

## Software specifications

Chapter number	Software required (With version)	Free/Proprietary	If proprietary, can code testing be performed using a trial version	If proprietary, then cost of the software	Download links to the software	Hardware specifications	OS required
1	Unity 3D - 5.5 / or above.				<a href="https://unity3d.com/get-unity/download">https://unity3d.com/get-unity/download</a>		
2	Visual Studio 2015/17				<a href="https://www.visualstudio.com/downloads/">https://www.visualstudio.com/downloads/</a>		
3	HoloLens Emulator – With Visual Studio				<a href="http://go.microsoft.com/fwlink/?LinkID=823018">http://go.microsoft.com/fwlink/?LinkID=823018</a>		
4	<b>Software for 3d design.</b> 1 > Autodesk Maya 2016. 2> Adobe Photoshop 3> Unity 3D.				<a href="https://www.autodesk.com">https://www.autodesk.com</a> <a href="http://www.adobe.com/in/products/photoshop.html">http://www.adobe.com/in/products/photoshop.html</a> <a href="https://unity3d.com/">https://unity3d.com/</a>		

5	HoloLens Device – Optional (Required for final Testing)						
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## Hardware Requirements

- 64-bit Windows 10 Pro, Enterprise, or Education (the Home edition does not support Hyper-V)
- 64-bit CPU
- 8 GB of RAM or more
- In the BIOS, the following features must be supported and enabled:
  - Hardware-assisted virtualization
  - Second-Level Address Translation (SLAT)
  - Hardware-based Data Execution Prevention (DEP)
- GPU (The emulator might work with an unsupported GPU, but will be significantly slower)
  - DirectX 11.0 or later
  - WDDM 1.2 driver or later

## Detailed installation steps (software-wise)

Please refer to the **Chapter 03 - Explore HoloLens as Hologram - Scenario Identification and Sketching**

**Section:** Setting up a development Environment

It has clear step by step guide on prerequisites and installation check list.