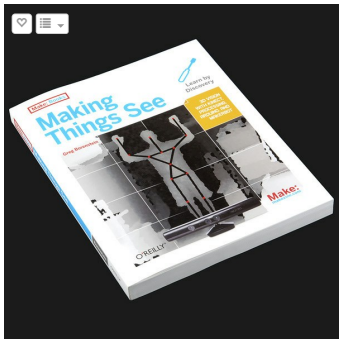




Making Things See

BOK-10977 ROHS

DESCRIPTION FEATURES

When Microsoft's Kinect hardware hit the DIY world, it sparked a lot of very awesome projects. The Kinect let's computers see which opens up all kinds of new doors for interactive development. In *Making Things See*, author Greg Borenstein leads the reader through half a dozen meaty projects that cover everything from pose detection to 3D scanning!

This title from the Make: library is perfect for makers, artists, gamers, even hobbyists. If you've seen some of the cool things people are doing with the Kinect and wondered how you could get in on the action, this is the book for you.

Info:

- Author: Greg Borenstein
- Publisher: O'Reilly Media / Make
- Paperback: 440 pages
- Print ISBN: 978-1-4493-0707-3
- ISBN 10: 1-4493-0707-8

Making Things See Product Help and Resources

SKILLS NEEDED

Core Skill: **Programming**

If a board needs code or communicates somehow, you're going to need to know how to program or interface with it. The programming skill is all about communication and code.

Skill Level: Competent - The toolchain for programming is a bit more complex and will examples may not be explicitly provided for you. You will be required to have a fundamental knowledge of programming and be required to provide your own code. You may need to modify existing libraries or code to work with your specific hardware. Sensor and hardware interfaces will be SPI or I2C.
See all skill levels

Core Skill: **Electrical Prototyping**

If it requires power, you need to know how much, what all the pins do, and how to hook it up. You may need to reference datasheets, schematics, and know the ins and outs of electronics.

Skill Level: Noob - You don't need to reference a datasheet, but you will need to know basic power requirements.
See all skill levels

COMMENTS 2 REVIEWS 0

Customer Comments

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Jamster / about 6 years ago / 1
OMG.

HelloTechie / about 6 years ago * / 2
I am hoping that OMG is a good thing! hehe :)