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Applications									
 n Collaborative work a 3D CAD design a Ergonomics 									
 Entertainment (games) Remote learning and training Coordination of activities (dancing, rehabilitation) 									
 Measurement tool 3D motion capture of body segments Medicine & rehabilitation 									





















Camera 1 Camera 2 Camera 3												
Cluster	min	max	mean	std	min	max	mean	std	min	max	mean	std
1	4	8	5.8753	0.0392	4	8	5.8830	0.0409	4	16	5.8852	0.0395
2	0	3	0.0003	0.0017	0	1	0.0000	0.0000	0	6	0.0001	0.0013
3	0	4	0.0046	0.0069	0	1	0.0001	0.0012	0	4	0.0004	0.0020
4	0	1	0.0003	0.0016	0	1	0.0000	0.0005	0	3	0.0004	0.0023
5	0	1	0.0037	0.0061	0	3	0.0033	0.0058	0	3	0.0109	0.0104
6	0	3	0.0000	0.0002	0	5	0.0000	0.0001	0	1	0.0000	0.0000
7	0	1	0.0011	0.0032	0	2	0.0034	0.0058	0	1	0.0028	0.0053
8	0	1	0.0000	0.0004	0	1	0.0001	0.0013	0	1	0.0002	0.0007
9	0	3	0.0022	0.0048	0	1	0.0019	0.0043	0	5	0.0006	0.0026
10	0	2	0.0027	0.0051	0	1	0.0032	0.0056	0	1	0.0050	0.0070
11	0	1	0.0000	0.0005	0	1	0.0004	0.0019	0	1	0.0003	0.0016
12	0	2	0.0130	0.0112	0	2	0.0133	0.0123	0	2	0.0120	0.0108























































Data Capturing											
 640x480 b&w and color images Raw data saved in run-length- encoding (RLE) format Z-lib lossless compression Composed of packets whose size depends on the image coverage 											
Header [10b] Depth [2b]	B(lue) [1b]	G(reen) [1b]	R(ed) [1b]								
Header: Frame num [2b]	[4b]	Compress. siz	e [4b]								



























