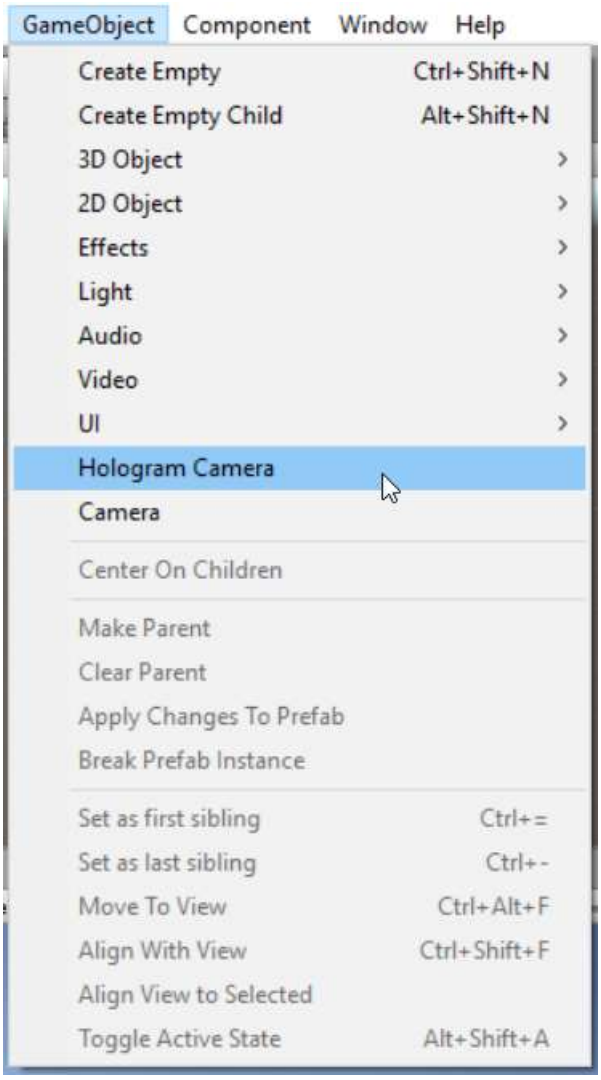
# Getting Started Guide

In this guide you will learn all the needed things for create a holographic projection using the **HoloCam Pyramid** Asset.

## Creating the first hologram projection

For create the hologram projection in an opened scene click **GameObject > Hologram Camera.**




This action automatically instances a prefab containing an image canvas for show on the **game viewport** the projected view of four cameras.

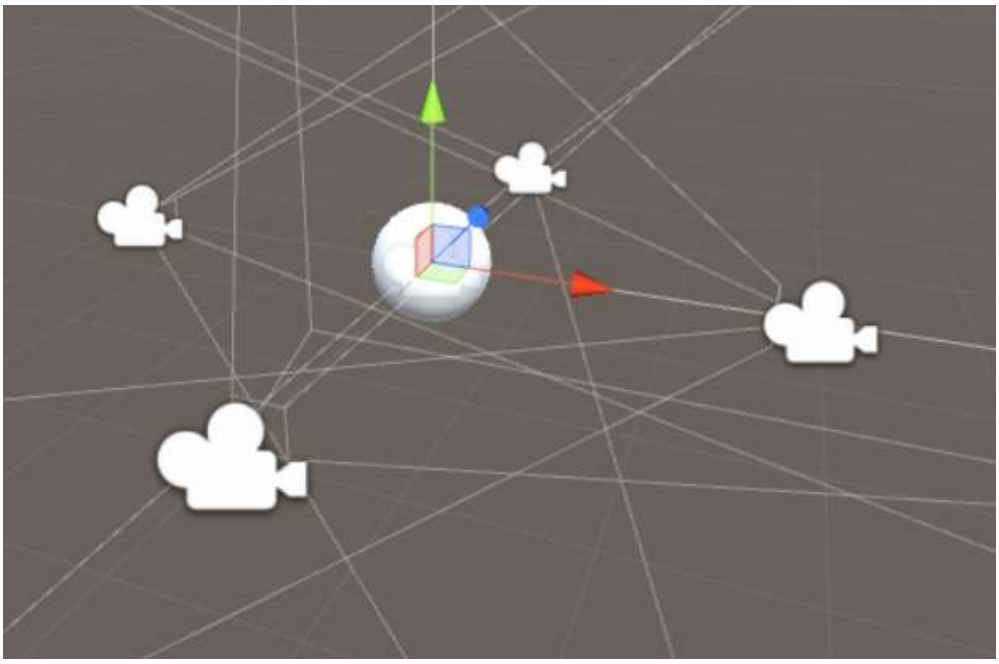


*Figure 1 The Hologram Camera is basically a group of 4 cameras.*

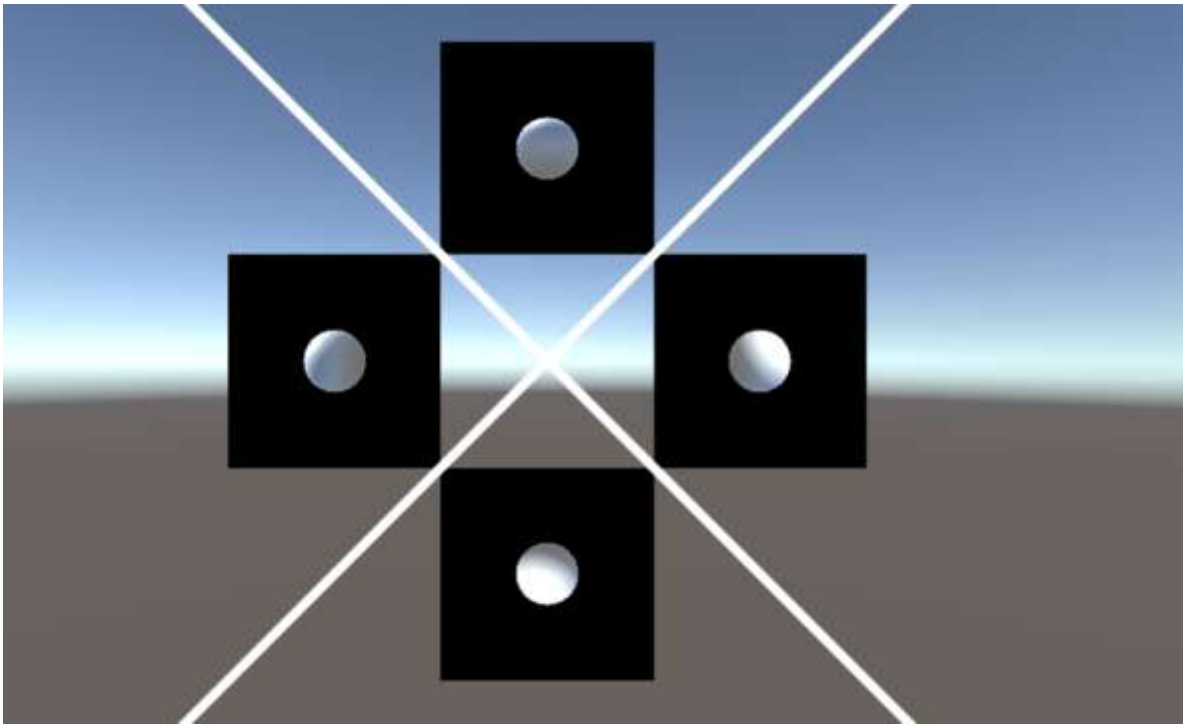
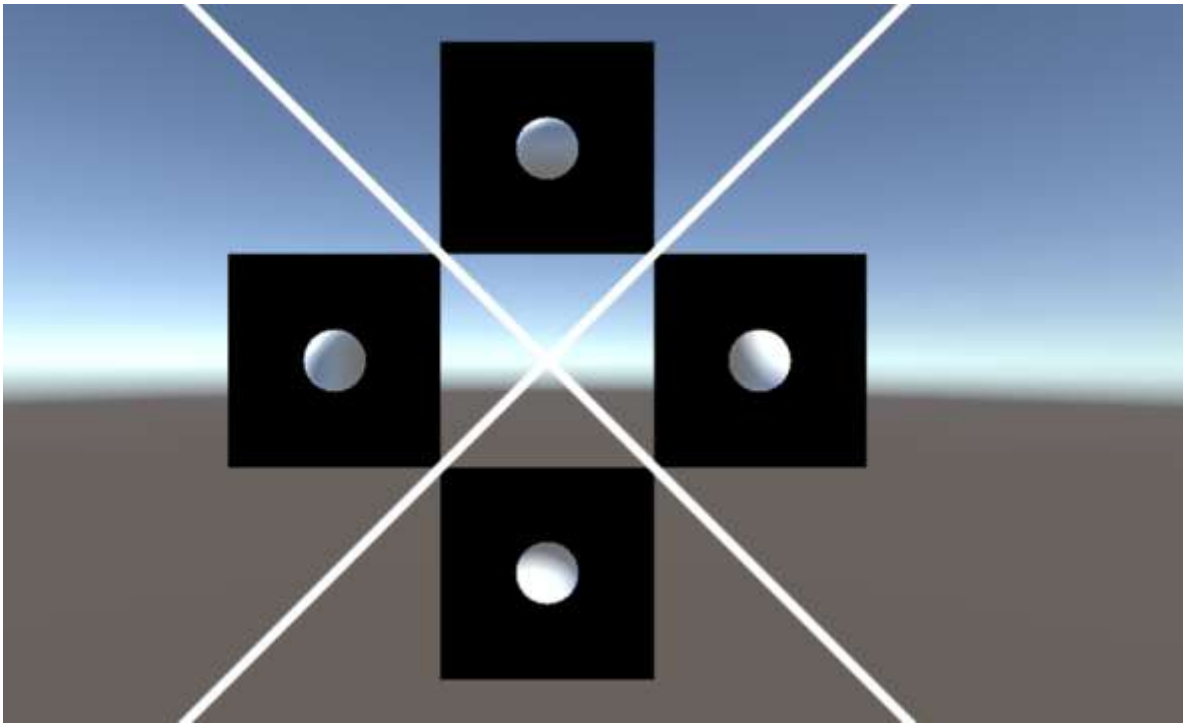


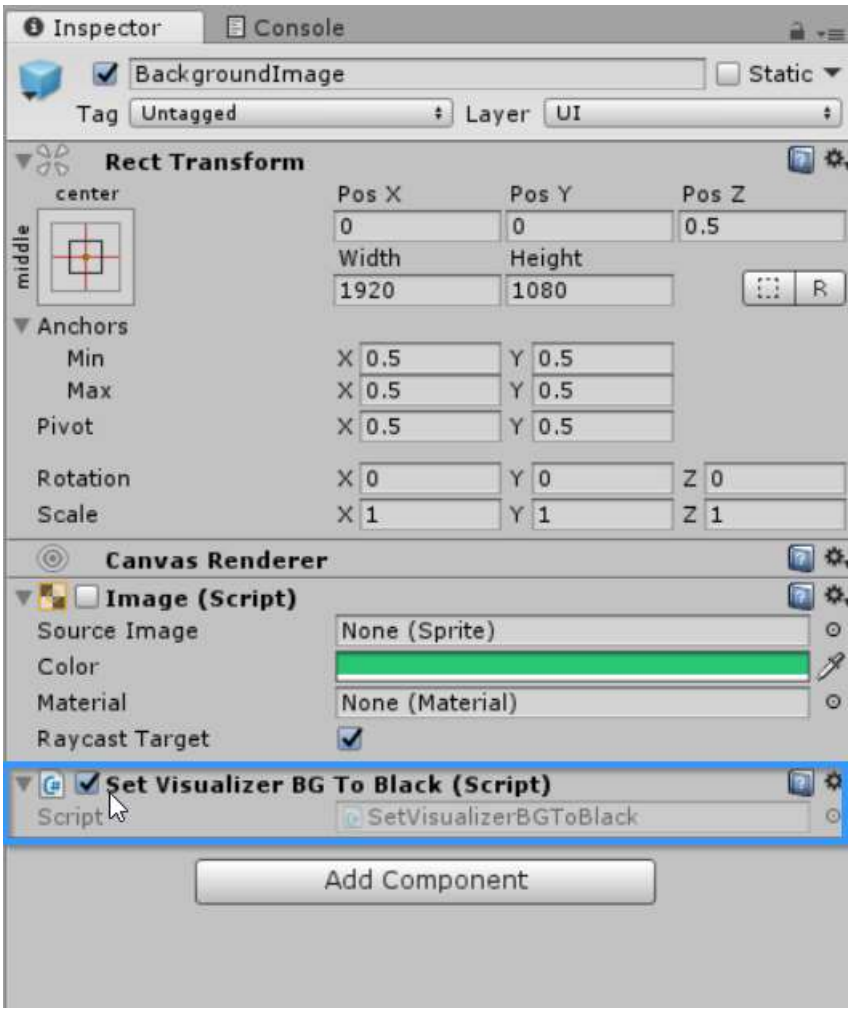
*Figure 2: The output image of the Hologram Camera are four views of the same object, in this case the Hologram Camera has the skybox as background.*

## About Hologram Camera background

Note that in **Edit Mode** the background of the **gameplay viewport** will be the skybox for facilitate your design process, however, when you enter to **play mode** the background will be black.

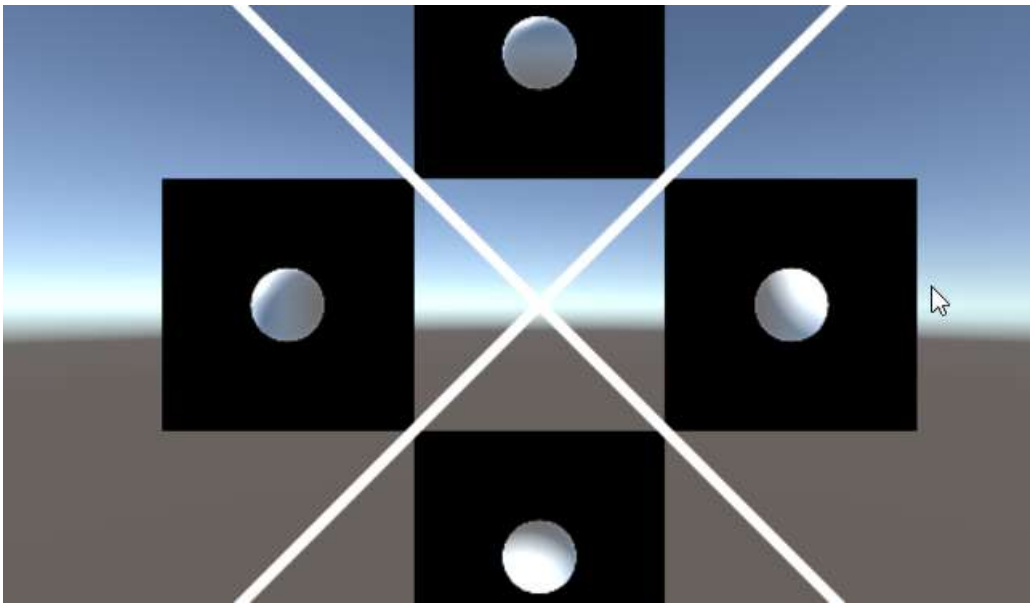


You can disable the color change functionality disabling the script **Set Visualizer BG To Black** located at the **BackgroundImage prefab** inside the **Canvas**.

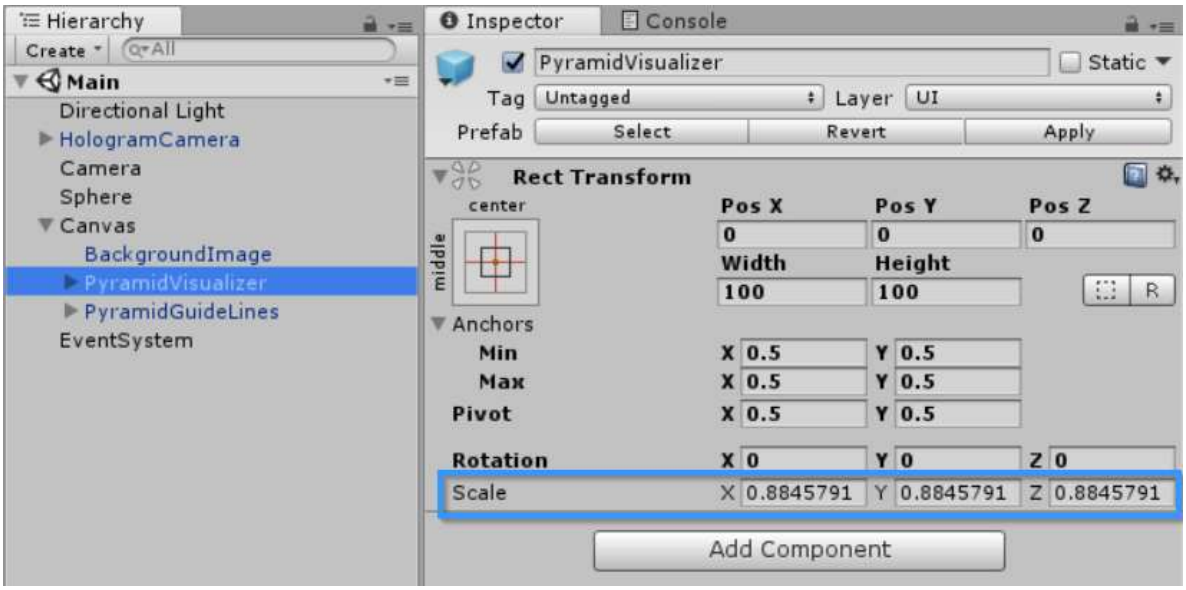



## Changing the cameras output size

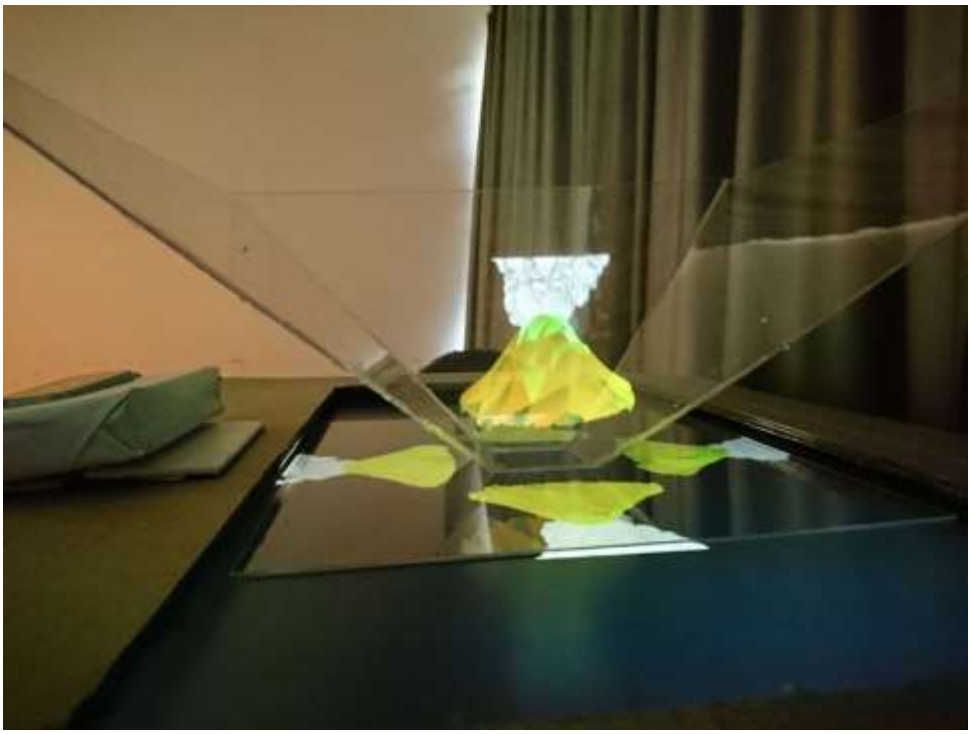
Sometimes the **Hologram Camera** output won´t fit perfectly on your **Canvas**, for fix this issue you must to change manually the **Hologram Camera** output size.



Resize the **Hologram Camera** output using the **Rect Transform** component attached to **PyramidVisulizer** gameobject inside the **Canvas.**



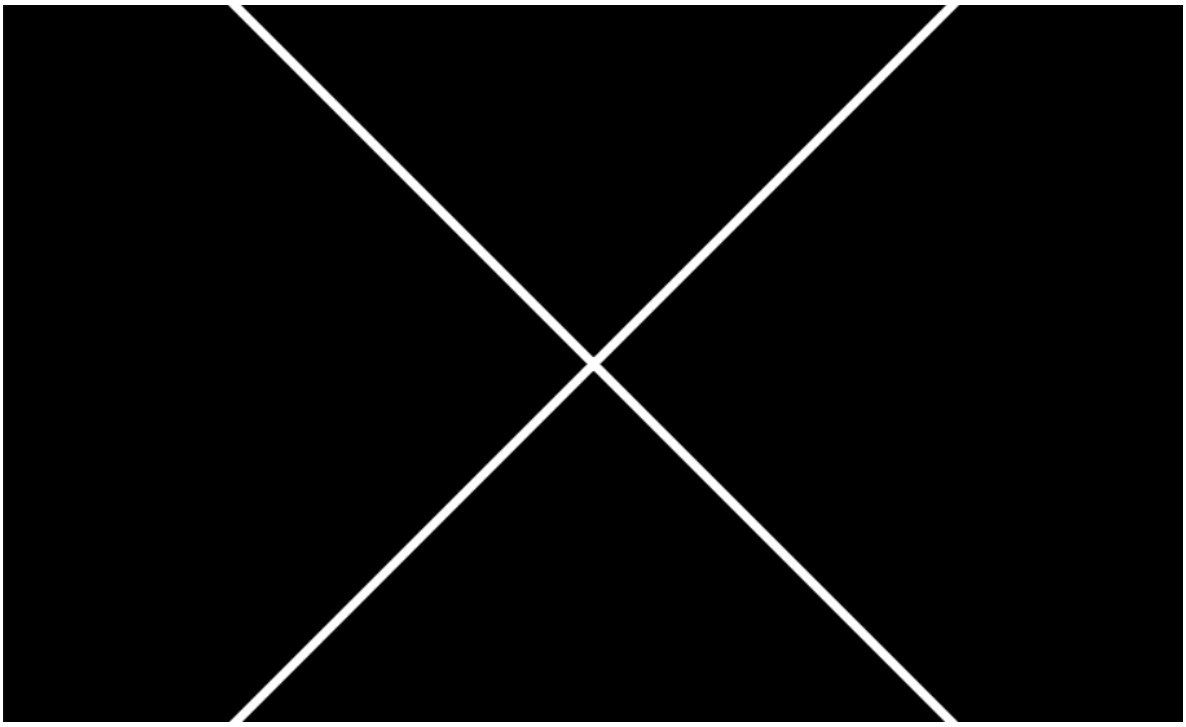

Now you can put your amazing 3D models into the **Hologram Camera** field of vision for make awesome **holographic projections** in **real-time**.



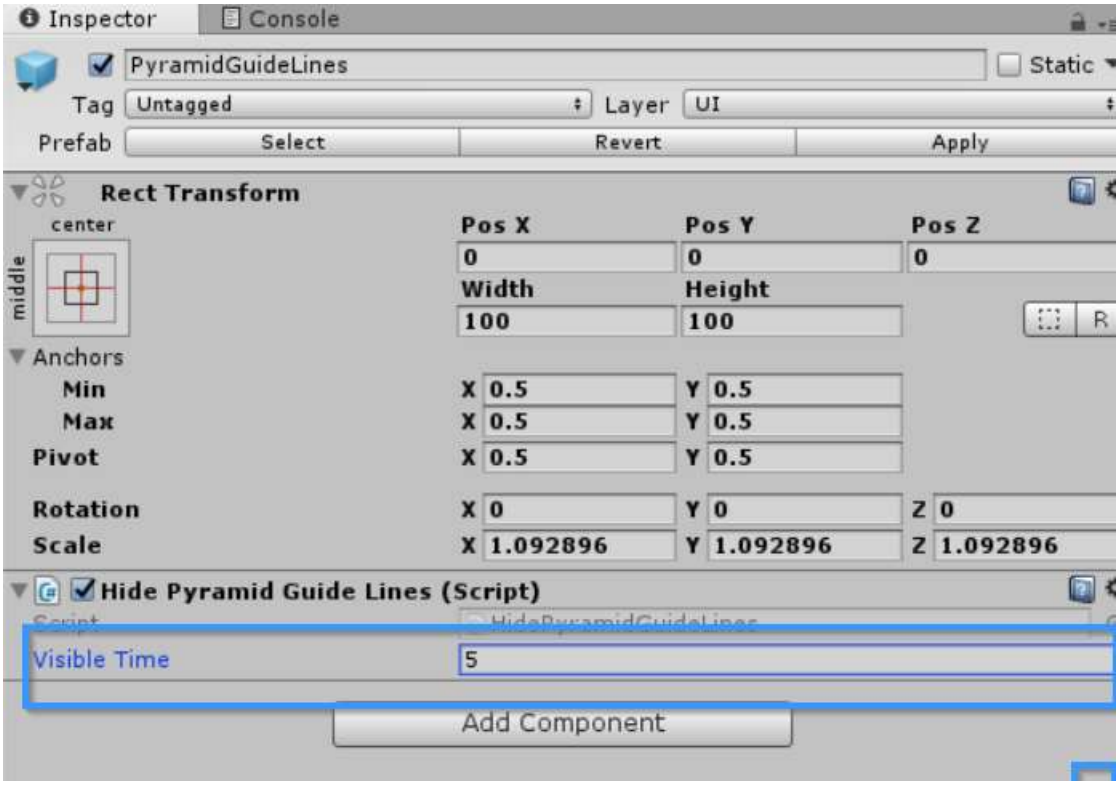
# Additional information

## About Pyramid Guide Lines

This game object will make visible a **pair of lines** on the screen for a while after the scene is **started**



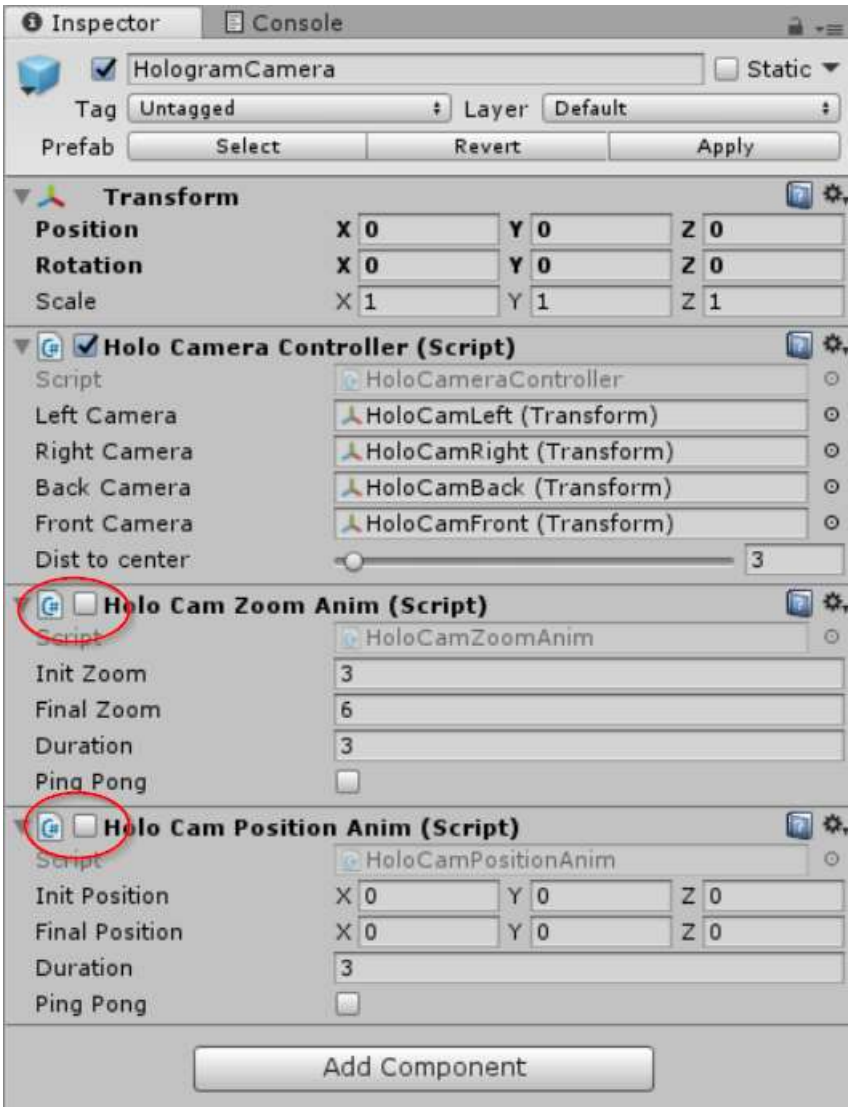
You can configure the time these lines are visible after the scene start changing the **Visible Time** field in the **Hide Pyramid Guide Lines** script attached to the **PyramidGuideLines** prefab.




**WARNING:** If your **Pyramid Guide Lines** are not visible, you will need to make sure it is below of the **Pyramid Visualizer**.


## About Hologram Camera animations

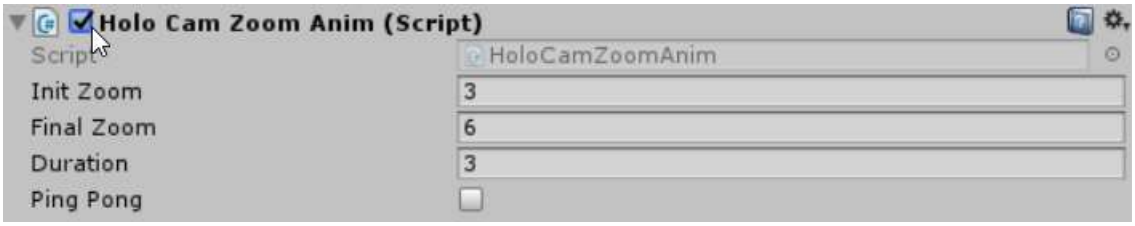
If you look into the inspector of the **Hologram Camera** instanced in your scene, you will see two scripts disabled:




These are helper scripts for facilitate your process of animating the position and the zoom of the **Hologram Camera**, however those are not required for a correct working of the **Hologram Camera**, then, you can keep them disabled and create your own scripts for achieve this task.

## About *Hologram Camera Zoom Animation* script

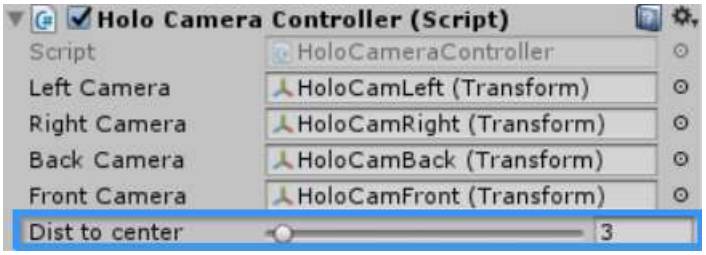
Enable the script **Holo Cam Zoom Anim** which has been attached in the **Pyramid Camera** prefab for make a Smoothstep interpolation between the **init zoom** and the **final zoom**.




Above you can configure the animation using a few fields, let's going to talk about them in more detail:

### Init Zoom

It Is the initial zoom value for the animation, keep in mind that this value will overrides the value supplied to the **Dist To Center** slider in the **HoloCameraController** script.




### Final Zoom

It is the final zoom value for the animation.

### Duration

It Is the animation duration in seconds.

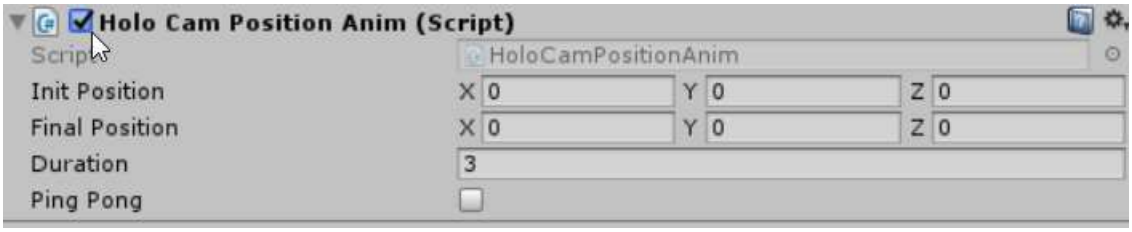
### Ping Pong

If enabled, then the animation will play to beginning when it reaches the end.

**WARNING**: If ping pong is enabled then the animation duration will increase 2 times.

## About *hologram Camera Position animation* script

Enable the script **Holo Cam Position Anim** which has been attached in the **Hologram Camera** prefab for make a Smoothstep interpolation between the **init position** vector and the **final position** vector.



**NOTE**: This script can be attached to any Game Object in the scene for animate its position.