

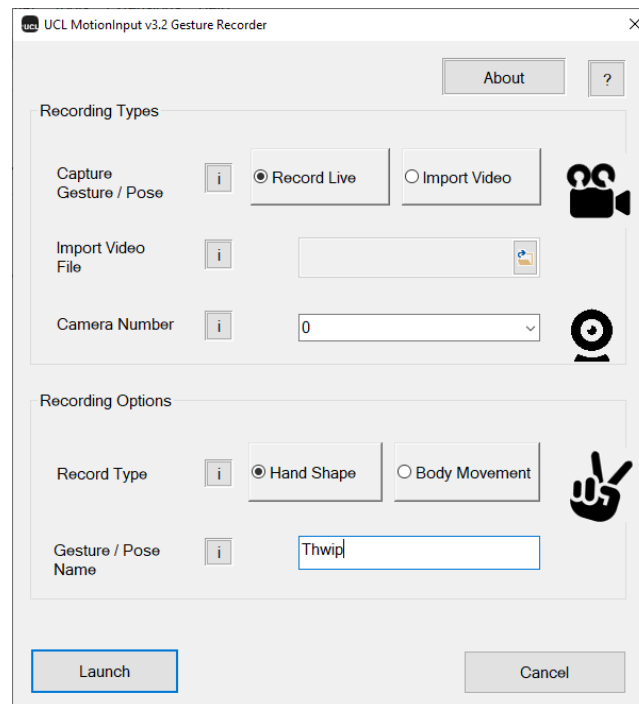
UCL MotionInput v3.2 Gesture Recorder Software requires Microsoft Visual C++ Redistributable.

This is a Windows app that records Hand Shapes (Poses) and Body Movements (Gestures). You can either choose to import a video clip and capture the moment of you doing a gesture / pose in that video, or use the webcam to record the gesture / pose live.

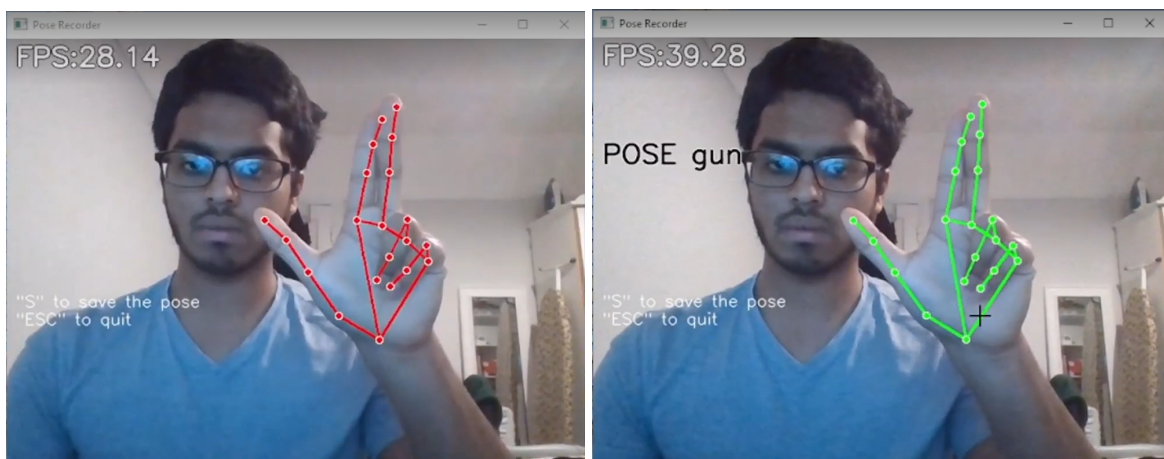
Recording Settings:

- **Recording Live:** Use your webcam to record live with. Use camera number 0 for the default webcam.
- **Import Video:** Choose a video file from your computer to use.

Recording a Hand Shape:

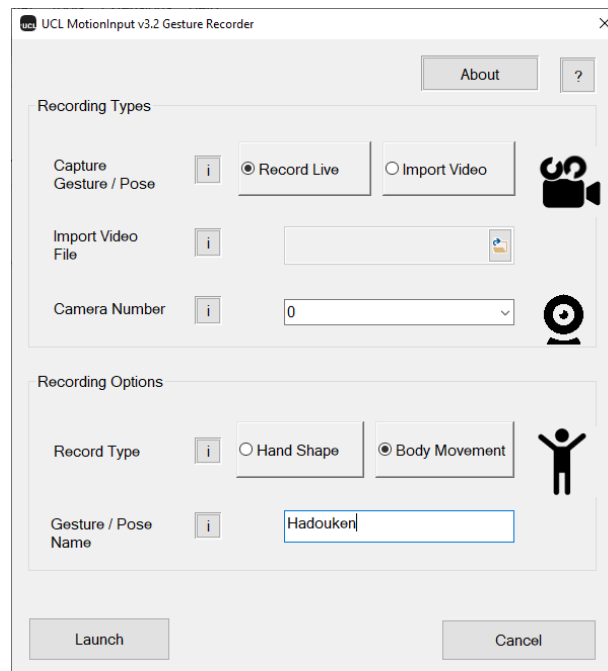


1. Choose whether you want to record live or import video.
2. Enter the name you wish to save the pose as. This should be different to any other poses you might have saved.
3. Press “Launch”.
4. You will see some lines being formed around your hand. Press “S” to save the pose.
 - a. If you are recording live, press “S” at any time while the recording window is open to save the pose.
 - b. If you have imported a video, the video will keep looping to let you press “S” to save the pose when it is visible.

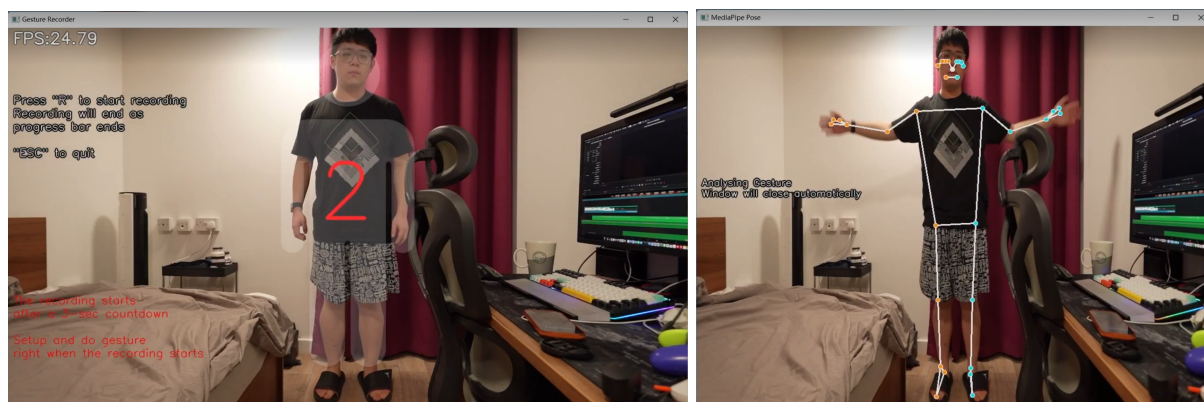


5. Press the “Esc” key or close the window to close the app.

Recording a Body Movement



1. Choose whether you want to record live or import video.
 - a. If a video is imported, it should be trimmed such that the video contains **only** the gesture and nothing else.
2. Enter the name you wish to save the gesture as. This should be different to any other gestures you might have saved.
3. Press "Launch".
4. You will see a skeletal outline around yourself. Try to stand within the gray guideline.
 - a. If you are recording live, press "R" at any time to start recording. This will initiate a 3 second countdown, allowing you to get into position for a 2 second recording of your gesture.
 - b. If you have imported a video, it will begin the analysing step immediately.



5. The app will close automatically once it has finished processing the data.