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OpenNI Cookbook-Soroush Falahati 2013-01-01 This is a Cookbook with plenty of practical recipes enriched with explained code and relevant screenshots to ease your learning curve. If you are a beginner or a professional in NIUI and want to write serious applications or games, then this book is for you. Even OpenNI 1 and OpenNI 1.x programmers who want to move to new versions of OpenNI can use this book as a starting point. This book uses C++ as the primary language but there are some examples in C# and Java too, so you need to have about a basic working knowledge of C or C++ for most cases.

Kinect Open Source Programming Secrets-Andrew Davison 2012-05-22 Program Kinect to do awesome things using a unique selection of open source software! The Kinect motion-sensing device for the Xbox 360 and Windows became the world's fastest-selling consumer electronics device when it was released (8 million sold in its first 60 days) and won prestigious awards, such as "Gaming Gadget of the Year." Now Kinect Open Source Programming Secrets lets YOU harness the Kinect's powerful sensing capabilities for gaming, science, multimedia projects, and a mind-boggling array of other applications on platforms running Windows, Mac OS, and Linux. Dr. Andrew Davison, a user interface programming expert, delivers exclusive coverage of how to program the Kinect sensor with the Java wrappers for OpenNI and NITE, which are APIs created by PrimeSense, the primary developers of the Kinect's technology. Beginning with the basics--depth imaging, 3D point clouds, skeletal tracking, and hand gestures--the book examines many other topics, including Kinect gaming, FAAST-style gestures that aren't part of standard NITE, motion detection using OpenCV, how to create gesture-driven GUIs, accessing the Kinect's motor and accelerometer, and other tips and techniques. Inside: Free open source APIs to let you develop amazing Kinect hacks for commercial or private use Full coverage of depth detection, camera, and infrared imaging point clouds; Kinect gaming; 3D programming; gesture-based GUIs, and more Online access to detailed code examples on the author's web site, plus bonus chapters on speech recognition, beamforming, and other exotica

OpenCV 3 Blueprints-Joseph Howse 2015-11-10 Expand your knowledge of computer vision by building amazing projects with OpenCV 3 About This Book Build computer vision projects to capture high-quality image data, detect and track objects, process the actions of humans or animals, and much more Discover practical and interesting innovations in computer vision while building atop a mature open-source library, OpenCV 3 Familiarize yourself with multiple approaches and theories wherever critical decisions need to be made Who This Book Is For This book is ideal for you if you aspire to build computer vision systems that are smarter, faster, more complex, and more practical than the competition. This is an advanced book intended for those who already have some experience in setting up an OpenCV development environment and building applications with OpenCV. You should be comfortable with computer vision concepts, object-oriented programming, graphics programming, IDEs, and the command line. What You Will Learn Select and configure camera systems to see invisible light, fast motion, and distant objects Build a "camera trap", as used by nature photographers, and process photos to create beautiful effects Develop a facial expression recognition system with various feature extraction techniques and machine learning methods Build a panorama Android application using the OpenCV stitching module in C++ with NDK support Optimize your object detection model, make it rotation invariant, and apply scene-specific constraints to make it faster and more robust Create a person identification and registration system based on biometric properties of that person, such as their fingerprint, iris, and face Fuse data from videos and gyroscopes to stabilize videos shot from your mobile phone and create hyperlapse style videos In Detail Computer vision is becoming accessible to a large audience of software developers who can leverage mature libraries such as OpenCV. However, as they move beyond their first experiments in computer vision, developers may struggle to ensure that their solutions are sufficiently well optimized, well trained, robust, and adaptive in real-world conditions. With sufficient knowledge of OpenCV, these developers will have enough confidence to go about creating projects in the field of computer vision. This book will help you tackle increasingly challenging computer vision problems that you may face in your careers. It makes use of OpenCV 3 to work around some interesting projects. Inside these pages, you will find practical and innovative approaches that are battle-tested in the authors' industry experience and research. Each chapter covers the theory and practice of multiple complementary approaches so that you will be able to choose wisely in your future projects. You will also gain insights into the architecture and algorithms that underpin OpenCV's functionality. We begin by taking a critical look at inputs in order to decide which kinds of light, cameras, lenses, and image formats are best suited to a given purpose. We proceed to consider the finer aspects of computational photography as we build an automated camera to assist nature photographers. You will gain a deep understanding of some of the most widely applicable and reliable techniques in object detection, feature selection, tracking, and even biometric recognition. We will also build Android projects in which we explore the complexities of camera motion: first in panoramic image stitching and then in video stabilization. By the end of the book, you will have a much richer understanding of imaging, motion, machine learning, and the architecture of computer vision libraries and applications! Style and approach This book covers a combination of theory and practice. We examine blueprints for specific projects and discuss the principles behind these blueprints, in detail.

Arduino and Kinect Projects-Enrique Ramos Melgar 2012-06-09 If you've done some Arduino tinkering and wondered how you could incorporate the Kinect—or the other way around—then this book is for you. The authors of Arduino and Kinect Projects will show you how to create 10 amazing, creative projects, from simple to complex. You'll also find out how to incorporate Processing in your project design—a language very similar to the Arduino language. The ten projects are carefully designed to build on your skills at every step. Starting with the Arduino and Kinect equivalent of "Hello, World," the authors will take you through a diverse range of projects that showcase the huge range of possibilities that open up when Kinect and Arduino are combined. Gesture-based Remote Control. Control devices and home appliances with hand gestures. Kinect-networked Puppet. Play with a physical puppet remotely using your whole body. Mood Lamps. Build your own set of responsive, gesture controllable LED lamps. Drawing Robot. Control a drawing robot using a Kinect-based tangible table. Remote-controlled Vehicle. Use your body gestures to control a smart vehicle. Biometric Station. Use the Kinect for biometric recognition and checking Body Mass Indexes. 3D Modeling Interface. Learn how to use the Arduino LilyPad to build a wearable 3D modelling interface. 360o Scanner. Build a turntable scanner and scan any object 360o using only one Kinect. Delta Robot. Build and control your own fast and accurate parallel robot.

Learning Robotics using Python-Lentin Joseph 2018-06-27 Design, simulate, and program interactive robots Key Features Design, simulate, build, and program an interactive autonomous mobile robot Leverage the power of ROS, Gazebo, and Python to enhance your robotic skills A hands-on guide to creating an autonomous mobile robot with the help of ROS and Python Book Description Robot Operating System (ROS) is one of the most popular robotics software frameworks in research and industry. It has various features for implementing different capabilities in a robot without implementing them from scratch. This book starts by showing you the fundamentals of ROS so you understand the basics of differential robots. Then, you'll learn about robot modeling and how to design and simulate it using ROS. Moving on, we'll design robot hardware and interfacing actuators. Then, you'll learn to configure and program depth sensors and LIDARs using ROS. Finally, you'll create a GUI for your robot using the Qt framework. By the end of this tutorial, you'll have a clear idea of how to integrate and assemble everything into a robot and how to build the software package. What you will learn Design a differential robot from scratch Model a differential robot using ROS and URDF Simulate a differential robot using ROS and Gazebo Design robot hardware electronics Interface robot actuators with embedded boards Explore the interfacing of different 3D depth cameras in ROS Implement autonomous navigation in ChefBot Create a GUI for robot control Who this book is for This book is for those who are conducting research in mobile robotics and autonomous navigation. As well as the robotics research domain, this book is also for the robot hobbyist community. You're expected to have a basic understanding of Linux commands and Python.

Meet the Kinect-Sean Kean 2012-05-10 Meet the Kinect introduces the exciting world of volumetric computing using the Microsoft Kinect. You'll learn to write scripts and software enabling the use of the Kinect as an input device. Interact directly with your computer through physical motion. The Kinect will read and track body movements, and is the bridge between the physical reality in which you exist and the virtual world created by your software. Microsoft's Kinect was released in fall 2010 to become the fastest-selling electronic device ever. For the first time, we have an inexpensive, three-dimensional sensor enabling direct interaction between human and computer, between the physical world and the virtual. The Kinect has been enthusiastically adopted by a growing culture of enthusiasts, who put it to work in creating technology-based art projects, three-dimensional scanners, adaptive devices for sight-impaired individuals, new ways of interacting with PCs, and even profitable business opportunities. Meet the Kinect is the resource to get you started in mastering the Kinect and the exciting possibilities it brings. You'll learn about the Kinect hardware and what it can do. You'll install drivers and learn to download and run the growing amount of Kinect software freely available on the Internet. From there, you'll move into writing code using some of the more popular frameworks and APIs, including the official Microsoft API and the language known as Processing that is popular in the art and creative world. Along the way, you'll learn principles and terminology. Volumetric computing didn't begin with the Kinect. The field is decades old—if you've ever had an MRI, for example, you have benefitted from volumetric computing technology. Meet the Kinect goes beyond just the one device to impart the principles and terminology underlying the exciting field of volumetric computing that is now wide-open and accessible to the average person.

OpenNI 3D- 2013-08

Making Things See-Greg Borenstein 2012-01-13 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

Processing 2-Nikolaus Gradwohl 2013-05-20 Using a project-based approach, you will be able to learn the coolest aspects of working with Processing. Each project contains step-by-step explanations, diagrams, screenshots, and downloadable material to make learning Processing even easier.This book targets Processing developers, visual artists, creative professionals, and students who want to move to the next level of learning Processing for gaining inspiration, work, or just for fun. The book assumes a basic understanding of programming. However, this book is also recommended to non-artistic readers, looking to expand their graphics and develop their creativity.

OpenCV for Secret Agents-Joseph Howse 2015-01-28 This book is for programmers who want to expand their skills by building fun, smart, and useful systems with OpenCV. The projects are ideal in helping you to think creatively about the uses of computer vision, natural user interfaces, and ubiquitous computers (in your home, car, and hand).

Computers Helping People with Special Needs-Klaus Miesenberger 2012-07-09 The two-volume set LNCS 7382 and 7383 constitutes the refereed proceedings of the 13th International Conference on Computers Helping People with Special Needs, ICCHP 2012, held in Linz, Austria, in July 2012. The 147 revised full papers and 42 short papers were carefully reviewed and selected from 364 submissions. The papers included in the second volume are organized in the following topical sections: portable and mobile systems in assistive technology; assistive technology, HCI and rehabilitation; sign 2.0: ICT for sign languages users: information sharing, interoperability, user-centered design and collaboration; computer-assisted augmentative and alternative communication; easy to Web between science of education, information design and speech technology; smart and assistive environments: ambient assisted living; text entry for accessible computing; tactile graphics and models for blind people and recognition of shapes by touch; mobility for blind and partially sighted people; and human-computer interaction for blind and partially sighted people.

Learning Robotics Using Python-Lentin Joseph 2015-05-27 If you are an engineer, a researcher, or a hobbyist, and you are interested in robotics and want to build your own robot, this book is for you. Readers are assumed to be new to robotics but should have experience with Python.

KINECT- 2011-06 OpenNI NITE

Kinect Hacks-Jared St. Jean 2012-11-03 Create your own innovative applications in computer vision, game design, music, robotics, and other areas by taking full advantage of Kinect's extensive interactive, multi-media platform. With this book, you get a step-by-step walkthrough of the best techniques and tools to come out of the OpenKinect project, the largest and most active Kinect hacking community. Learn dozens of hacks for building interfaces that respond to body movements, gestures, and voice, using open source toolkits such as openFrameworks, the Processing IDE, and OpenKinect driver library. Whether you're an artist, designer, researcher, or hobbyist, this book will give you a running start with Kinect. Set up a development environment in Windows 7, Mac OSX, or Ubuntu Build special effects apps with tools such as Synapse and Cinder Create gestural interfaces to integrate and control digital music components Capture the realistic motions of a 3D model with NI mate, Blender, and Animata Design gesture-based games with the ZigFu SDK Recreate the dimensions of any room in realtime, using RGBDemo Use gestures to navigate robots and control PC interfaces

Advances in Visual Computing-George Bebis 2014-12-02 The two volume set LNCS 8887 and 8888 constitutes the refereed proceedings of the 10th International Symposium on Visual Computing, ISVC 2014, held in Las Vegas, NV, USA. The 74 revised full papers and 55 poster papers presented together with 39 special track papers were carefully reviewed and selected from more than 280 submissions. The papers are organized in topical sections: Part I (LNCS 8887) comprises computational bioimaging, computer graphics; motion, tracking, feature extraction and matching, segmentation, visualization, mapping, modeling and surface reconstruction, unmanned autonomous systems, medical imaging, tracking for human activity monitoring, intelligent transportation systems, visual perception and robotic systems. Part II (LNCS 8888) comprises topics such as computational bioimaging , recognition, computer vision, applications, face processing and recognition, virtual reality, and the poster sessions.

Kinect Hacks-Jared St. Jean 2012-11-03 Create your own innovative applications in computer vision, game design, music, robotics, and other areas by taking full advantage of Kinect's extensive interactive, multi-media platform. With this book, you get a step-by-step walkthrough of the best techniques and tools to come out of the OpenKinect project, the largest and most active Kinect hacking community. Learn dozens of hacks for building interfaces that respond to body movements, gestures, and voice, using open source toolkits such as openFrameworks, the Processing IDE, and OpenKinect driver library. Whether you're an artist, designer, researcher, or hobbyist, this book will give you a running start with Kinect. Set up a development environment in Windows 7, Mac OSX, or Ubuntu Build special effects apps with tools such as Synapse and Cinder Create gestural interfaces to integrate and control digital music components Capture the realistic motions of a 3D model with NI mate, Blender, and Animata Design gesture-based games with the ZigFu SDK Recreate the dimensions of any room in realtime, using RGBDemo Use gestures to navigate robots and control PC interfaces

Future Information Technology-James J. (Jong Hyuk) Park 2014-05-03 The new multimedia standards (for example, MPEG-21) facilitate the seamless integration of multiple modalities into interoperable multimedia frameworks, transforming the way people work and interact with multimedia data. These key technologies and multimedia solutions interact and collaborate with each other in increasingly effective ways, contributing to the multimedia revolution and having a significant impact across a wide spectrum of consumer, business, healthcare, education and governmental domains. This book aims to provide a complete coverage of the areas outlined and to bring together the researchers from academic and industry as well as practitioners to share ideas, challenges and solutions relating to the multifaceted aspects of this field.

Image Analysis and Recognition-Mohamed Kamel 2013-06-05 This book constitutes the thoroughly refereed proceedings of the 10th International Conference on Image Analysis and Recognition, ICIAR 2013, held in Póvoa do Varzim, Portugal, in June 2013. The 92 revised full papers presented were carefully reviewed and selected from 177 submissions. The papers are organized in topical sections on biometrics: behavioral; biometrics: physiological; classification and regression; object recognition; image processing and analysis; representation, feature detection and segmentation; 3D image analysis; tracking; medical imaging: image segmentation, image analysis; retinal image analysis; computer aided diagnosis, brain image analysis; coding and compression; RGB-D camera applications; methods of moments; applications.

Dental Care for Everyone-James Morse Dunning 1976 In the mid-1970s when this book was published, dental care in America below the crisis level was confined almost exclusively to the upper and upper-middle classes. With perhaps the highest standards in the world for dental care, this country has done an unnecessarily poor job of distributing that care widely and efficiently. Why? In this book, Dr. Dunning examines not only the organization of dental careprivate practice, clinics, health centers, and the use of auxiliary personnel but also payment systems such as voluntary insurance plans that are widening the market for dental care. He proposes improvements ranging from an increased use of portable dental equipment to large-scale reorganizations of dental practice. This would make dental care, appropriate to need, available to everyone. When he wrote this book, Dr. Dunning was Professor of Ecological Dentistry, Emeritus, and Harvard University.

OpenCV Computer Vision with Python-Joseph Howse 2013-04-23 A practical, project-based tutorial for Python developers and hobbyists who want to get started with computer vision with OpenCV and Python.OpenCV Computer Vision with Python is written for Python developers who are new to computer vision and want a practical guide to teach them the essentials. Some understanding of image data (for example, pixels and color channels) would be beneficial. At a minimum you will need access to at least one webcam. Certain exercises require additional hardware like a second webcam, a Microsoft Kinect or an OpenNI-compliant depth sensor such as the Asus Xtion PRO.

Hacking the Kinect-Jeff Kramer 2012-06-12 Hacking the Kinect is the technogeek's guide to developing software and creating projects involving the groundbreaking volumetric sensor known as the Microsoft Kinect. Microsoft's release of the Kinect in the fall of 2010 startled the technology world by providing a low-cost sensor that can detect and track body movement in three-dimensional space. The Kinect set new records for the fastest-selling gadget of all time. It has been adopted worldwide by hobbyists, robotics enthusiasts, artists, and even some entrepreneurs hoping to build business around the technology. Hacking the Kinect introduces you to programming for the Kinect. You'll learn to set up a software environment, stream data from the Kinect, and write code to interpret that data. The progression of hands-on projects in the book leads you even deeper into an understanding of how the device functions and how you can apply it to create fun and educational projects. Who knows? You might even come up with a business idea. Provides an excellent source of fun and educational projects for a tech-savvy parent to pursue with a son or daughter Leads you progressively from making your very first connection to the Kinect through mastery of its full feature set Shows how to interpret the Kinect data stream in order to drive your own software and hardware applications, including robotics applications

Scalable, High-performance Parallel Branch-and-bound Algorithms for Solving Large Combinatorial Optimization Problems-Nihar Ranjan Mahapatra 1997

Unity- 2014-03-29 Tips 119(Mecanim 2D(Sprite/2D)(MMD/Sculptris(MMD/Sculptris(MMD)(Asset 306)

Dental Student- 1975

Building Computer Vision Projects with OpenCV 4 and C++-David Millán Escrivá 2019-03-26 Delve into practical computer vision and image processing projects and get up to speed with advanced object detection techniques and machine learning algorithms Key Features Discover best practices for engineering and maintaining OpenCV projects Explore important deep learning tools for image classification Understand basic image matrix formats and filters Book Description OpenCV is one of the best open source libraries available and can help you focus on constructing complete projects on image processing, motion detection, and image segmentation. This Learning Path is your guide to understanding OpenCV concepts and algorithms through real-world examples and activities. Through various projects, you'll also discover how to use complex computer vision and machine learning algorithms and face detection to extract the maximum amount of information from your images and videos. In later chapters, you'll learn to enhance your videos and images with optical flow analysis and background subtraction. Sections in the Learning Path will help you get to grips with text segmentation and recognition, in addition to guiding you through the basics of the new and improved deep learning modules. By the end of this Learning Path, you will have mastered commonly used computer vision techniques to build OpenCV projects from scratch. This Learning Path includes content from the following Packt books: Mastering OpenCV 4 - Third Edition by Roy Shilkrot and David Millán Escrivá Learn OpenCV 4 By Building Projects - Second Edition by David Millán Escrivá, Vinícius G. Mendonça, and Prateek Joshi What you will learn Stay up-to-date with algorithmic design approaches for complex computer vision tasks Work with OpenCV's most up-to-date API through various projects Understand 3D scene reconstruction and Structure from Motion (SfM) Study camera calibration and overlay augmented reality (AR) using the ArUco module Create CMake scripts to compile your C++ application Explore segmentation and feature extraction techniques Remove backgrounds from static scenes to identify moving objects for surveillance Work with new OpenCV functions to detect and recognize text with Tesseract Who this book is for If you are a software developer with a basic understanding of computer vision and image processing and want to develop interesting computer vision applications with OpenCV, this Learning Path is for you. Prior knowledge of C++ and familiarity with mathematical concepts will help you better understand the concepts in this Learning Path.

Motion in Games-Marcelo Kallmann 2012-11-10 This book constitutes the refereed proceedings of the 5th International Workshop on Motion in Games, held in Rennes, France, in November 2012. The 23 revised full papers presented together with 9 posters and 5 extended abstracts were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on planning, interaction, physics, perception, behavior, virtual humans, locomotion, and motion capture.

Memoirs of the Faculty of Engineering, Miyazaki University-Miyazaki Daigaku. Kōgakubu 2012

Learn OpenCV 4 by Building Projects-David Millán Escrivá 2018-11-30 Explore OpenCV 4 to create visually appealing cross-platform computer vision applications Key Features Understand basic OpenCV 4 concepts and algorithms Grasp advanced OpenCV techniques such as 3D reconstruction, machine learning, and artificial neural networks Work with Tesseract OCR, an open-source library to recognize text in images Book Description OpenCV is one of the best open source libraries available, and can help you focus on constructing complete projects on image processing, motion detection, and image segmentation. Whether you're completely new to computer vision, or have a basic understanding of its concepts, Learn OpenCV 4 by Building Projects – Second edition will be your guide to understanding OpenCV concepts and algorithms through real-world examples and projects. You'll begin with the installation of OpenCV and the basics of image processing. Then, you'll cover user interfaces and get deeper into image processing. As you progress through the book, you'll learn complex computer vision algorithms and explore machine learning and face detection. The book then guides you in creating optical flow video analysis and background subtraction in complex scenes. In the concluding chapters, you'll also learn about text segmentation and recognition and understand the basics of the new and improved deep learning module. By the end of this book, you'll be familiar with the basics of Open CV, such as matrix operations, filters, and histograms, and you'll have mastered commonly used computer vision techniques to build OpenCV projects from scratch. What you will learn Install OpenCV 4 on your operating system Create CMake scripts to compile your C++ application Understand basic image matrix formats and filters Explore segmentation and feature extraction techniques Remove backgrounds from static scenes to identify moving objects for surveillance Employ various techniques to track objects in a live video Work with new OpenCV functions for text detection and recognition with Tesseract Get acquainted with important deep learning tools for image classification Who this book is for If you are a software developer with a basic understanding of computer vision and image processing and want to develop interesting computer vision applications with Open CV, Learn OpenCV 4 by Building Projects for you. Prior knowledge of C++ will help you understand the concepts covered in this book.

Robot Operating System (ROS) for Absolute Beginners-Lentin Joseph 2018-05-24 Learn how to get started with robotics programming using Robot Operation System (ROS). Targeted for absolute beginners in ROS, Linux, and Python, this short guide shows you how to build your own robotics projects. ROS is an open-source and flexible framework for writing robotics software. With a hands-on approach and sample projects, Robot Operating System for Absolute Beginners will enable you to begin your first robot project. You will master the basics of working with ROS and begin coding with ROS APIs in both C++ and Python. What You'll Learn Install ROS Review fundamental ROS concepts Work with frequently used commands in ROS Build a mobile robot from scratch using ROS Who This Book Is For Absolute beginners with little to no programming experience looking to learn robotics programming.

ROS Robotics Projects-Lentin Joseph 2017-03-31 Build a variety of awesome robots that can see, sense, move, and do a lot more using the powerful Robot Operating System About This Book Create and program cool robotic projects using powerful ROS libraries Work through concrete examples that will help you build your own robotic systems of varying complexity levels This book provides relevant and fun-filled examples so you can make your own robots that can run and work Who This Book Is For This book is for robotic enthusiasts and researchers who would like to build robot applications using ROS. If you are looking to explore advanced ROS features in your projects, then this book is for you. Basic knowledge of ROS, GNU/Linux, and programming concepts is assumed. What You Will Learn Create your own self-driving car using ROS Build an intelligent robotic application using deep learning and ROS Master 3D object recognition Control a robot using virtual reality and ROS Build your own AI chatter-bot using ROS Get to know all about the autonomous navigation of robots using ROS Understand face detection and tracking using ROS Get to grips with teleoperating robots using hand gestures Build ROS-based applications using Matlab and Android Build interactive applications using TurtleBot In Detail Robot Operating System is one of the most widely used software frameworks for robotic research and for companies to model, simulate, and prototype robots. Applying your knowledge of ROS to actual robotics is much more difficult than people realize, but this title will give you what you need to create your own robotics in no time! This book is packed with over 14 ROS robotics projects that can be prototyped without requiring a lot of hardware. The book starts with an introduction of ROS and its installation procedure. After discussing the basics, you'll be taken through great projects, such as building a self-driving car, an autonomous mobile robot, and image recognition using deep learning and ROS. You can find ROS robotics applications for beginner, intermediate, and expert levels inside! This book will be the perfect companion for a robotics enthusiast who really wants to do something big in the field. Style and approach This book is packed with fun-filled, end-to-end projects on mobile, armed, and flying robots, and describes the ROS implementation and execution of these models.

Augmented Reality and Virtual Reality-Timothy Jung 2013-01-01 This book is a mini tutorial with plenty of code examples and strategies to give you many options when building your own applications.This book is meant for readers who are familiar with C/C++ programming and want to write simple programs with Kinect. The standard template library can also be used as it is simple enough to understand.

Service-Driven Approaches to Architecture and Enterprise Integration-Ramanathan, Raja 2013-06-30 While business functions such as manufacturing, operations, and marketing often utilize various software applications, they tend to operate without the ability to interact with each other and exchange data, highlighting the urgent need for real-time decision making. Service-Driven Approaches to Architecture and Enterprise Integration addresses the issues of integrating assorted software applications and systems by using a service driven approach. Supporting the dynamics of business needs, this book highlights the tools, techniques, and governance aspects of design, and implements cost-effective enterprise integration solutions. It is a valuable source of information for software architects, SOA practitioners, and software engineers as well as researchers and students in pursuit of extensible and agile software design.

Mastering ROS for Robotics Programming-Lentin Joseph 2018-02-26 Discover best practices and troubleshooting solutions when working on ROS Key Features Develop complex robotic applications using ROS to interface robot manipulators and mobile robots Gain insight into autonomous navigation in mobile robots and motion planning in robot manipulators Discover best practices and troubleshooting solutions Book Description In this day and age, robotics has been gaining a lot of traction in various industries where consistency and perfection matter. Automation is achieved via robotic applications and various platforms that support robotics. The Robot Operating System (ROS) is a modular software platform to develop generic robotic applications. This book focuses on the most stable release of ROS (Kinetic Kame), discusses advanced concepts, and effectively teaches you programming using ROS. We begin with aninformative overview of the ROS framework, which will give you a clear idea of how ROS works. During the course of this book, you'll learn to build models of complex robots, and simulate and interface the robot using the ROS MoveIt! motion planning library and ROS navigation stacks. Learn to leverage several ROS packages to embrace your robot models. After covering robot manipulation and navigation, you'll get to grips with the interfacing I/O boards, sensors, and actuators of ROS. Vision sensors are a key component of robots, and an entire chapter is dedicated to the vision sensor and image elaboration, its interface in ROS and programming. You'll also understand the hardware interface and simulation of complex robots to ROS and ROS Industrial. At the end of this book, you'll discover the best practices to follow when programming using ROS. What you will learn Create a robot model with a seven-DOF robotic arm and a differential wheeled mobile robot Work with Gazebo and V-REP robotic simulator Implement autonomous navigation in differential drive robots using SLAM and AMCL packages Explore the ROS Pluginlib, ROS nodelets, and Gazebo plugins Interface I/O boards such as Arduino, robot sensors, and high-end actuators Simulate and motion plan an ABB and universal arm using ROS Industrial Explore the latest version of the ROS framework Work with the motion planning of a seven-DOF arm using MoveIt! Who this book is for If you are a robotics enthusiast or researcher who want to learn more about building robot applications using ROS, this book is for you. In order to learn from this book, you should have a basic knowledge of ROS, GNU/Linux, and C++ programming concepts. The book is also excellent for programmers who want to explore the advanced features of ROS.

OpenCV Computer Vision with Python-Joseph Howse 2013-04-23 A practical, project-based tutorial for Python developers and hobbyists who want to get started with computer vision with OpenCV and Python.OpenCV Computer Vision with Python is written for Python developers who are new to computer vision and want a practical guide to teach them the essentials. Some understanding of image data (for example, pixels and color channels) would be beneficial. At a minimum you will need access to at least one webcam. Certain exercises require additional hardware like a second webcam, a Microsoft Kinect or an OpenNI-compliant depth sensor such as the Asus Xtion PRO.

Holistic Game Development with Unity-Penny de Byl 2012-11-12 The independent developer has ascended, and the new business model demands agility. You have to be able to work on all aspects of game creation, and your team's game will publish directly to platforms like Android, iPhone, and Facebook. You'll use Unity, the hottest game engine out there, to do it. In order to earn your place on the elite development team, you must master both sides of the development coin: art and programming. Holistic Game Development with Unity is an authoritative guide to creating games in Unity. Taking you through game design, programming, and art, Penny de Byl uses a holistic approach to equip you with the multidisciplinary skills you need for the independent games industry. With this book, you will master essential digital art and design principles while learning the programming skills necessary to build interactivity into your games. The tutorials will put these skills into action. The companion website includes: source code for completed projects from the book, art assets, instructional videos, a forum, author blog and lesson plans and challenge questions for professors. Examines art and programming in unison-the only one-stop shop for individual developers and small teams looking to tackle both tasks.

Beginning Kinect Programming with the Microsoft Kinect SDK-Jarrett Webb 2012-06-12 Beginning Kinect Programming with the Microsoft Kinect SDK gets you up and running developing Kinect applications for your PC using Microsoft tools and the official SDK. You will have a working Kinect program by the end of the first chapter! The following chapters will open up the secrets of three-dimensional vision, skeleton tracking, audio through the Kinect, and more. Examples illustrate the concepts in the form of simple games that react to your body movements. The result is a fun read that helps you learn one of the hottest technologies out there today. Beginning Kinect Programming with the Microsoft Kinect SDK also provides building blocks and ideas for mashing up the Kinect with other technologies to create art, interactive games, 3D models and enhanced office automation. You'll learn the fundamental code basic to almost all Kinect applications. You'll learn to integrate that code with other tools and manipulate data to create amazing Kinect applications. Beginning Kinect Programming with the Microsoft Kinect SDK is your gateway into the exciting world of three-dimensional, real-time computer interaction. Helps you create a proper development environment for Kinect applications. Covers the basics of three-dimensional vision, skeleton tracking, gesture recognition, and audio Provides fun examples that keep you engaged and learning

Innovative and Creative Developments in Multimodal Interaction Systems-Yves Rybarczyk 2014-04-16 This book contains the outcome of the 9th IFIP WG 5.5 International Summer Workshop on Multimodal Interfaces, eNTERFACE 2013, held in Lisbon, Portugal, in July/August 2013. The 9 papers included in this book represent the results of a 4-week workshop, where senior and junior researchers worked together on projects tackling new trends in human-machine interaction (HMI). The papers are organized in two topical sections. The first one presents different proposals focused on some fundamental issues regarding multimodal interactions, i.e., telepresence, speech synthesis and interactive modeling. The second is a set of development examples in key areas of HMI applications, i.e., education, entertainment and assistive technologies.

Active Media Technology-Tetsuya Yoshida 2013-10-24 This book constitutes the refereed proceedings of the 9th International Conference on Active Media Technology, AMT 2013, held in Maebashi, Japan, in October 2013. The 26 revised full papers presented together with 3 short papers, 16 workshop papers, and 12 special session papers were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on active computer systems, interactive systems, and application of AMT based systems; active media machine learning and data mining techniques; AMT for semantic web, social network, and cognitive foundations. Additionally, the main topic of the workshop papers is: intelligence for strategic foresight; and for the special session papers: technologies and theories of narrative; evolutionary computation and its application; and intelligent media search techniques.

Management Intelligent Systems-Jorge Casillas 2013-11-18 This symposium was born as a research forum to present and discuss original, rigorous and significant contributions on Artificial Intelligence-based (AI) solutions—with a strong, practical logic and, preferably, with empirical applications—developed to aid the management of organizations in multiple areas, activities, processes and problem-solving; what we call Management Intelligent Systems (MiS). This volume presents the proceedings of these activities in a collection of contributions with many original approaches. They address diverse Management and Business areas of application such as decision support, segmentation of markets, CRM, product design, service personalization, organizational design, e-commerce, credit scoring, workplace integration, innovation management, business database analysis, workflow management, location of stores, etc. A wide variety of AI techniques have been applied to these areas such as multi-objective optimization and evolutionary algorithms, classification algorithms, ant algorithms, fuzzy rule-based systems, intelligent agents, Web mining, neural networks, Bayesian models, data warehousing, rough sets, etc. This volume also includes a track focused on the latest research on Intelligent Systems and Technology Enhanced Learning (iTEL), as well as its impacts for learners and institutions. It aims at bringing together researchers and developers from both the professional and the academic realms to present, discuss and debate the latest advances in intelligent systems and technology-enhanced learning The symposium was organized by the Soft Computing and Intelligent Information Systems Research Group (http://sci2s.ugr.es) of the University of Granada (Spain) and the Bioinformatics, Intelligent System and Educational Technology Research Group (http:// bisite.usal.es/) of the University of Salamanca (Spain). The present edition was held in Salamanca (Spain) on May 22–24, 2013.

CW TeknoDe -2--Haberci Destek 2 Tim Cyber Warrior Haberci Grubu ve Haberci Destek Tim tarafından aylık olarak hazırlanan benzersiz bilişim makaleleri, güncel teknolojileri içeren elektronik dergi

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