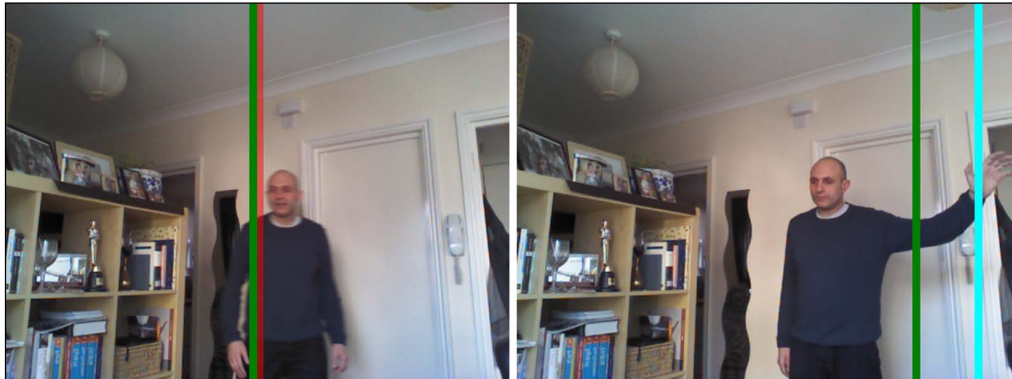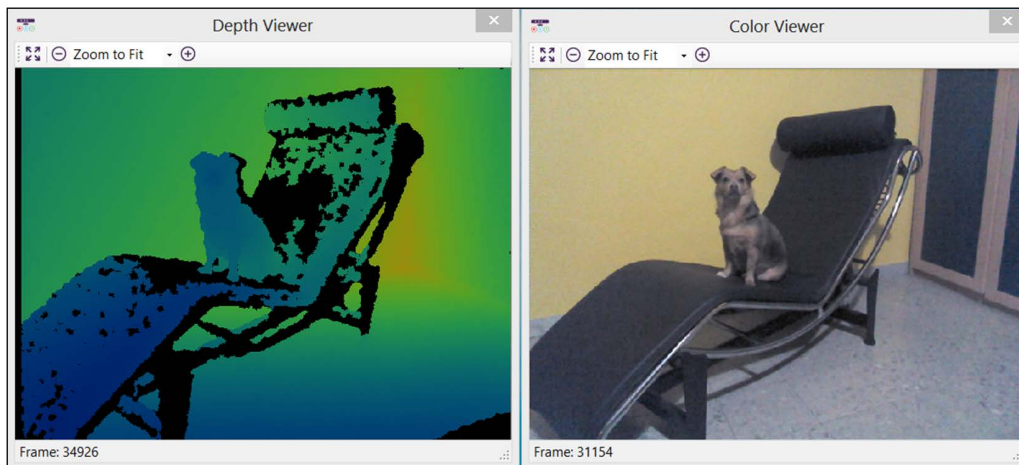# Kinect in Motion – Audio and Visual Tracking by Example

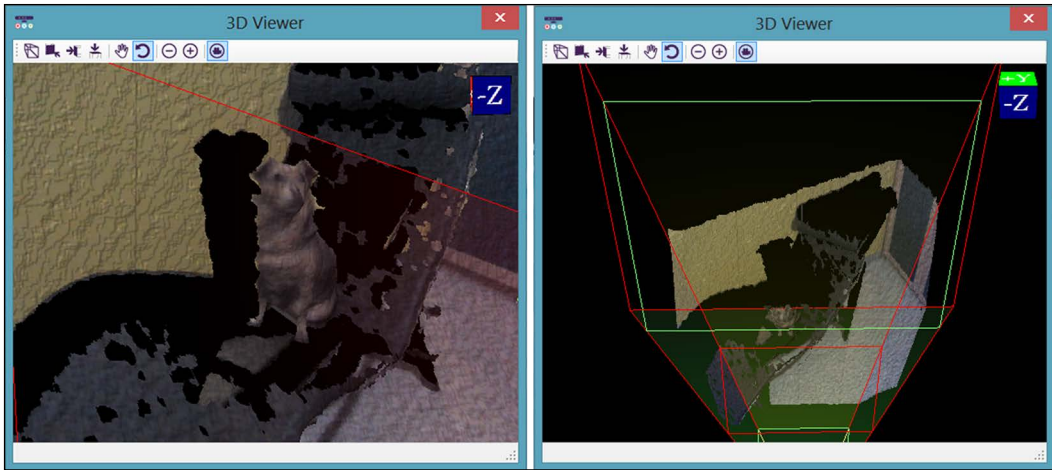## Chapter 4, Speech Recognition

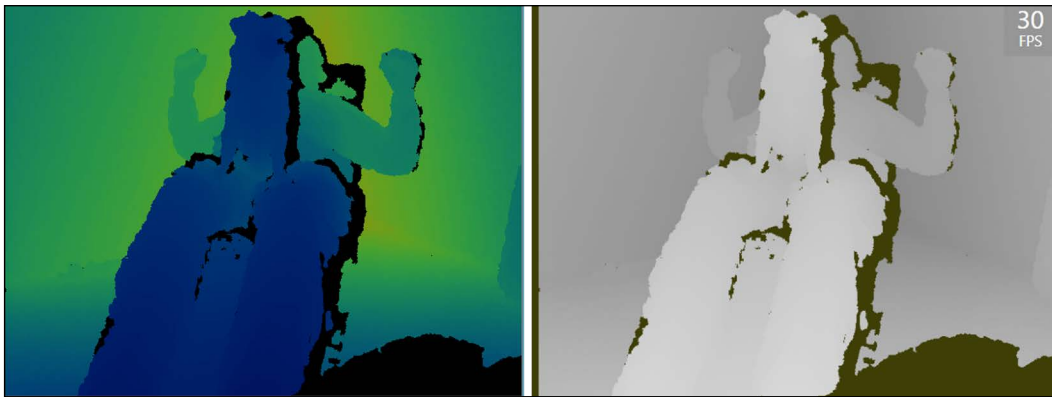Projection of the sound source's angle, the beam angle, and the manual one

Appendix, Kinect Studio and Audio Recording

Depth Viewer window on left; Color Viewer window on right

3D Viewer from two different perspectives

Depth Viewer on the left, Depth frame displayed inside app on the right