

Kinect User Interface Guidelines

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[PDF] Kinect User Interface Guidelines

Insert a Kinect interface into your scene, double click on the newly created interface asset, then enter Play Mode. Here is some advice from Microsoft for optimal use of the Kinect sensor: The user should be standing between 80cm and 4m (30 inches to 13 feet) from the Kinect sensor; Limit light sources directed toward the Kinect sensor.

Using Microsoft® Kinect® (unofficial) - Intuiface

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

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 game that uses Kinect as its only input method.

Usability of natural user interface buttons using Kinect

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You can navigate the Xbox One user interface and use the controller to experience free entertainment features on Xbox Live, such as Skype, while seated or standing. ... Additional programs will continue to be captioned in accordance with FCC guidelines. ... we engage with the accessibility community to help us improve our Xbox and Kinect ...

Accessibility, Xbox One, and Kinect FAQ | Xbox Support

Azure Kinect DK embeds a high-quality, seven microphone circular array that identifies as a standard USB audio class 2.0 device. All 7 channels can be accessed. The performance specifications are: Sensitivity: -22 dBFS (94 dB SPL, 1 kHz) Signal to noise ratio > 65 dB; Acoustic overload point: 116 dB; USB

Azure Kinect DK hardware specifications | Microsoft Docs

Xbox One User Interface and Dashboard Demo. Microsoft also talked about a new 'Snap' mode which allows users to use the interface, Kinect and the controller to do more than one thing at a time ...

Xbox One User Interface - Xbox One Wiki Guide - IGN

Kinect for Windows | Human Interface Guidelines v1.8 16 17. Strong Inputs In order to provide a good experience and not frustrate users, a strong voice and gesture interaction design should fulfill a number of requirements. To start with, it should be natural, with an appropriate and smooth learning curve for users.

Xbox One Kinect

Requiring at least 190 MB of available storage space, Kinect system software allows users to operate Xbox 360 Dashboard console user interface through voice commands and hand gestures. Techniques such as voice recognition and facial recognition are employed to automatically identify users.

Kinect - Wikipedia

A Natural User Interface (NUI) is a type of human-machine interaction based on the automatic analysis of the user's natural behavior. These human actions are interpreted by the machine as ...

Virtual Reality Applications: Guidelines to Design Natural ...

Kinect requires a minimum user height of 1 m (standing distance and user height figures are according to information printed on the Microsoft Kinect retail box).

Web GIS in practice X: a Microsoft Kinect natural user ...

According to Microsoft, early adopter users have already been using the new Kinect in very useful ways. AVA Retail, for example, has been using Azure Kinect, in combination with Azure AI, for ...

Microsoft resurrects the Kinect, but for business | Engadget

Microsoft Kinect for Windows Human Interface Guidelines v1.8.0 UX Guidelines (PDF shortcut) Microsoft Surface User Experience Guidelines Leap Motion UX Guidelines

UI Style Guides | Experience Dynamics

Here's an example Microsoft recently highlighted that shows a Kinect being used at a car dealership: In the new graphic user interface guidelines, Microsoft will give samples of principles it's...

Microsoft preps for Kinect-controlled Windows apps ...

• Natural user interface through voice and gestures • Innovave use-cases - Gaming, Health Care, Fitness, Medicine, VR, AR, RoboCCs, etc. ... - Kinect for Windows V2 product was disconCnued, BUT: - Windows users simply use Kinect for Xbox One sensor + Kinect adapter 6 Components

Microsof Kinect - Anyline

So what is a user interface and how does one go about creating one? The user interface is the mode of interaction for web users between themselves and their machine. It informs the experience the user will have when they interact with web applications and attributes like response time, visual appeal and responsiveness are some of the hallmarks ...

7 User Interface Design Guidelines For Web Applications ...

A user interface is an interface through which a person can control specific software or hardware. ... When designing graphical user interfaces, there are guidelines that help improve the user-friendliness as well as the standardization. ... Another example is an Xbox extension with Kinect that makes it possible to control a character on the ...

User Interface - Ryte Wiki - The Digital Marketing Wiki

But while Kinect for Xbox senses motion at a distance of feet, Kinect for Windows adds a "near mode" to sense a user waving his hands, pointing, or otherwise gesturing at up to 40 centimeters ...