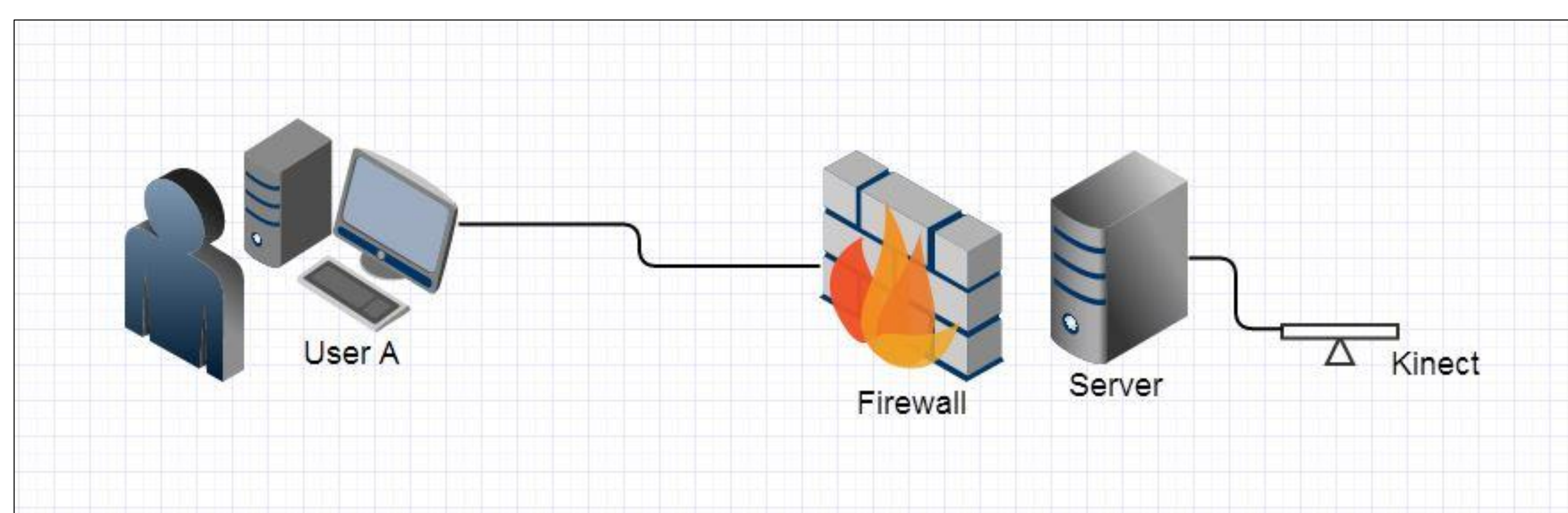Universidad de los Andes

Computación Visual
Imagine

Kinect Development Through a Virtual Laboratory

Pablo Figueroa, Julián Arcos Argoty
pfiguero, je.arcos31{@uniandes.edu.co}
Universidad de los Andes
Colombia

Abstract

We present our first prototype of a virtual laboratory that allows students in different regions of our country to learn, remotely, how to program Kinect applications.
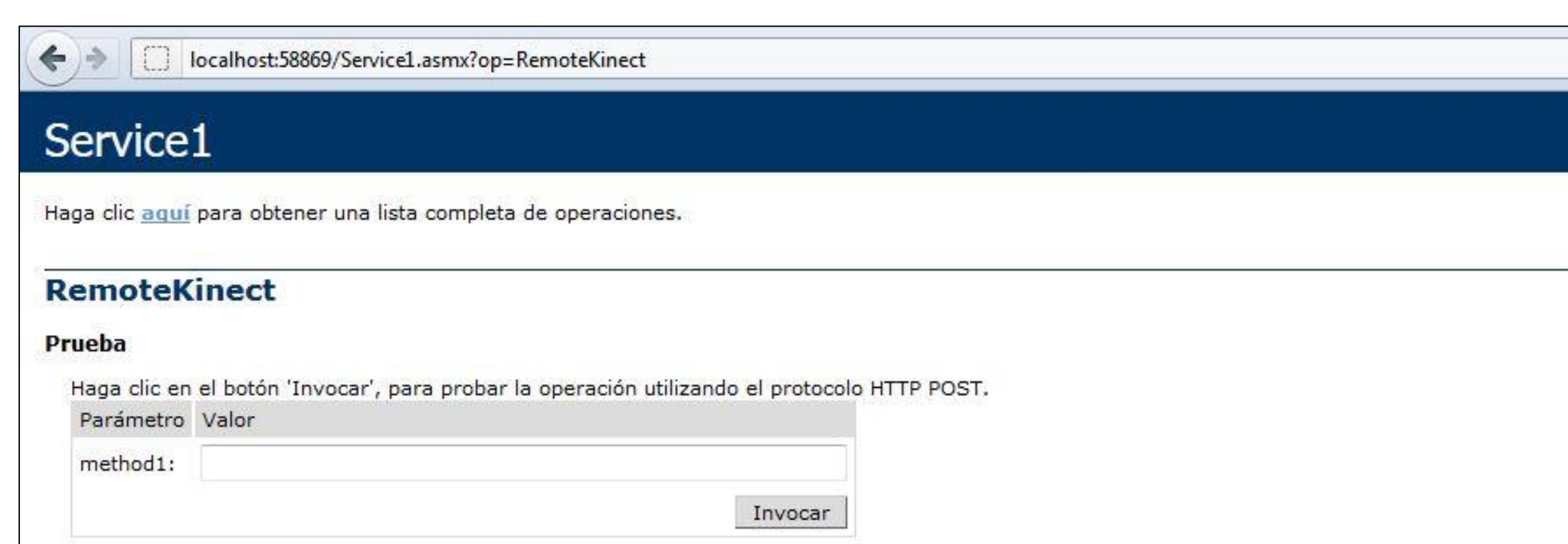
General Scheme

Server

User

Methodology

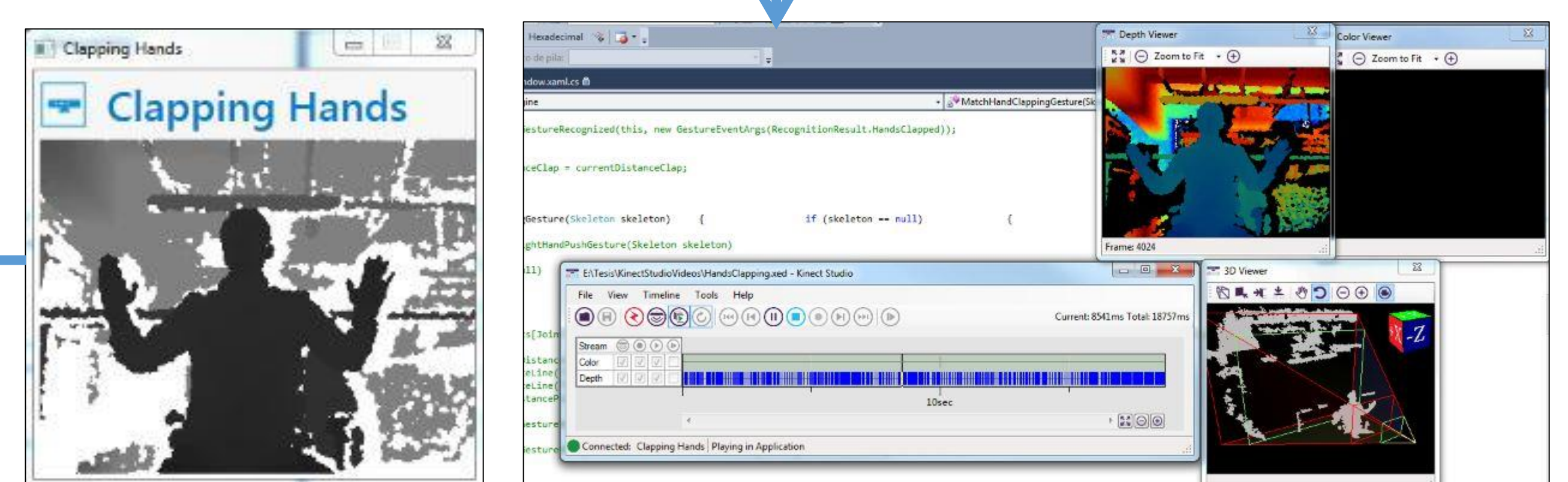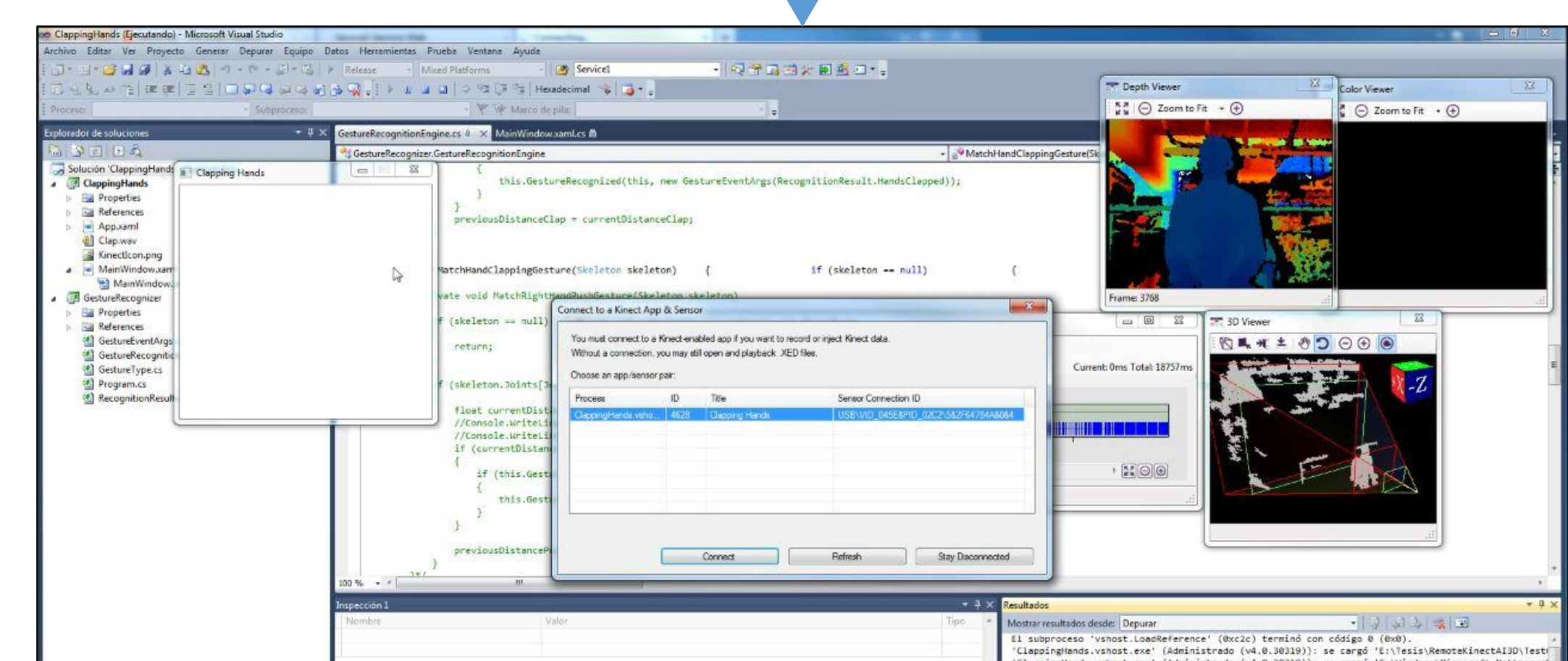First the user logs into a website that contains an empty text box **(1)** to introduce the missing code **(2)** into a C# file in **(3)**. The server receives the piece of code, and attaches it in the designated place for it. Then, if the Kinect application compiles correctly, it will open an instance of Kinect Studio and automatically loads a XED file which contains a video of a certain gesture **(4)**. If the code inserted by the user is correct, it will identify the gesture **(5)** and finally return the set of gestures into an XML file that will be displayed in a web service **(6)**.