



KIM

Kinect Interactive Monitor

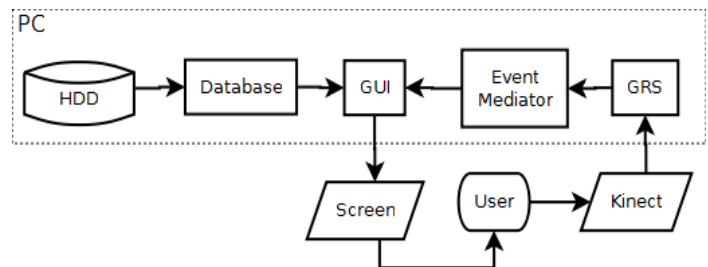
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KIM is an interactive video player for open spaces.

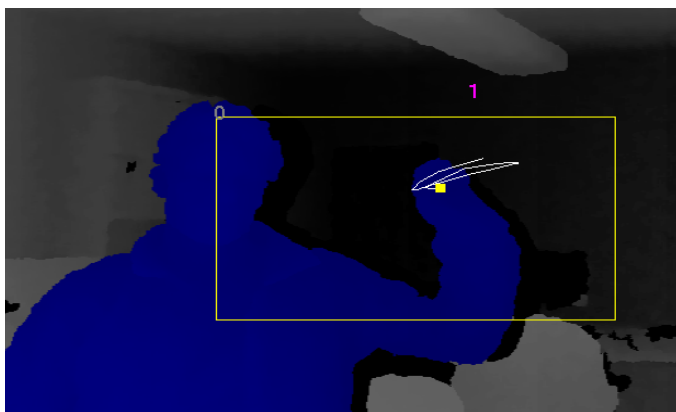
Simple intuitive interaction using Microsoft Kinect.

Removes the need of physical control devices.

Idle system plays randomized videos from the video catalogue.



The principal dataflow



Segmentation of depth-map

GRS (Gesture Recognition System)

Emulates one button mouse.

Built using the OpenNI and NITE Kinect interface.

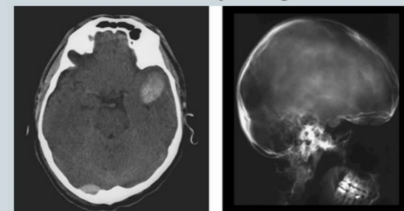
User waves hand to take control.

Sideways movement moves the cursor.

Moving your hand towards the Kinect pushes the button.

User centred coordinate system obtained by head detection.

The difference between a CT-image and a normal X-ray image



CT-image: A slice through the human head.

X-ray image: Structures in the human head are



Video interface

GUI (Graphical User Interface)

3D virtual space for navigating video catalogue, made in Ogre3D. The 3D scene is overlaid by a 2D HUD.

Video catalogue displayed as icons fixed on stacked cylindrical rings (see fig).

Each ring corresponds to a category.

Icons automatically generated or manually added.

Suggested video category autonomously generated by gathering usage statistics.

Suggested videos include new and popular videos.



Overview of the movie navigation

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