

The screenshot displays the HoloLens 2 development interface. The top section shows the 'Properties' panel for a selected object, 'Global Outlines'. The panel is organized into a tree view on the left and a list of properties on the right. The tree view includes 'Global Outlines', 'Root Frame', 'Grid', 'Image', 'LensScan', and 'Status OK'. The 'Status OK' object is currently selected, showing properties such as 'Topic' (set to 'Ocean'), 'Unreadable' (checked), 'Owner Size' (set to '30'), 'Selectable' (checked), 'Style' (set to 'Flat Squares'), 'Size (m)' (set to '0.50'), 'Alpha' (set to '1'), 'Decay Time' (set to '3'), 'Position Transformer' (set to 'XYZ'), 'Color Transformer' (set to 'Intensity'), 'Opacity/Outline' (set to 'Intensity'), 'Use runtime' (checked), 'Insert/Outline' (checked), 'Mix Color' (set to '0.00'), 'Mix Color' (set to '200, 200, 200'), 'Autocompute Intensity Bounds' (checked), 'Mix Intensity' (set to '300'), 'Mix Intensity' (set to '300'), and 'Reset Model' (checked).

Below the properties panel is a 3D scene view. The scene shows a simple, empty room with white walls and a light-colored floor. A large window or opening in the wall reveals a dark, outdoor environment with some distant lights. The scene is rendered in a 3D perspective view.

