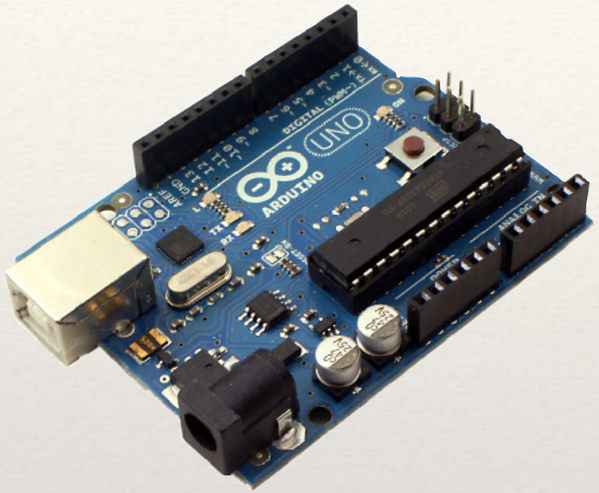
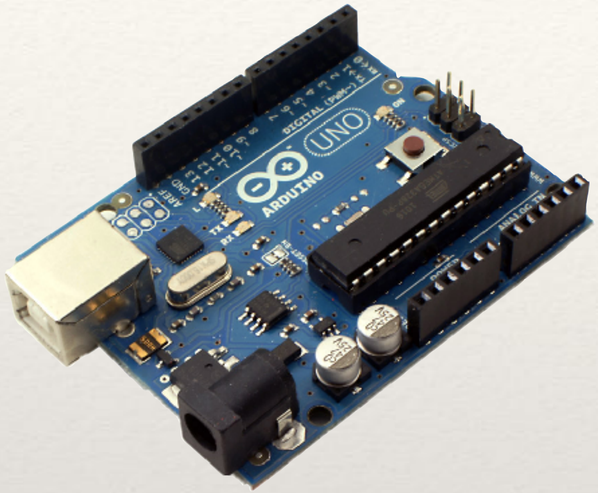


ARDUINO & KINECT in PROCESSING

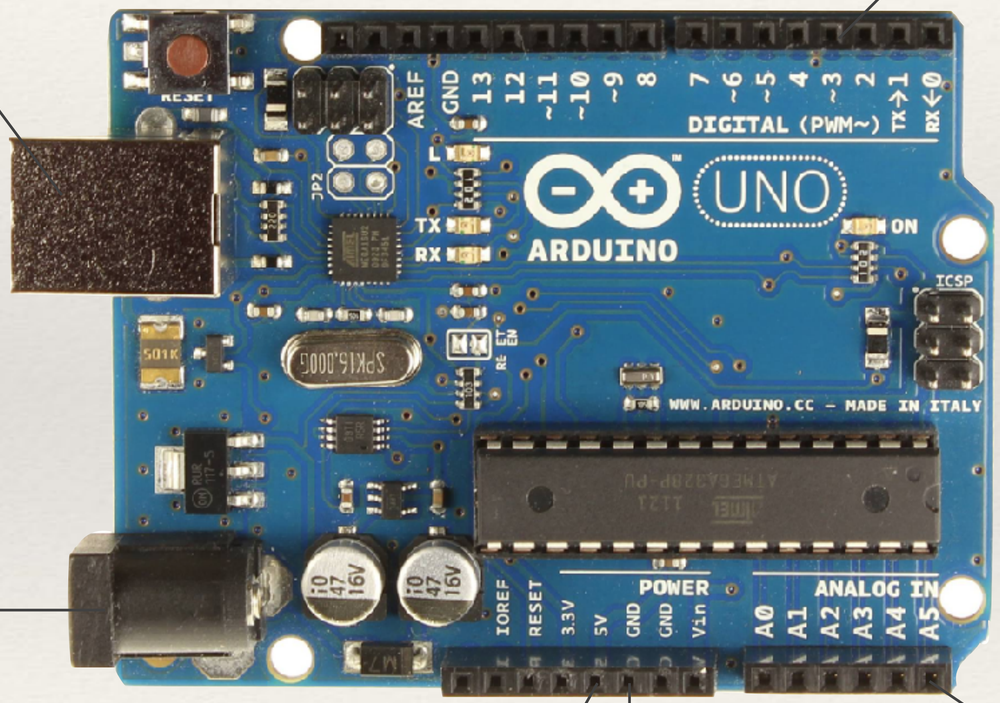


ARDUINO

So we came together in this

Basics of ARDUINO

The Arduino environment has been designed to be easy to use for beginners who have no software or electronics experience. With Arduino, you can build objects that can respond to and/or control light, sound, touch, and movement.



Output

Some examples of outputs would be a light, a screen, a motor and so forth

USB cable

Power for heavy power consumption

5v power

Ground power

Some examples of inputs would be a temperature sensor, a motion sensor, a distance sensor, a switch and so forth.

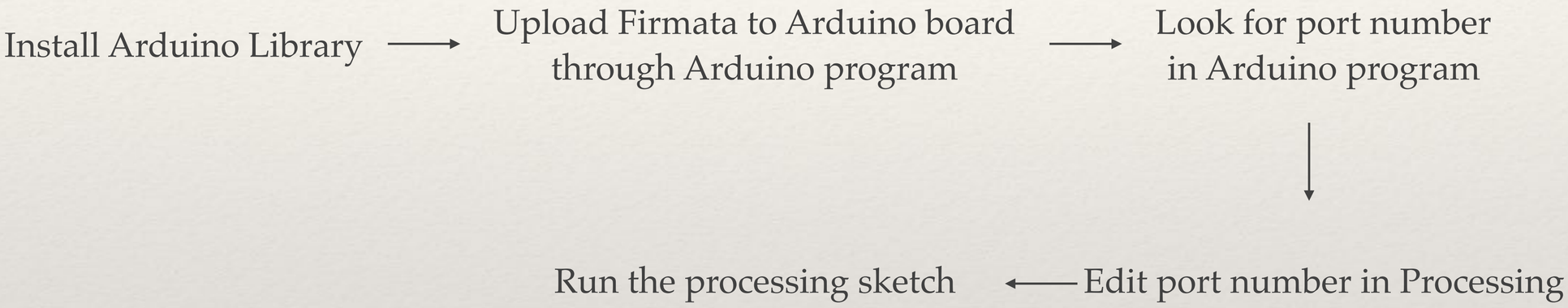
Input

25¢

Basics structure of Arduino

Then, How I can use it with Processing?

Arduino Library


Install Arduino Library
Upload Firmata to Arduino board through Arduino program
Look for port number in Arduino program
Edit port number in Processing
Run the processing sketch

Demo

Good website to know

INSTRUCTIONS

http://makezine.com/category/arduino/

http://www.instructables.com/tag/type-id/category-technology/channel-arduino/

H/W PURCHASE

https://www.sparkfun.com/

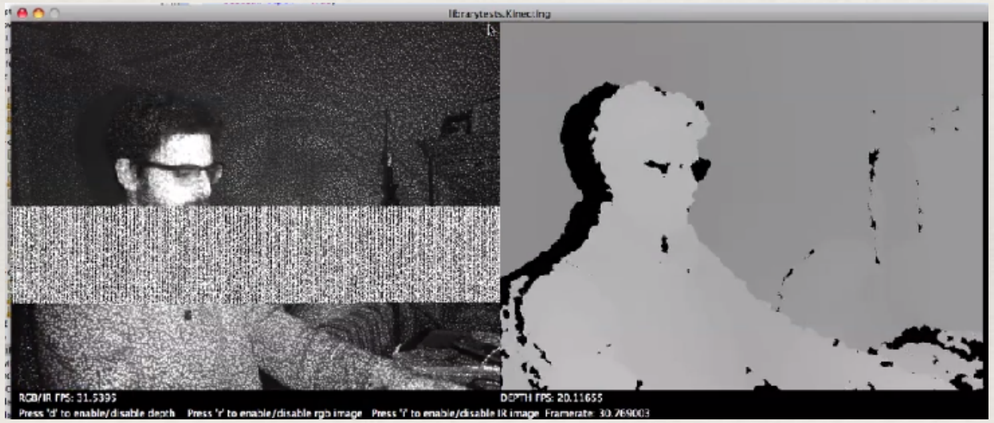
http://www.seeedstudio.com/depot/

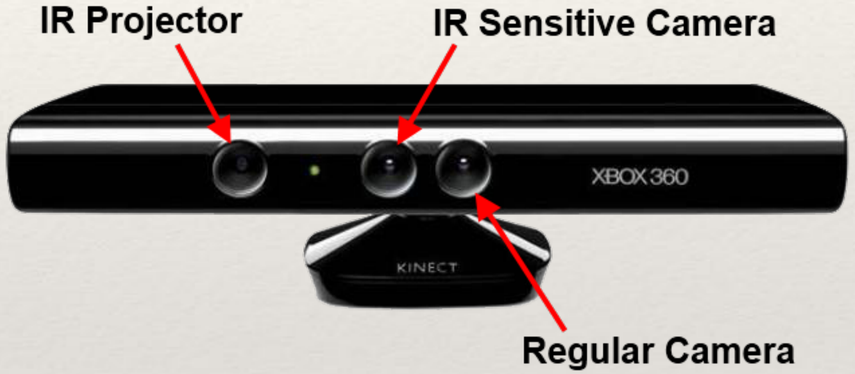
http://arduino.cc/en/Main/Products

KINECT

What kinect can detect

Detect depth
Find position of joint of body
IR camera
30 frame / sec. 640 x 320 Resolution
Gesture Recognition
Voice Recognition

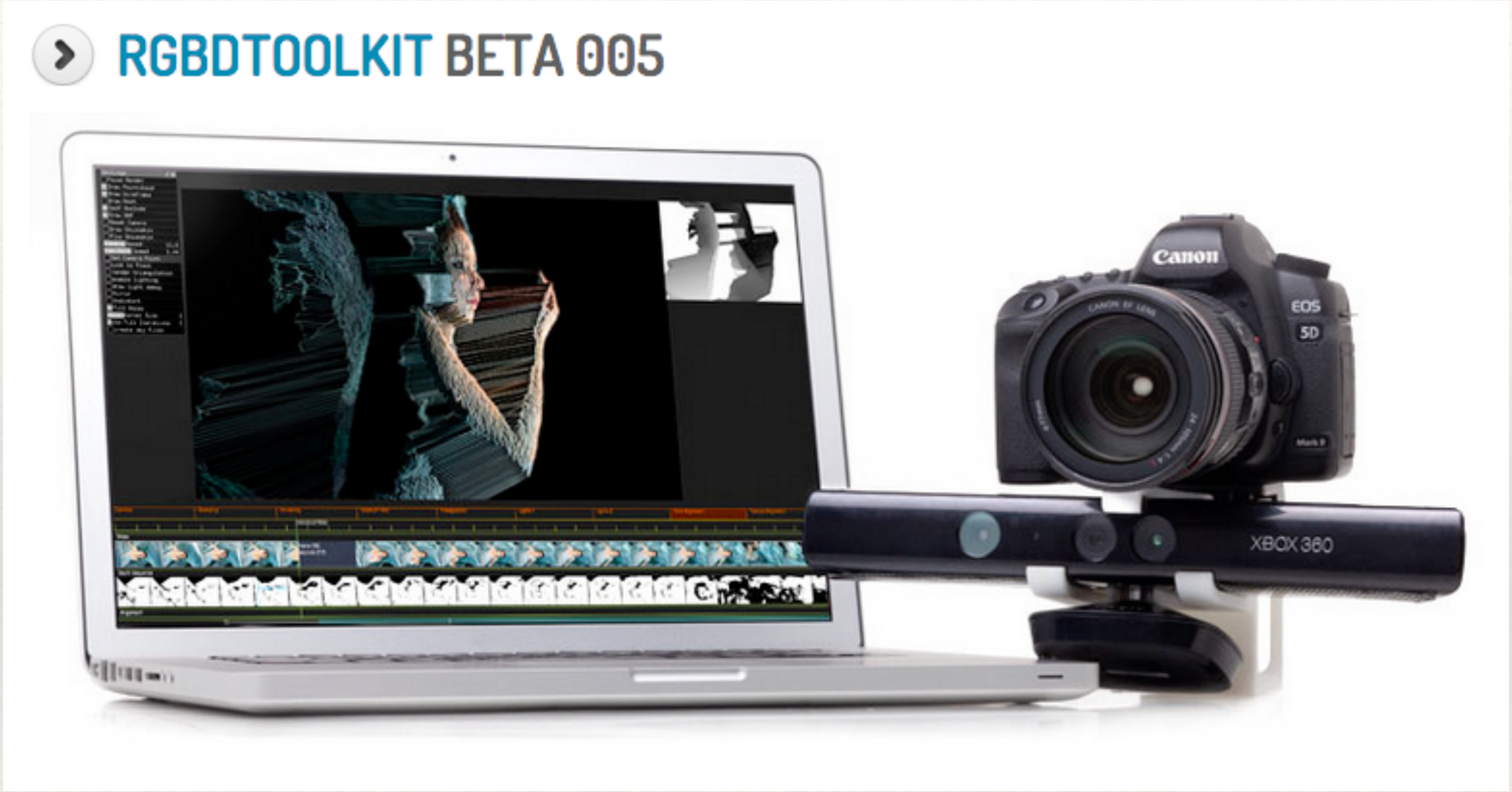




Moullinex - Catalina, Music Video

https://vimeo.com/19723907

RGBD toolkit



?

KINECT in PROCESSING

Simple OpenNI Library

Open Kinect Library

Demo

Good website to know

INSTRUCTIONS

http://www.instructables.com/id/Getting-a-Kinect-working-with-Processing-on-a-Mac/

http://kinecthacks.com

http://www.creativeapplications.net/index.php?s=kinect

http://learning.codasign.com/index.php?title=Using_the_Kinect_with_Processing