

DEVELOPMENT EDITION

Devices are shipping now.

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Bring ideas to life.

Microsoft HoloLens is the first fully untethered, holographic computer, enabling you to interact with high-definition holograms in your world.



Get the emulator.

Download the Windows SDK and the HoloLens emulator.

With documentation, tutorials, and forums, developers with or without a device can begin building holographic apps using the Universal Windows Platform.

Start creating

The latest on Microsoft HoloLens.



A transformation in architecture.

Greg Lynn FORM, Trimble, and Microsoft HoloLens are exploring opportunities to transform the architecture process. Mixed reality enables Lynn to immediately get a sense of scale, form, and space so he can easily visualize his ideas and make decisions more quickly.

[▶ Watch the video](#)

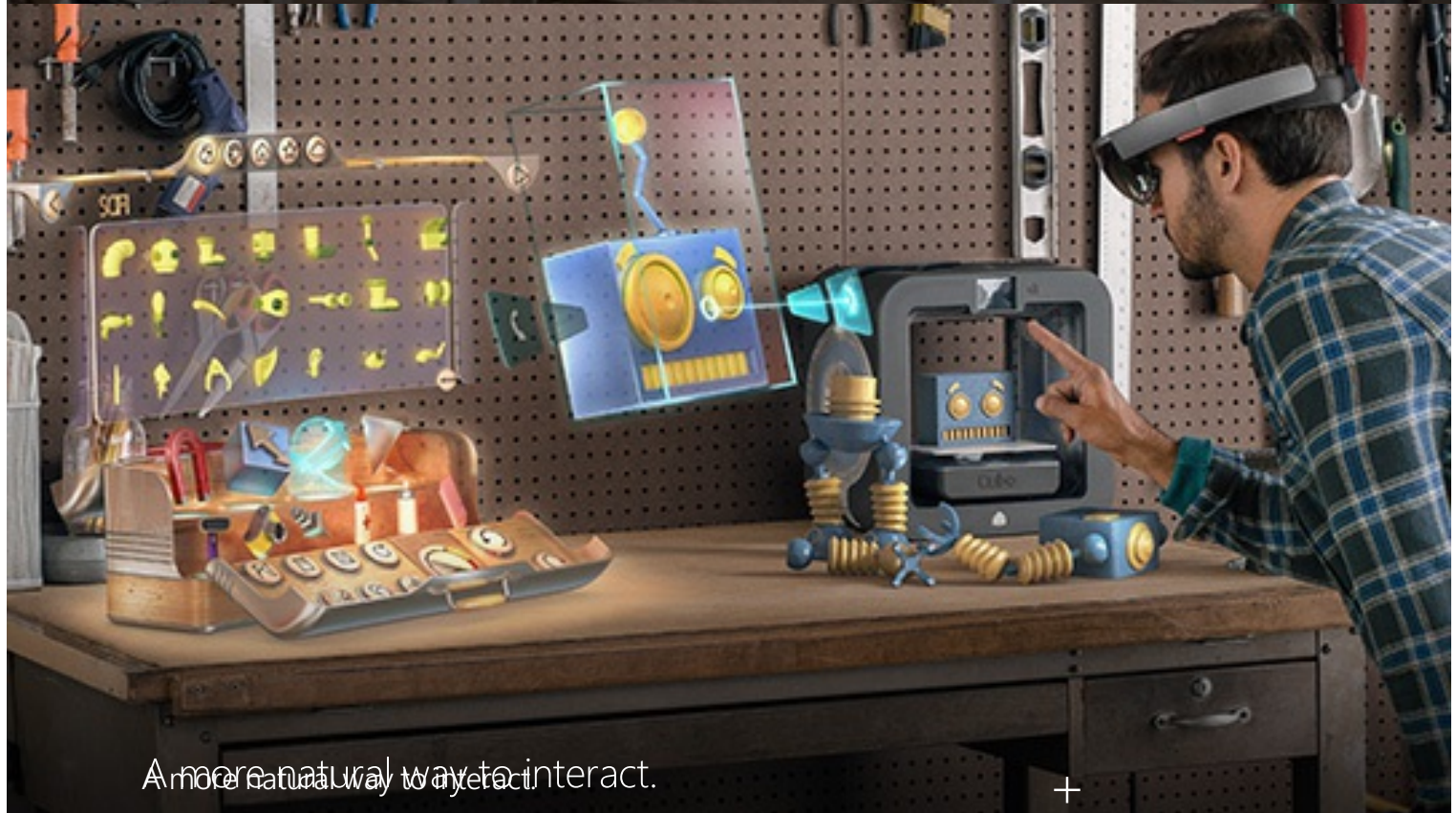
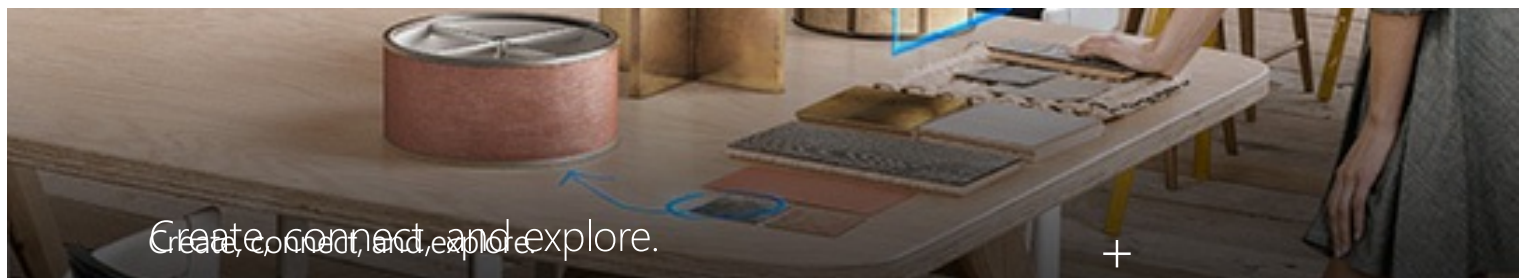
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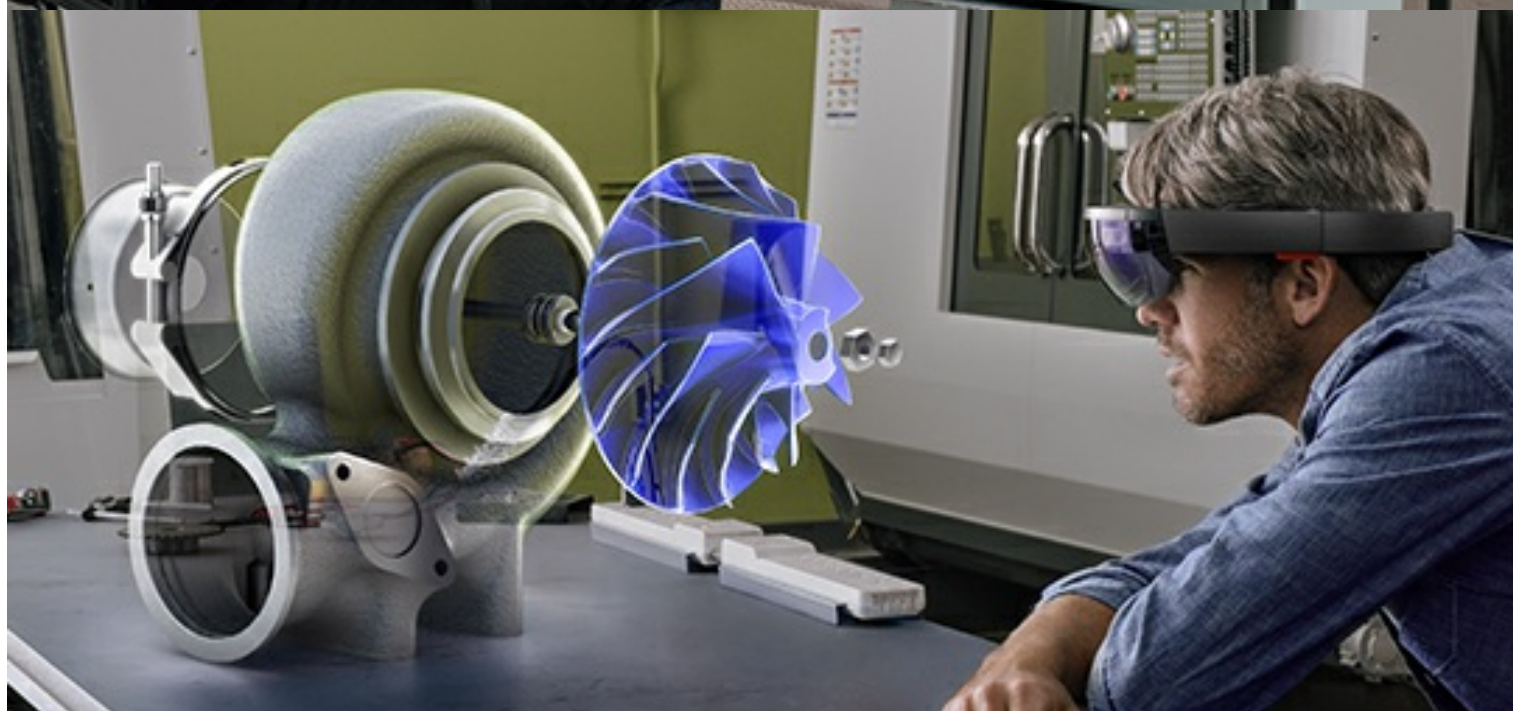


Bring holograms to life in your environment where you can interact with digital content in relation to your real world, just as you do physical objects.

[See what you can do >](#)







Explore commercial possibilities.



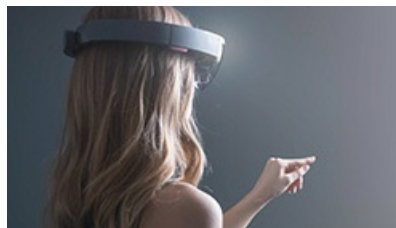


Enabled by Windows 10.

Windows 10 is the first platform to support holographic computing with APIs that enable gaze, gesture, voice, and environmental understanding on an untethered device.

Start developing now >

Holographic computing is here.



Sign up for the newsletter

Be the first to learn about Microsoft HoloLens news, events, and updates.



FAQs

Do you have a question about developing for Microsoft HoloLens?

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