

Work Overview

The aim of this program allows users to use their body motion to navigate and get information in UC-win/Road. As the user conducts certain body movements captured by the Kinect device, each movement is recognized and converted into certain instructions.



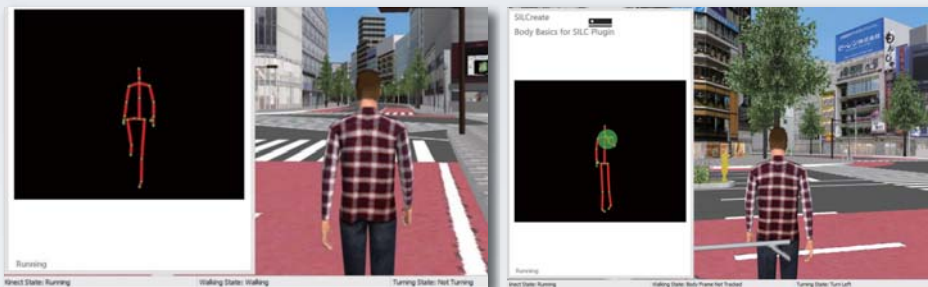
These instructions are executed in UC-win/Road through the plugin we developed.

The user experience provided by this program is unique, immersive and innovative because of the application of Kinect for Windows sensor, providing a new way of human-computer interaction to really "walk" in models and "catch" their information in UC-win/Road.

Features

1. Walking

The plugin detects if the user is walking and display the information in the status window.



2. Changing walking direction

The user can change the walking direction by raising his left or right hand.

3. Status window display

The user can open and close the capture status window by raising his left hand and open his palm.

4. 3D Model information display

The user can open and close the information window by raising his right hand and open his palm. For a building it is possible to add and display information such as the building name, owner/company name, age, type of usage, surface in m2, height, number of floors, cost...



5. Schedule simulation

In this mode it is possible to set a sequential animation allowing the user to follow the course of development of a building or city.

