HoloCMS

AN IMMERSIVE AR EXPERIENCE FOR EDUCATION AND CULTURE

WHY HOLOCMS?

→ **Set up content from anywhere**
All you need is a browser—create Points of Interest anytime, anywhere!

→ **Total flexibility, no limits**
Place unlimited Points of Interest in any space, exactly where you need them!

→ **Adaptive layouts for every scenario**
Choose from a variety of layouts, perfectly suited for different environments and needs.

→ **Live updates, no restart needed**
Modify content on the fly—just hit reload in the app and see instant changes!

→ **Open source & built for innovation**
Licensed under GNU GPL, empowering developers worldwide to enhance HoloCMS!

BRIDGING THE REAL AND VIRTUAL WORLDS

HoloCMS is a mixed reality app for the Microsoft HoloLens 2 that brings digital content to life through QR code scanning. Developed for the Research and Education Center for Culture and Information Technology (FKI), it allows users to explore points of interest enriched with interactive media.

Designed for easy use, HoloCMS combines augmented reality with a simple web-based content management system (CMS), enabling immersive, educational experiences that bring information to life in the real world.

BRINGING AR TO LIFE: REAL-WORLD APPLICATIONS OF HOLOCMS

→ **Museums and cultural exhibits**
Visitors can scan QR codes to unlock AR content, bringing history and art to life.

→ **Educational institutions and campuses**
Students can scan QR codes to access interactive learning materials and resources.

→ **Trade shows and conventions**
Attendees can scan QR codes to explore exhibitor information and exclusive content.

→ **Retail and shopping experiences**
Customers can scan QR codes to discover product details and personalized recommendations.
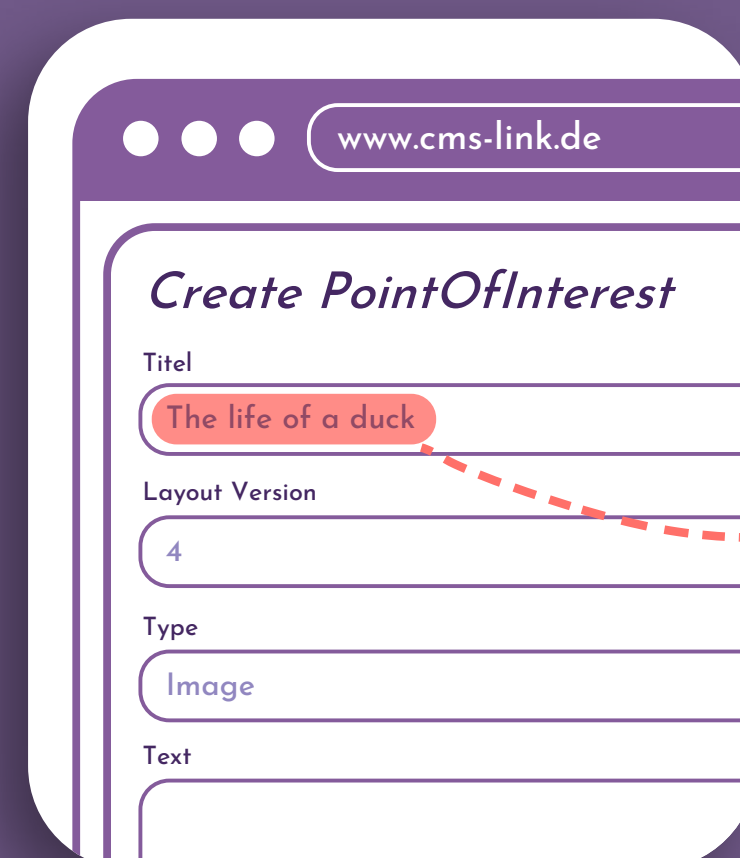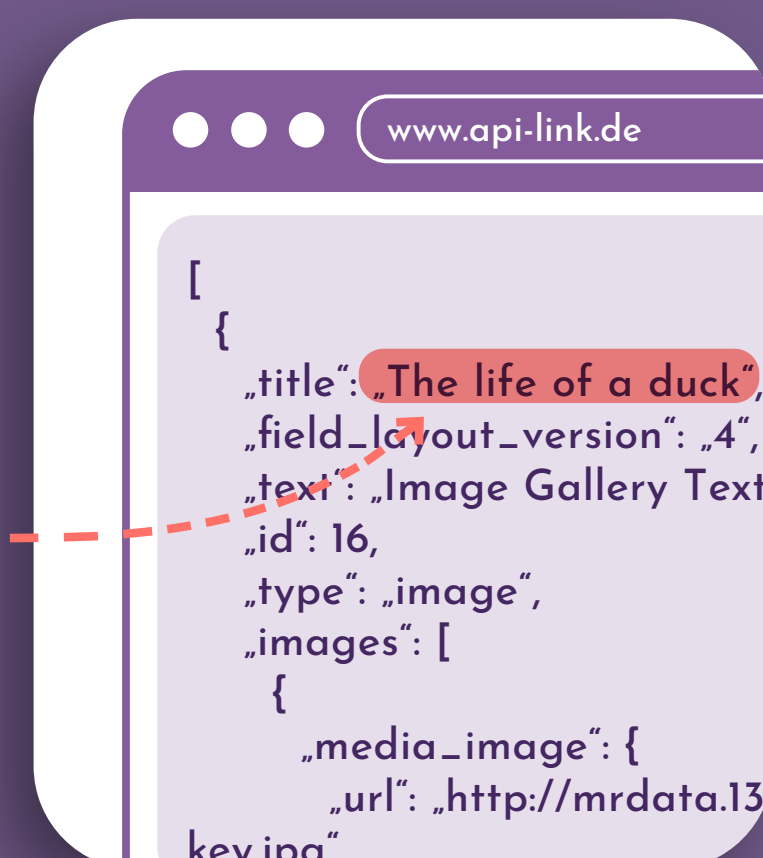
How it flows

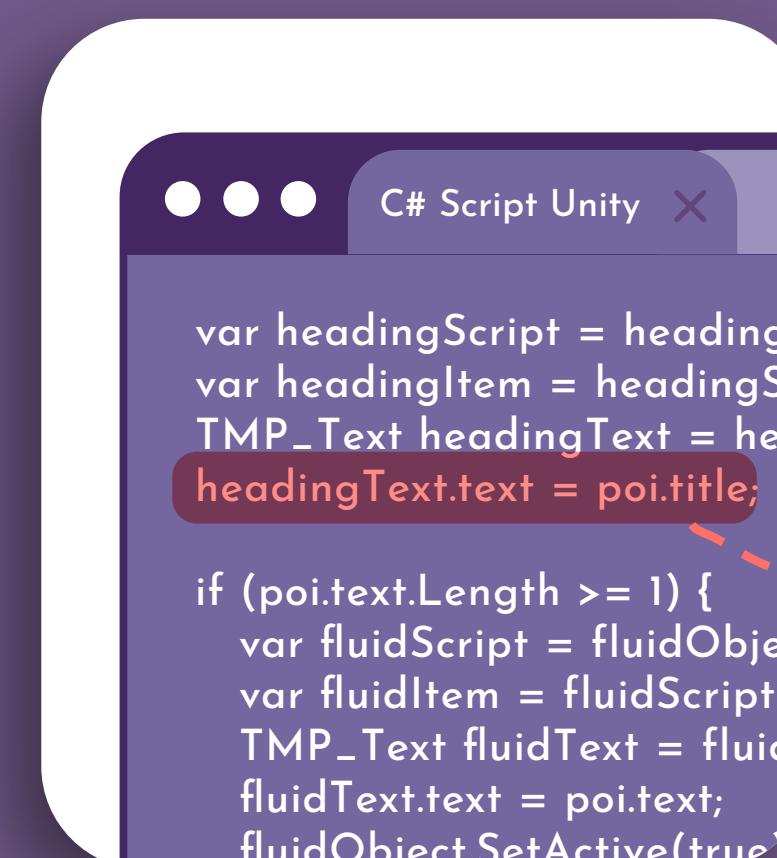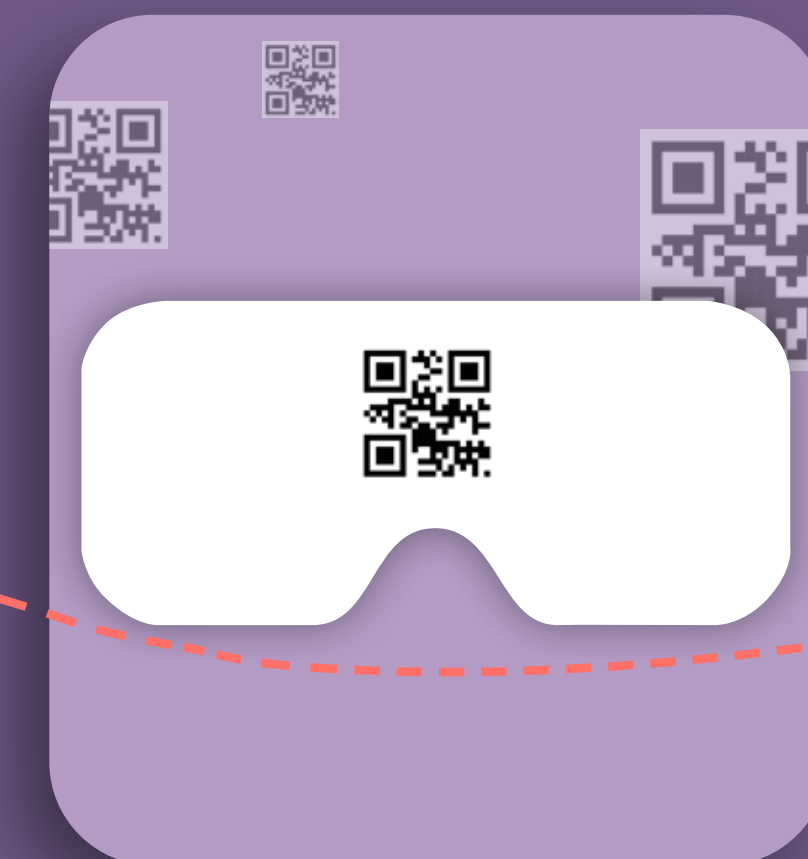| Open CMS in browser and log in	Create a new POI and add content	JSON is made available via URL	Start HoloCMS app on HoloLens	Script calls API and saves content into prefab layout	HoloCMS scans QR code and decodes data	Matching layout is visible in AR—Voilà :)

www.cms-link.de

www.api-link.de

Create PointOfInterest
Titel
The life of a duck
Layout Version
4
Type
Image
Text

```
[
  {
    „title": „The life of a duck",
    „field_layout_version": „4",
    „text": „Image Gallery Text
    „id": 16,
    „type": „image",
    „images": [
      {
        „media_image": {
          „url": „http://mrdata.13
key.jpg",
```

C# Script Unity

```
var headingScript = headingO
var headingItem = headingSc
TMP_Text headingText = hea
headingText.text = poi.title;

if (poi.text.Length >= 1) {
  var fluidScript = fluidObject
  var fluidItem = fluidScript._
  TMP_Text fluidText = fluidI
  fluidText.text = poi.text;
  fluidObject.SetActive(true
```

The life of a duck