ABSTRACT:

This paper explains a study on natural interaction (NI) in human body motion using depth image data. It involves about overview of NI and depth image data. Human body motion is a non-verbal part for interaction or movement that can be used to involves real world and virtual world. Furthermore, interaction with computer or machine can be more realistic as real world and becoming more important to academic researchers, game industries, and can be adapt to other field like mechanical engineering for robotics movement and surgery purpose in medical area. Functional taxonomies will show step-by-step how human body motion were detected and created a skeleton joint. Also, we discuss about technologies behind Kinect for Xbox 360 (Kinect). Recent research in this area also included.