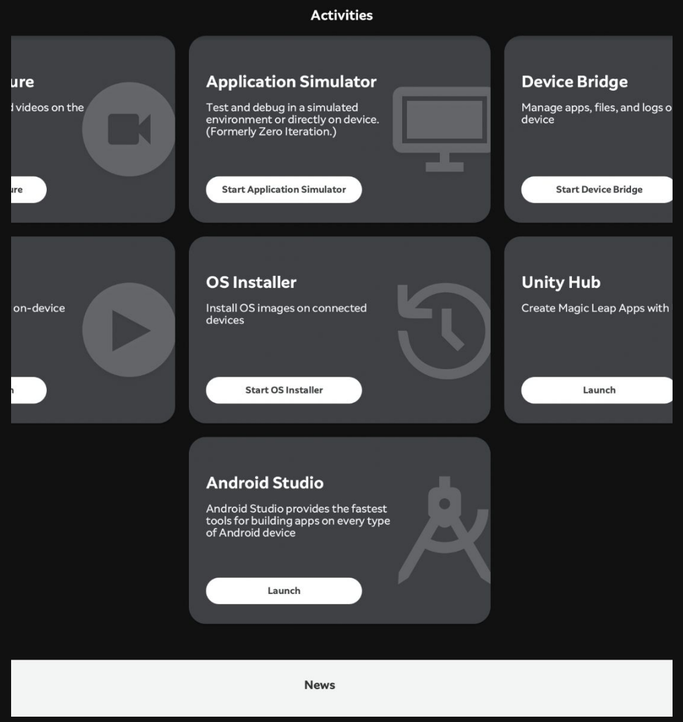

Magic Leap

The ML Hub

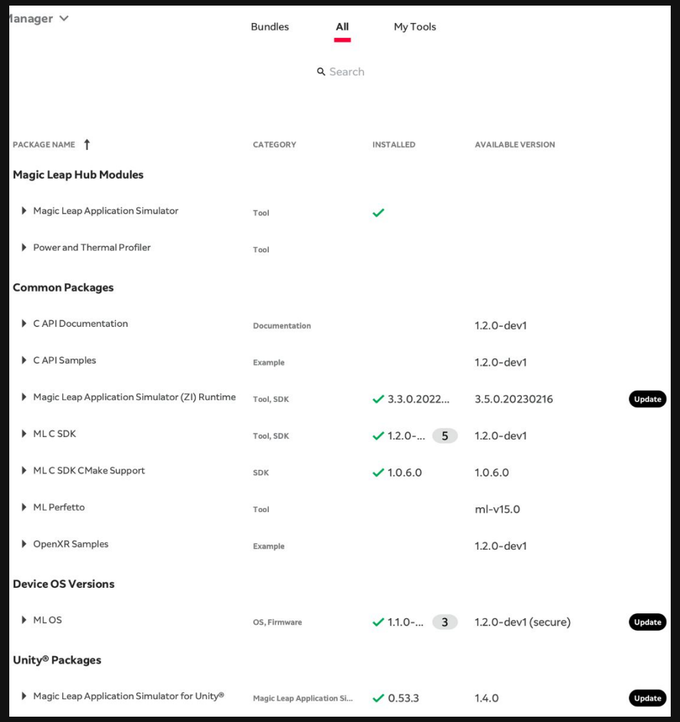
https://ml2-developer.magicleap.com/downloads

The ML Hub



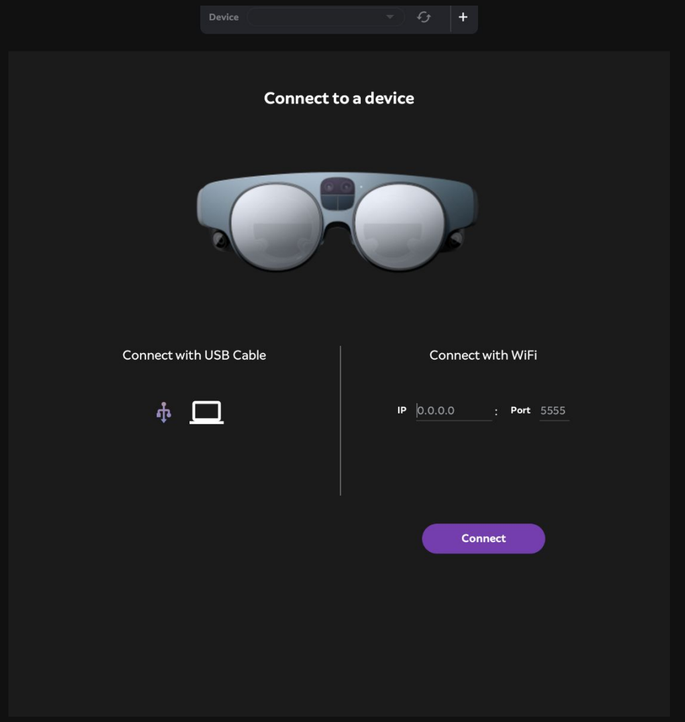
Main View

Cards for each primary feature.



Package Manager

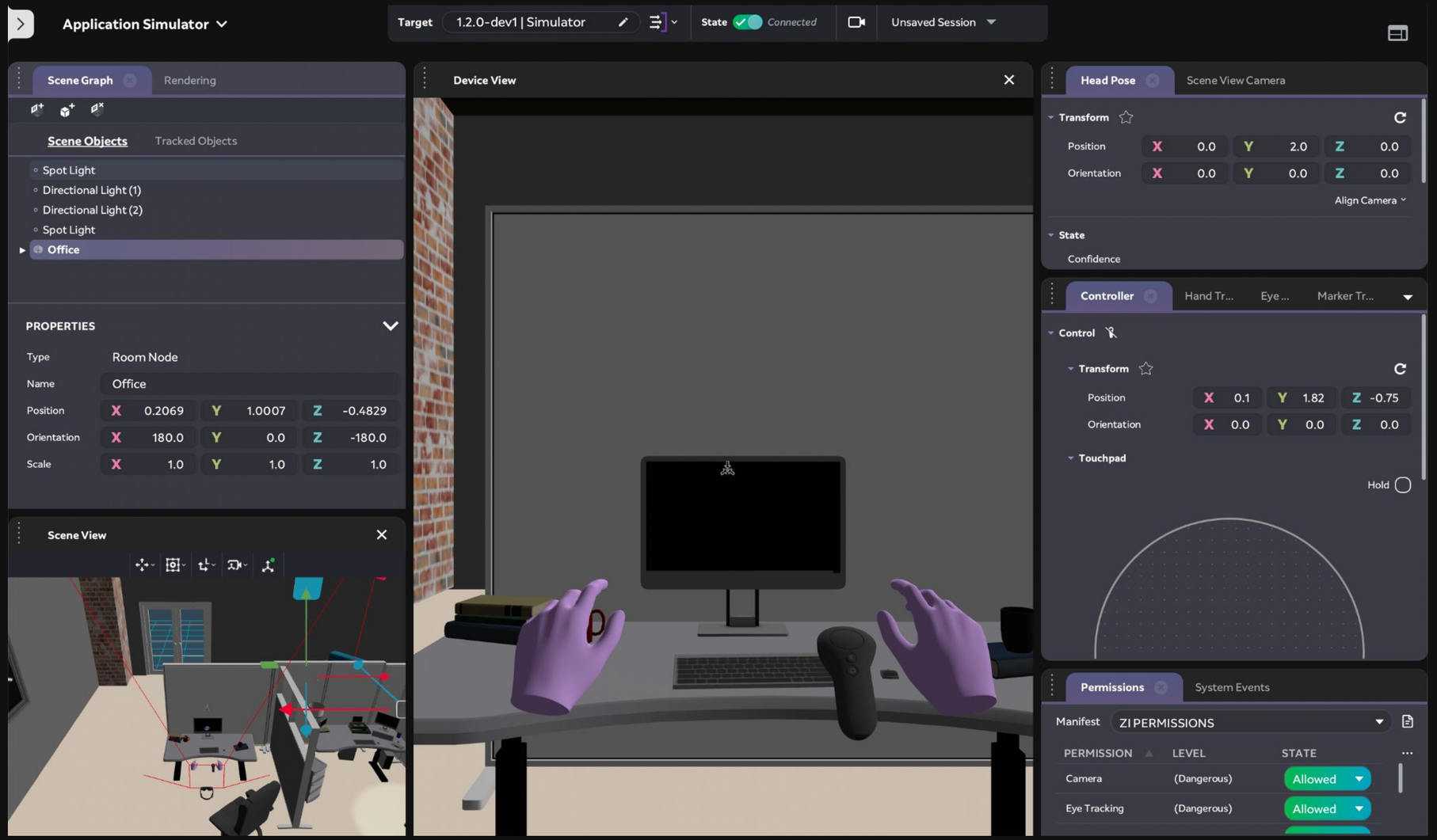
Packages to suit your development needs.



Device Bridge

A GUI to interface with the device.

The Application Simulator



APIs

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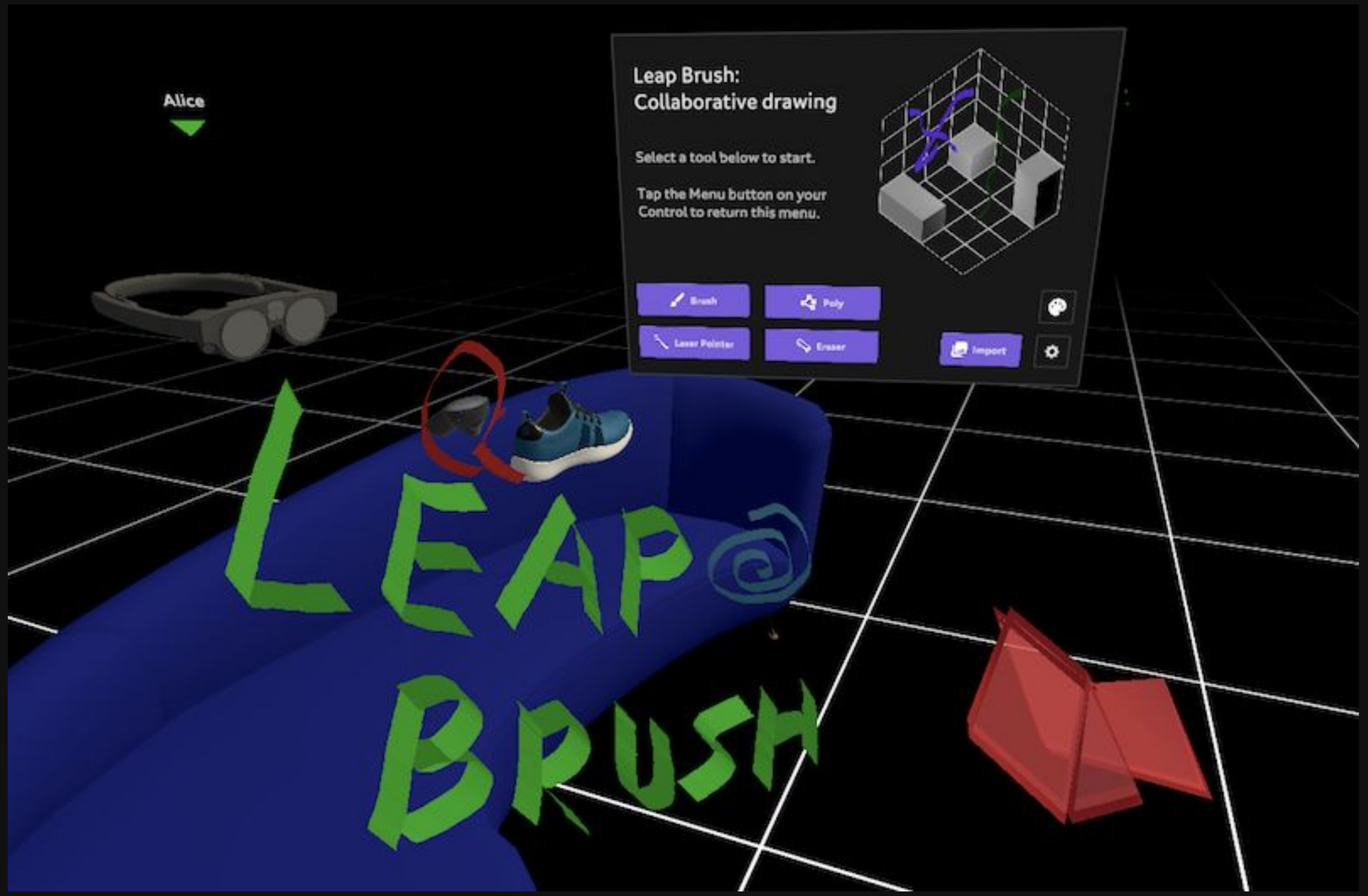
API	Description
Controller	The Magic Leap 2's controller input can be accessed using Unity's Input System. The Magic Leap 2 SDK includes predefined action mappings, so developers can access controller input in a familiar way.
Hand Tracking	Hand tracking API provides access to the left / right hand positions, keyposes, bones, and confidence values. The HandTracking API is now used through Unity's XR Input Subsystem. Classes that are related the hand tracking can be found in the following namespaces.
Eye Tracking	Eye tracking uses cameras to track the movement of the user’s eyes to calculate where a user is looking, track whether they are blinking, and check if their eyes are in a comfortable configuration.
Audio	Integrate your application with audio.
Spatial Anchors	This section will guide you on how to use Spatial Anchors, a shared reference point for tethering virtual content to a persistent physical location.
Meshing	Meshing is the creation of triangle-based meshes surfaces detected by Magic Leap devices. The mesh is used for real-time occlusion rendering and collision detection with digital content. Unlike Plane Detection, which only detects planar surfaces, Meshing can detect a variety of surfaces.
Planes	If a cluster of feature points appears to lie on common horizontal or vertical surfaces, Magic Leap labels this cluster as a geometric plane and classifies it as being a floor, wall, or ceiling.
Camera	The Magic Leap 2 MLCamera API allows developers to capture real and virtual content inside their applications.
Marker Tracking	The Magic Leap allows you to detect two-dimensional icons from a marker dataset and then continuously track the targets' locations and orientations as you or the markers move through the environment. You can also place and anchor digital content based on the presence and dimensions of a physical marker.

Starting Project

Leap Brush

https://github.com/ghazen-ml/LeapBrush-StartX-2023-March/tree/shape_changer_demo

Magic Leap 2 Deep Dive




LEAP
PUSH

Support

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Mentors

Thank you