 years. An expert on Visual C#® and a Microsoft® MVP for Device Application Development, Rob enjoys inspiring new and experienced programmers. As well as writing his own games, programs, and poetry, Rob has consulted on a wide range of commercial software projects.

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