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The authors of Arduino and Kinect Projects will show you how to create 10 amazing, creative projects, from simple to complex. You'll also find out how to incorporate Processing in your project design - a language very similar to the Arduino language.

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The Content of the Chapters Each chapter will lead you step-by-step through the construction of the physical project, the building of the necessary circuits, the programming of the Arduino board, and the implementation of the Processing programs that connect the Kinect data to your Arduino board. Most projects will involve the implementation of two separate programs, the Arduino program and the Processing program.

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You went through a couple of simple examples to illustrate the structure of Processing sketches and the use of the Simple-OpenNI library. You will be using Processing and Simple-OpenNI to interface with Kinect and Arduino in every single project, so this is a very important tool.

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Starting with the Arduino and Kinect equivalent of "Hello, World," the authors will take you through a diverse range of projects that showcase the huge range of possibilities that open up when Kinect and Arduino are combined.

