

Kinect User Interface Guidelines

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Download Free Kinect User Interface Guidelines Human Interface Guidelines – Kinect for Windows Product Blog Tag: Human User Interface Guidelines Updated SDK, with HTML5, Kinect Fusion improvements, and more. I am pleased to announce that we released the Kinect for Windows software development kit (SDK) 1.8 today.

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Does the Human Interface Guideline 1.8 documentation apply to the Kinect 2 camera also? Specifically camera placement and sweet spot ranges. Moved by Carmine Si - MSFT Microsoft employee Wednesday, July 16, 2014 7:15 PM

Human Interface Guidelines for Kinect 2.0

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Kinect User Interface Guidelines Get Free Kinect User Interface Guidelines and user interface designers to explore. With Kinect, users can interact with user interfaces by using just their hands and body. A typical example of a natural user interface, or NUI, is an Xbox 360 Page 8/26.

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recommended user distance from the sensor is approxi-mately 1.8 m for a single user; when there are two peo-ple to track at the same time, they should stand approximately 2.5 m away from the device. Kinect requires a minimum user height of 1 m (standing dis-tance and user height figures are according to informa-