Kinect-Based Choreography

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

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!

The System:
- Laptop running Mac OS X 10.8.3
- Desktop running Mac OS X 10.7.4
- Microsoft Kinect

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.

Programming Tools I have Implemented

Finite State Machines (FSMs)

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

Threading (in Java)