// HoloLens AR App Scaffold (Unity + MRTK3)

using Microsoft.MixedReality.Toolkit;

using Microsoft.MixedReality.Toolkit.Input;

using Microsoft.MixedReality.Toolkit.SpatialManipulation;

using UnityEngine;

public class ConceptManager : MonoBehaviour

{

public GameObject heartModel;

private GameObject placedModel;

void Start()

{

// Initialize scene or load model based on concept

LoadConcept("heart");

}

void LoadConcept(string concept)

{

if (concept == "heart")

{

placedModel = Instantiate(heartModel, Camera.main.transform.position + Camera.main.transform.forward \* 2.0f, Quaternion.identity);

// Enable manipulation (drag, scale, rotate)

placedModel.AddComponent<ObjectManipulator>();

placedModel.AddComponent<NearInteractionGrabbable>();

}

}

// Optional voice command integration

public void OnVoiceCommand(string concept)

{

if (placedModel != null)

{

Destroy(placedModel);

}

LoadConcept(concept);

}

}