



HoloLens Beginner's Guide

Jason Odom

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Key Features

- Start developing immersive and interactive apps for Microsoft HoloLens
- Explore the Windows Universal Development platform for HoloLens development
- Leverage the full set of HoloLens sensors to create mesmerizing apps

Book Description

With HoloLens, Microsoft has revolutionized the way we work and interact with the virtual world. HoloLens brings you the amazing world of augmented reality and an opportunity to explore it like never before. If you are a developer who wants to start creating interactive and intuitive augmented reality apps for the HoloLens platform, then this book is the best solution for you.

You will start with a walkthrough of the HoloLens hardware before gradually moving on to creating your first basic app. Next you will be introduced to the various HoloLens sensors and find out how to program them efficiently so that they can interact with the real world seamlessly. Moving on, you will learn to create smart animations and add video overlay that implements real-time tracking and motion-sensing abilities to your HoloLens app. Finally, you will learn to test your app effectively.

What you will learn

- Use the power of Unity3D to design attractive apps
- Write an app that responds to verbal commands
- Communicate between devices in the boundaries of the UWP model
- Create sounds in the app and place them in a 3D space
- Build simple apps that display holograms
- Interact with the physical environment while taking the physical boundaries into account

About the Author

Jason Odom, is a game developer with nearly 20 years of experience working on titles for companies such as Activision and Take 2 Interactive, along with years of game development teaching and mentoring. He is the Founder of Thought Experiment, a start-up augmented, virtual, and mixed reality studio, currently working on HoloQuest and CrossTrainMR properties for HoloLens. When he is not making software and applications, he is a loud and proud augmented reality evangelist, with a highly active Youtube channel and a prolific technology blogger for Next Reality News.

https://www.youtube.com/playlist?list=PLEjp5Cbksqk4x-3rO_6G8I-k5_vOEX25W

<https://github.com/Subere23?tab=repositories>

<http://www.thoughtexperimentstudios.com/>

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