

Somability Installation & Usage Instructions

Download the .zip file which includes Somability.

If you are running a Kinect for Windows enter the folder entitled "Run Me First" and run the .exe within. Follow the instructions to install the appropriate kinect drivers.

If you are running a Kinect for Xbox 360 go to this website:

<http://www.microsoft.com/en-us/download/details.aspx?id=40278>

to download the Kinect SDK. Run the .exe file inside the downloaded .zip and follow the instructions to download the full SDK.

Ensure the Kinect is plugged into a power outlet as well as your PC, and the green light has turned on.

Enter the "Run Me Second" folder and run the Somability.exe file to begin using Somability.

Microsoft

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Kinect for Windows SDK v1.8

Registration Suggested

Registration takes only a few moments and allows Microsoft to provide you with the latest resources relevant to your interests, including service packs, security notices, and training. Please click the **Continue** button. Registration is suggested for this download:

Language: English **Continue**

The Kinect for Windows Software Development Kit (SDK) enables developers to create applications that support gesture and voice recognition, using Kinect sensor technology on computers running Windows 7, Windows 8, Windows 8.1, and Windows Embedded Standard 7.

- + Details
- + System Requirements
- + Install Instructions

Free PC updates

- Security patches
- Software updates
- Service packs
- Hardware drivers

Run Microsoft Update

Microsoft suggests

- [Download Visual Studio](#)
- [Community 2013 for free](#)
Everything you need to create great apps.
- Download now

Somability has three modes: Flow, Balance and Reach

Click on the button on the landing screen corresponding to the mode you want to activate to start playing.

Once inside one of the three modes you can exit back to the landing screen by clicking anywhere on the page.

Once within a mode you can use the keyboard buttons 1–4 to change between the 4 display modes.

1. Mirror Display Mode (default):
Displays the kinect colour Camera feed.
2. Mirror + Skeletons Display Mode:
Displays the Kinect colour Camera feed with the detected skeletons overlaid.
3. Silhouette Display Mode:
Displays solid coloured silhouettes for each detected body in the frame over a black background.
4. Invisible Display Mode:
Black background but you will be able to see the effects created.

Each display mode has different interactions:

Reach:

Four multicoloured shapes are displayed along the top of the screen. When the shapes descend you can interact with them further.

Placing your hand in the frame over each shape causes smaller images of the same shape to fall from the top of the screen to the bottom and collide. The colour that you are activating will pulse to show that it has been activated.

Pressing the spacebar will enable you to change the size of the shapes.

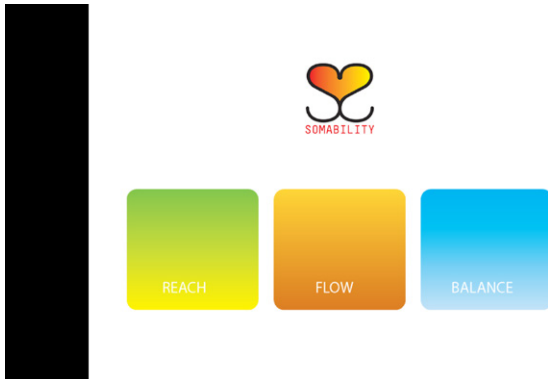
Flow:

Streamers of colour follow each person in the frame.

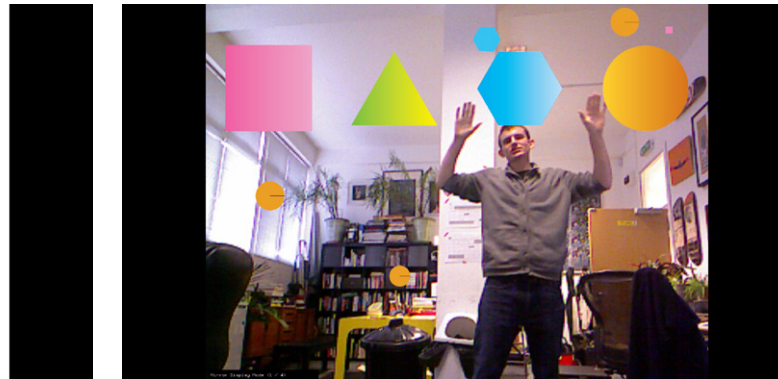
Balance:

A cannon slowly rotates up and down on the right of the screen. Sound launches a ball out of the cannon which bounces off of any people in the frame.

Pressing the spacebar will enable you to change the speed of the balls.



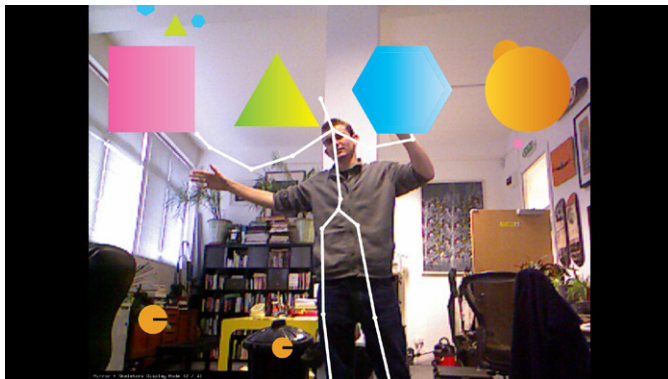
Somability Home Screen



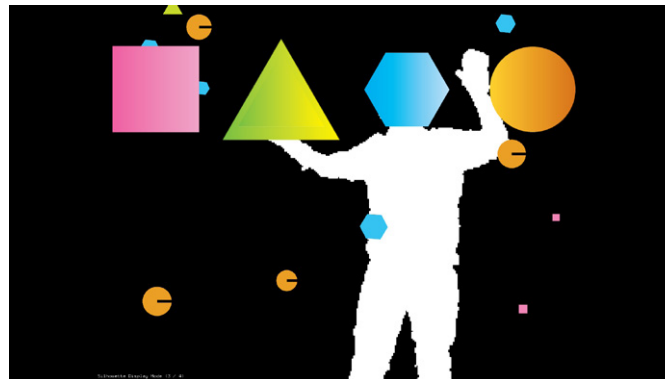
Reach Mode 1



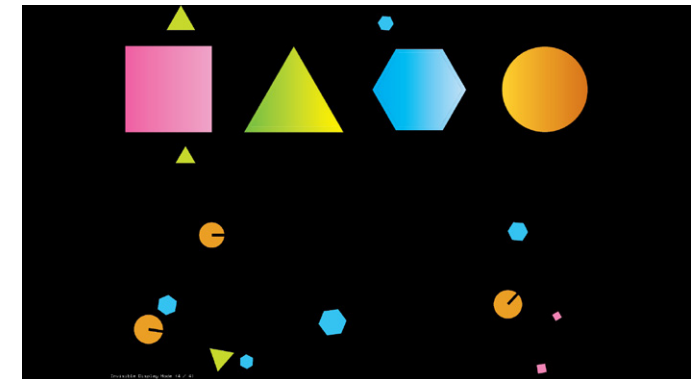
Reach Mode 1 (Spacebar for options)



Reach Mode 2



Reach Mode 3



Reach Mode 4

Thank You