

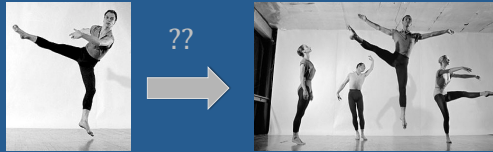


Department
of Computer
Science

Kinect-Based Choreography

Julia Edwards and Prof. D. Thiébaud

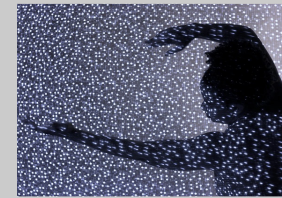
STRIDE 2012-13
<http://tinyurl.com/juliaStride>



How can we make multi-dancer choreographies with only one dancer?



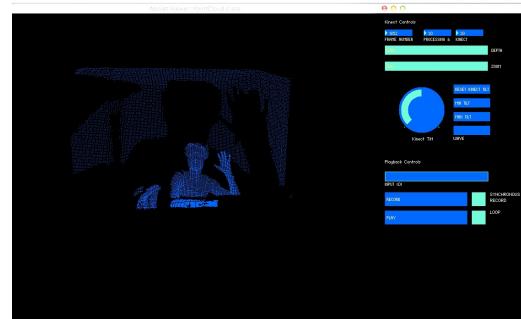
Microsoft xBox 360 Kinect



Point Clouds

Using the Kinect's 3D sensor and Daniel Shiffman's PointCloud library, we can make virtual models of the dancers and the environment around them!

My project was to create a friendly user interface for the Kinect motion capture program, and allow novice users to easily create multi-dancer choreographies.

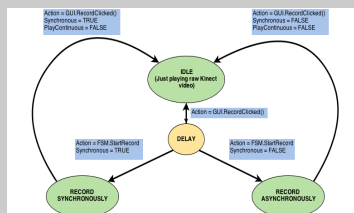


The System:

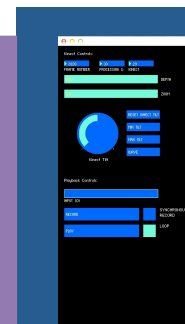
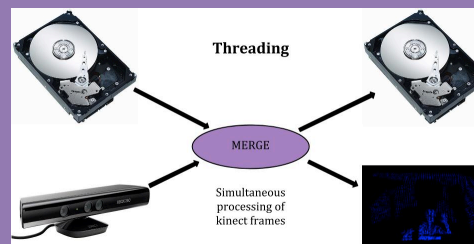
- Laptop running Mac OS X 10.8.3
- Desktop running Mac OS X 10.7.4
- Microsoft Kinect

Programming Tools I have Implemented

Finite State Machines (FSMs)



Threading (in Java)



Graphical User Interface (GUI) Design (using the ControlP5 Processing Library)



Processing