

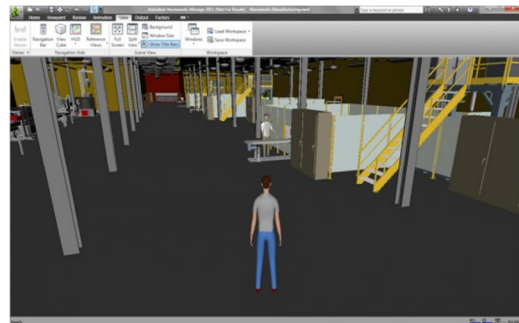
# Gesture Control of 4D building models with Microsoft Kinect

## Project Characteristics

Mathematical Modeling:	low	★☆☆☆☆	high
Programming Skills:	basic	★★★★☆	advanced
Self-Reliance:	independent	★★★★☆	supervised

The Microsoft Kinect brought a new way to costumers to interact with media. In a further step, people recognized there's even more behind it. You can control nearly everything with the Microsoft Kinect.

In this SoftwareLab, we want you to implement ways for implementing a gesture control for 4D building models displayed in Autodesk Navisworks. With the gestures one should be able to take control of the navigation (Zoom in and out, use move and orbit functionality) through a model and the time (move through different construction phases).



The environment is getting installed in the new BIM-Lab here at Technische Universität München. So it has to be build up from scratch.

Both the Kinect SDK and Navisworks API support the .NET Framework.

## Supervisor

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## References

- [1] [www.Kinectforwindows.org](http://www.Kinectforwindows.org)
- [2] <http://www.xbox.com/en-US/Kinect/Kinect-Effect>
- [3] [http://www.focus.de/digital/computer/gesten-und-bewegungssteuerung-microsoft-holt-kinect-auf-windows-computer\\_aid\\_701139.html](http://www.focus.de/digital/computer/gesten-und-bewegungssteuerung-microsoft-holt-kinect-auf-windows-computer_aid_701139.html)