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:

   ![3D Model information display](image)

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.

   ![Schedule simulation](image)