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How the Kinect Depth Sensor Works in 2
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~~Introduction to Kinect development Part 1~~
~~BoF: Open Hardware and RISC-V - Drew Fustini: Stephano Cetola~~ IK with OpenNI and Kinect ~~LightSaber game with Unity, Kinect, OpenNI2, OpenCV, Oculus Rift DK1 and a pool noodle~~ 12.2: The Depth Image - Kinect and Processing Tutorial ~~Hand Tracking (Kinect with OpenCV~~
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Kinect Hacking for Artists: Installing ZigFu on OSX and Windows 7 ~~Openni~~
OpenNI Documentation We have PDFs available of the OpenNI Programmer's Guide, the OpenNI Migration Guide (OpenNI 1 to OpenNI 2), and how to use Original Structure Sensor with OpenNI 2. There's also a zip download of automatically-generated documentation.

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iOS developers: OpenNI 2 doesn't work with iOS.

~~OpenNI 2 Downloads and Documentation~~ ~~The Structure Sensor~~

OpenNI or Open Natural Interaction is an industry-led non-profit organization and open source software project focused on certifying and improving interoperability of natural user interfaces and organic user interfaces for Natural Interaction (NI) devices, applications that use those devices and middleware that facilitates access and use of such devices.

~~OpenNI - Wikipedia~~

3) Install the exe you've just made which is located in Platform\Win32\CreateRedist\FinalXX\OPENNI-WinXX-1.X.X.X.exe (XX being the number of bits: 32 or 64)
The installer will also create the necessary environment variables (OPEN_NI_XXX),

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add the DLLs to the system path and register the internal modules with NiReg.

~~GitHub - OpenNI/OpenNI: OpenNI~~

OpenNI is an open-source framework for "natural interaction" - using your hands and body to interact with your digital devices. See OpenNI.org for more information about OpenNI. Most ROS users will not need to use OpenNI directly. `openni_camera` already implements a fully-featured ROS camera driver on top of OpenNI.

~~openni - ROS Wiki~~

The OpenNI library provides a general framework for working with various depth cameras using the following classes: OpenNI is used for initialization of work with the library. It provides information about errors, version of the library, devices found. Device is a connected device.

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~~Intel® RealSense™ SDK 2.0 and
OpenNI2™ | Intel® RealSense ...~~

The OpenNI organization is an industry-led, not-for-profit organization formed to certify and promote the compatibility and interoperability of Natural Interaction (NI) devices, applications and middleware.

~~OpenNI on your PC | Kinect Hacks~~

OpenNI (Open Natural Interaction) is an open source Framework (under LGPL), partially developed by PrimeSense which is one of the creators of the Kinect. It provides standard abstract programming interfaces (API) (in C++ and C #) which allow developers to write applications based on natural interactions.

~~Kinect: How to install and use OpenNI on
Windows | Part 1 ...~~

OpenKinect is an open community of

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people interested in making use of the amazing Xbox Kinect hardware with our PCs and other devices. We are working on free, open source libraries that will enable the Kinect to be used with Windows, Linux, and Mac.

~~OpenKinect~~

Acquisition - `openni_nite_acquisition`. This is a helper application used to collect RGB, depth images, as well as landmark positions from a sensor connected to the computer. It needs OpenNI and NiTE2 to work, not bundled here due to licensing issues. tracking - `tracking_modeling_online`, `tracking_modeling_offline`. This is the main tracking ...

~~GitHub aichim/bodies ras 2015~~

NiWrapper: OpenNI 2 .Net Wrapper 15th Feb 2013. Hi everybody, Today I am

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going to show my work in last three days to public. NiWrapper.Net, a OpenNI 2 .Net Wrapper Lack of a .Net wrapper for OpenNI 2 showed it-self to me when I tried to port my old "3D Photo Capturing Tool" to OpenNI 2 and th ...

~~Home — Soroush Falahati's Personal Website~~

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~~National Institutes of Health — Limits~~

With the Structure Sensor, the future is in your hands. Rapid 3D scanning of objects and people, 3D maps of interior spaces, and mixed reality experiences where fantasy becomes impossible to tell from reality.

~~Structure Sensor — 3D scanning,~~

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~~augmented reality, and ...~~

Files for openni, version 2.3.0; Filename, size File type Python version Upload date Hashes; Filename, size
openni-2.3.0-py2-none-any.whl (39.4 kB)
File type Wheel Python version py2
Upload date Jan 30, 2019 Hashes View

~~openni PyPI~~

OpenNI2 driver for Intel RealSense SDK 2.0 allows to use Intel RealSense Cameras with OpenNI2Current features: configure stream modesaccess live data (color/depth/IR)record and playback filesdepth to color mappinguser tracking with NiTE2no code changes required Getting started Check instructions on...

~~OpenNI Intel® RealSense™ Developer Documentation~~

OpenNI is the primary assembly you'll need when developing Natural User

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Interfaces applications. C# tutorials on using the managed OpenNI.net libraries can be found in this blog, so stay tuned ;-).
Update June 12, 2011: Troubleshooting

~~How to: Successfully Install Kinect on Windows (OpenNI and ...~~

OpenNI SDK arrives with pre-compiled samples that can be run immediately after installation. Under the installation directory, go to the Samples/Bin directory and run any of the samples there. Note that some samples have a graphical interface and may require a more powerful graphic accelerator. Creating new project that uses OpenNI

~~OpenNI 2.0: Getting Started - OpenNI 2.0 Documentation~~

PCL/OpenNI tutorial 0: The very basics.
PCL/OpenNI tutorial 1: Installing and testing.
PCL/OpenNI tutorial 2: Cloud

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processing (basic) PCL/OpenNI tutorial 3:
Cloud processing (advanced) PCL/OpenNI
tutorial 4: 3D object recognition
(descriptors) PCL/OpenNI tutorial 5: 3D
object recognition (pipeline) PCL/OpenNI
troubleshooting

~~PCL/OpenNI troubleshooting—
robotica.unileon.es~~

OpenNI is an organization that is responsible for its framework with the same name. Their framework (that we will call OpenNI in this book) is an open source project and is available for change by any developer. The funder of this project is PrimeSense itself.

~~OpenNI Cookbook—Packt~~

Skill Used: Unity3D(C#), OpenNI
Android Library for Unity(C# & Java).
Meer weergeven Minder weergeven.
Software Engineer Genie Capital Ltd. jul.

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2012 – jun. 2013 1 jaar. Taipei City, Taiwan. Gulu: A social network with streams, chat rooms, places, and file system.

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