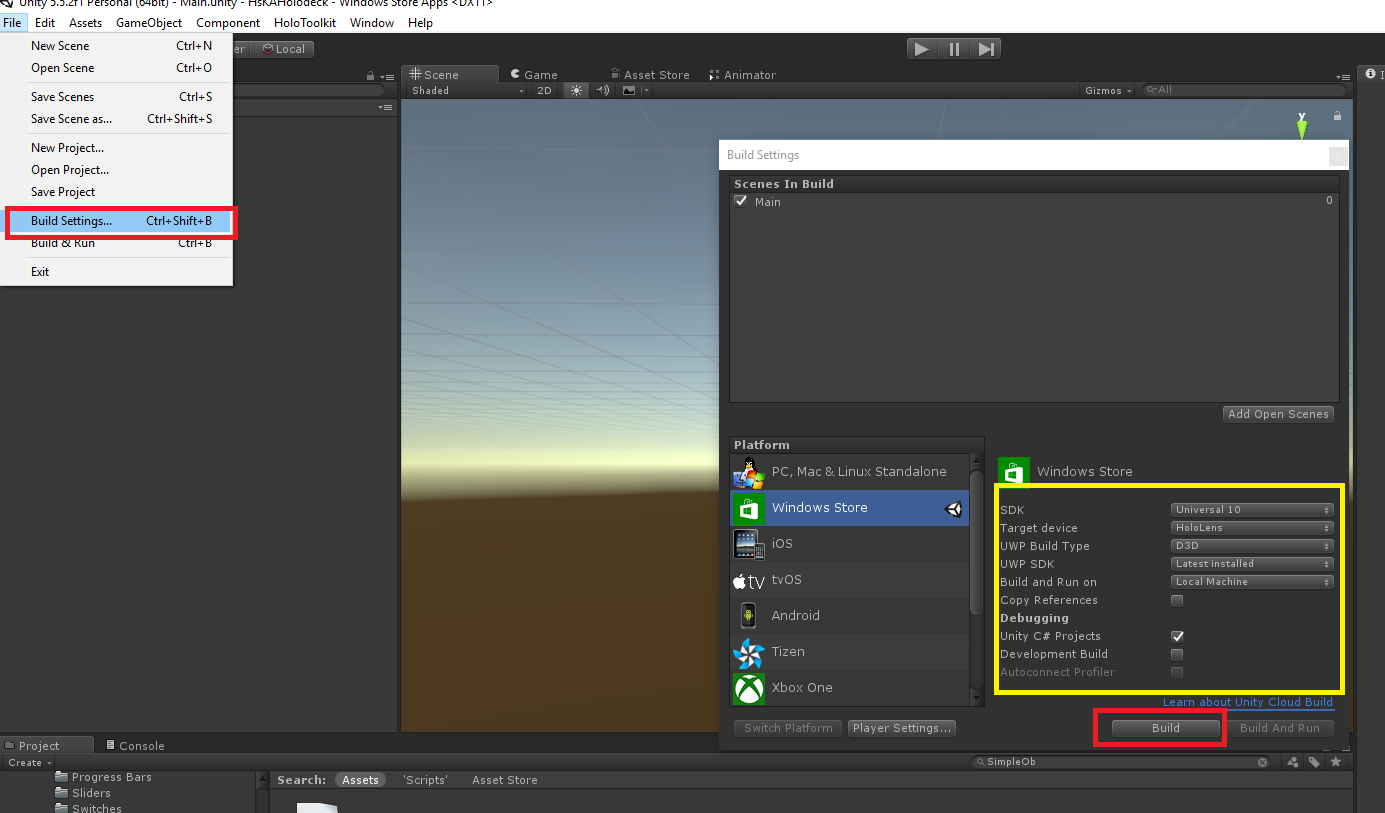
1. **Building the project**

* In Unity go to : **File->Build Settings**
* It will open a window: Build Settings.

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* Check the settings to make sure they are correct:

**SDK: Universal 10**

**Target device: HoloLens**

**UWP Build Type: D3D**

**UWP SDK: Latest installed**

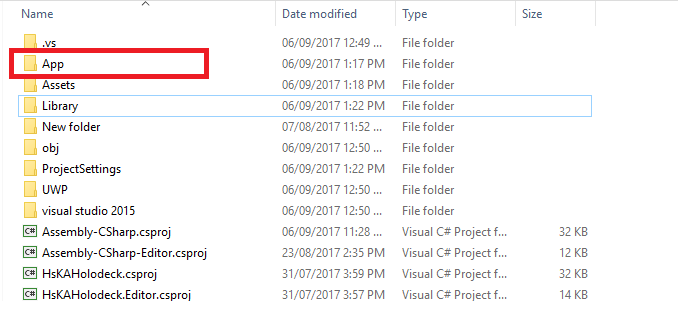
**Build and Run on: Local Machine**

**Copy references: Unchecked**

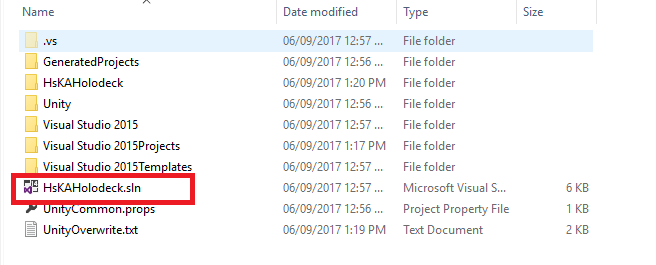
**Unity C# Projects: Checked**

**Autoconnect Profiler: Unchecked**

* After you made sure you have the correct settings, press “Build”. A window will appear and you should save it in a folder called App, or whatever name you want. If you save it again, it will automatically override the previous save.
* Note that after you move the project, you should build it again in the new location before deployment.
* After the build is done, it will open a window where the App folder is located, as you can see in the picture below.



* Open the App folder and open the Visual Studio Solution **(.sln)**

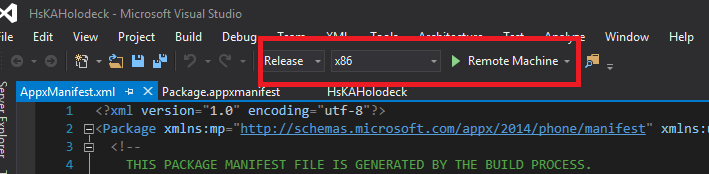


1. **Deploying the Project to the Emulator or HoloLens**

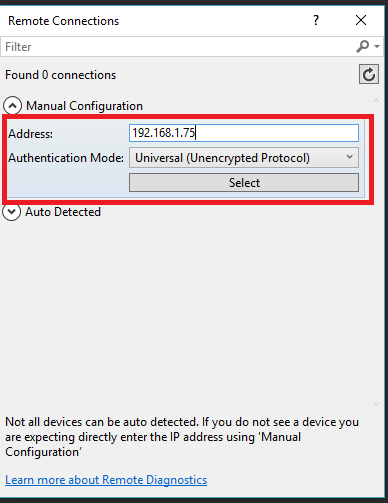
* Open the Visual Studio Solution (.sln)
* In Visual Studio you should make sure you have the right settings :

**Release** and **x86**

* For the deployment target, select “HoloLens Emulator” to deploy to the Emulator, or choose “Remote Machine”, if you wish to upload onto the HoloLens.
* Before you deploy make sure your **proxy settings are off**.

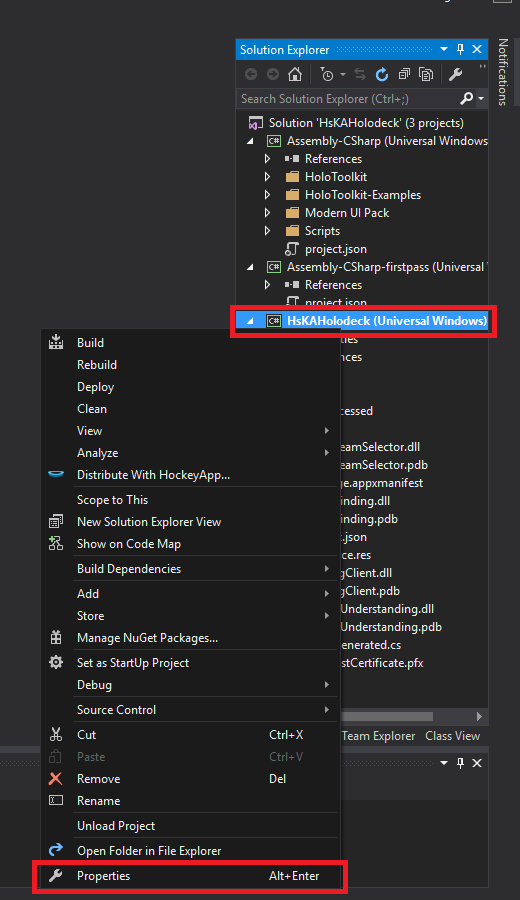


* If you choose “Remote Machine”, a window will pop up and for the address you will have to put **192.168.1.75**. For the Authetication Mode you should have “Universal”.
* After you select it, you will have to press “Remote Machine” (or F5) again to start the deployment.
* Before you deploy the project, make sure your device is connected to the same network, and that your device is paired with HoloLens.
* If your device is not paired with HoloLens, then on the HoloLens go to the **Settings->Update and Security-> For developers** and press “Pair”. A window will pop up where you will see a PIN which will be required by your device when first deploying the project.

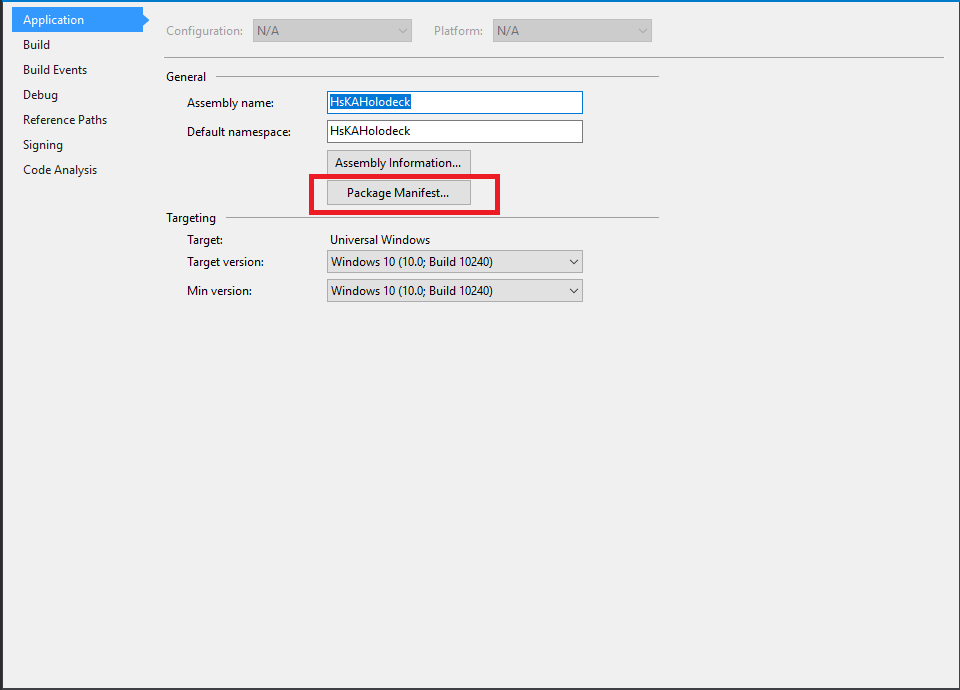


1. **Putting the Logo for the Application**

* After opening the Visual Studio Solution you can set the logo of the Application.
* On the right side there is window called “Solution Explorer”
* Right-click on “HsKAHolodeck (Universal Windows)” and then click “Properties”.

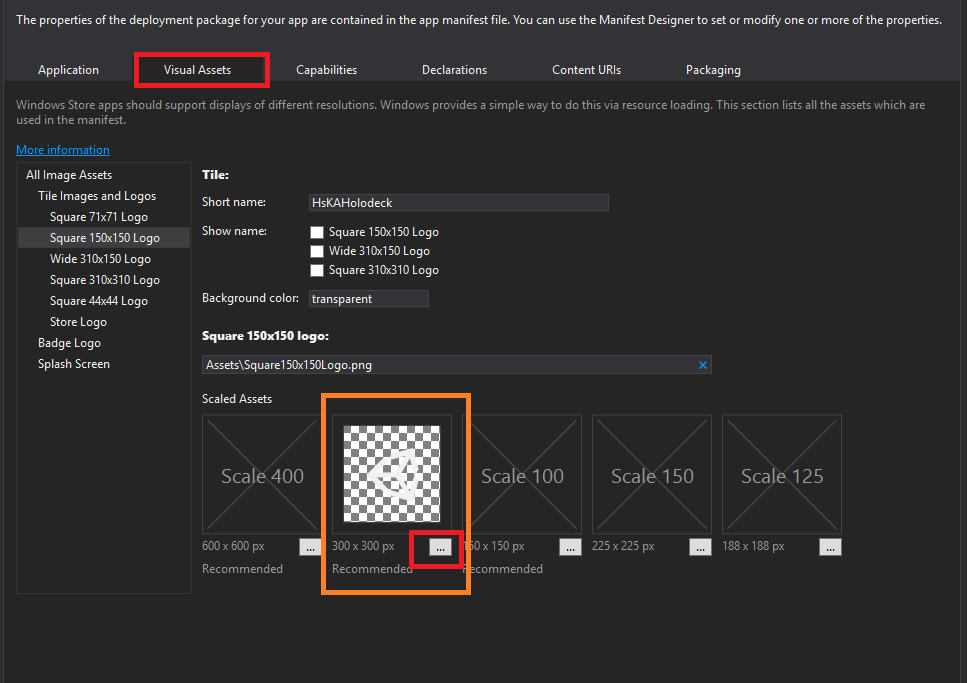


* Then go to **Application->Package Manifest…**



* Go to “Visual Assets” and choose a logo from

**HsKAHolodeck->Assets->Logos** (we recommend the logo with 300x300 size). Be careful not to go to **App->Assets** because you will only find the Unity logos.

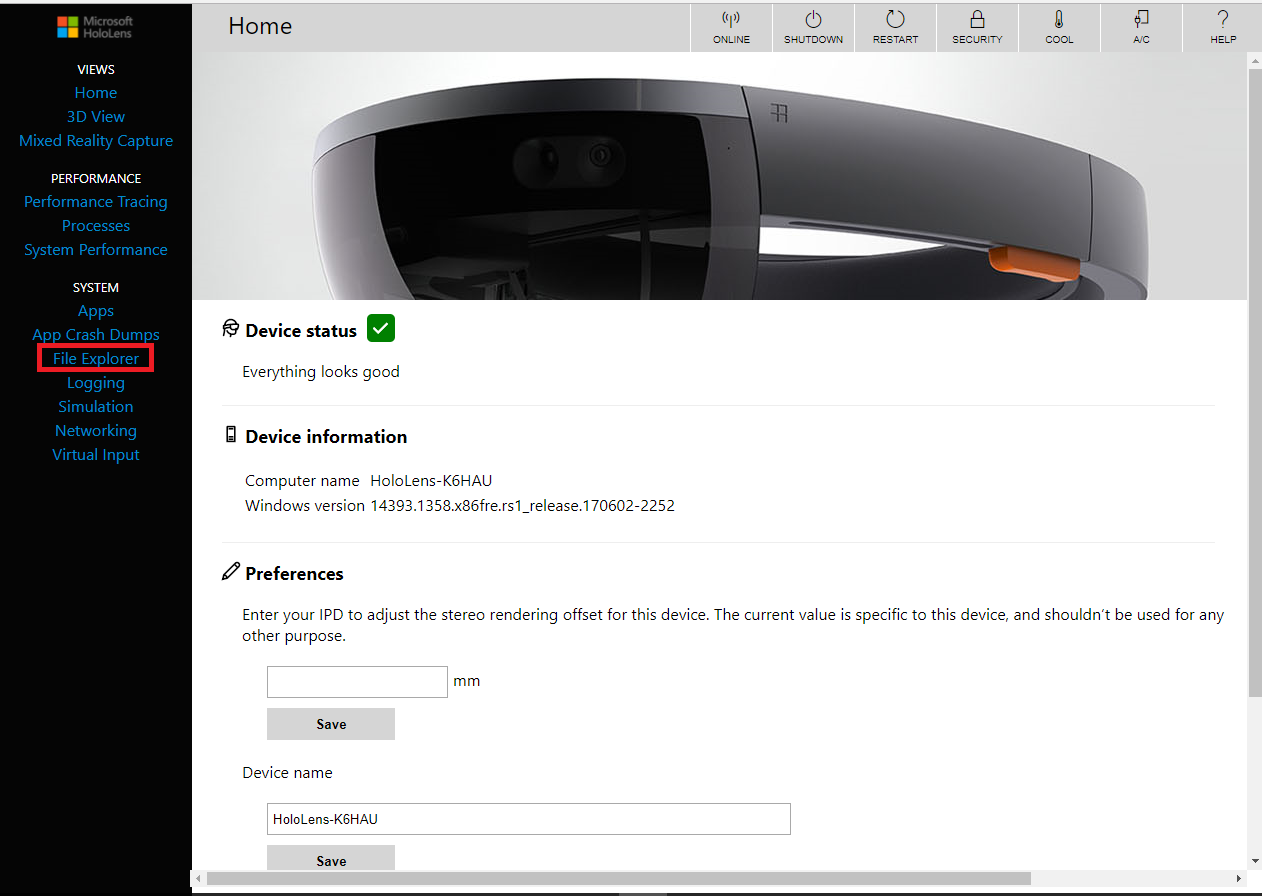


1. **Uploading Faces to the Application**

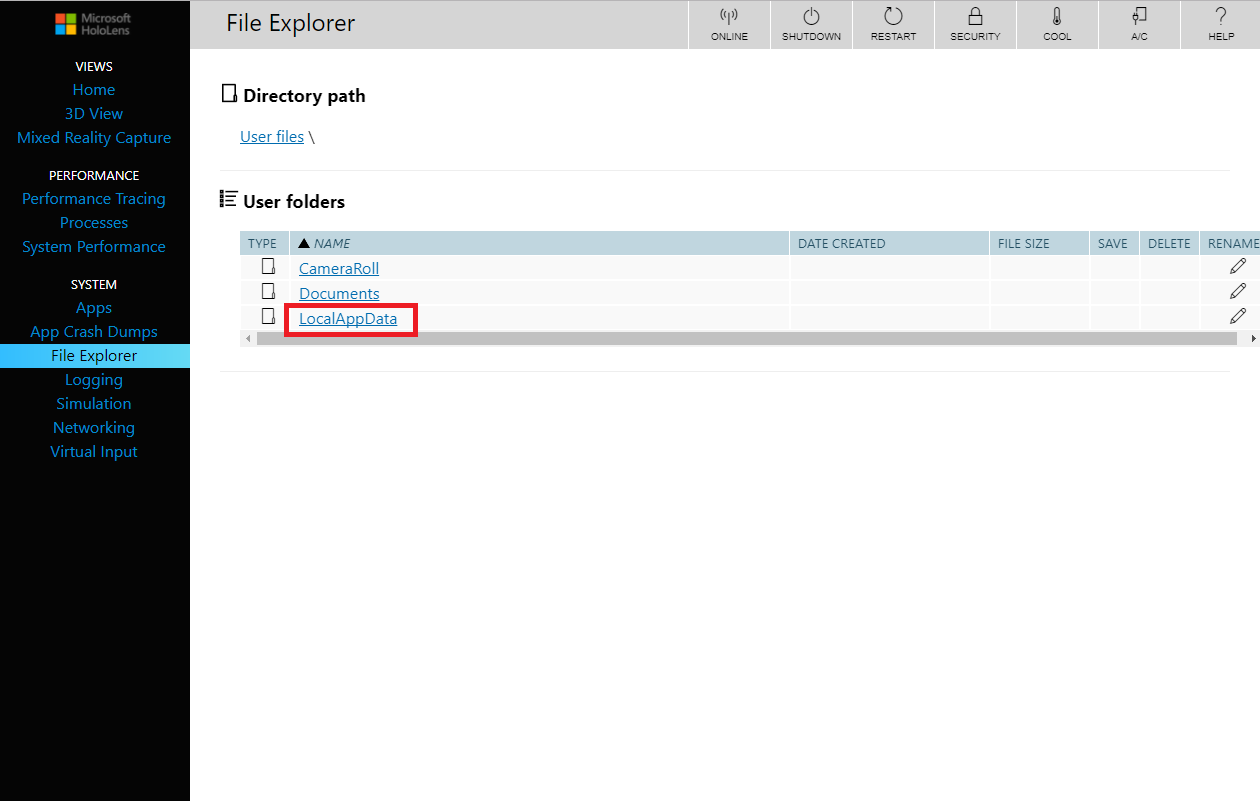
* If you are within the Emulator the press the icon below to access the simulated device. Remember that proxy must be off.

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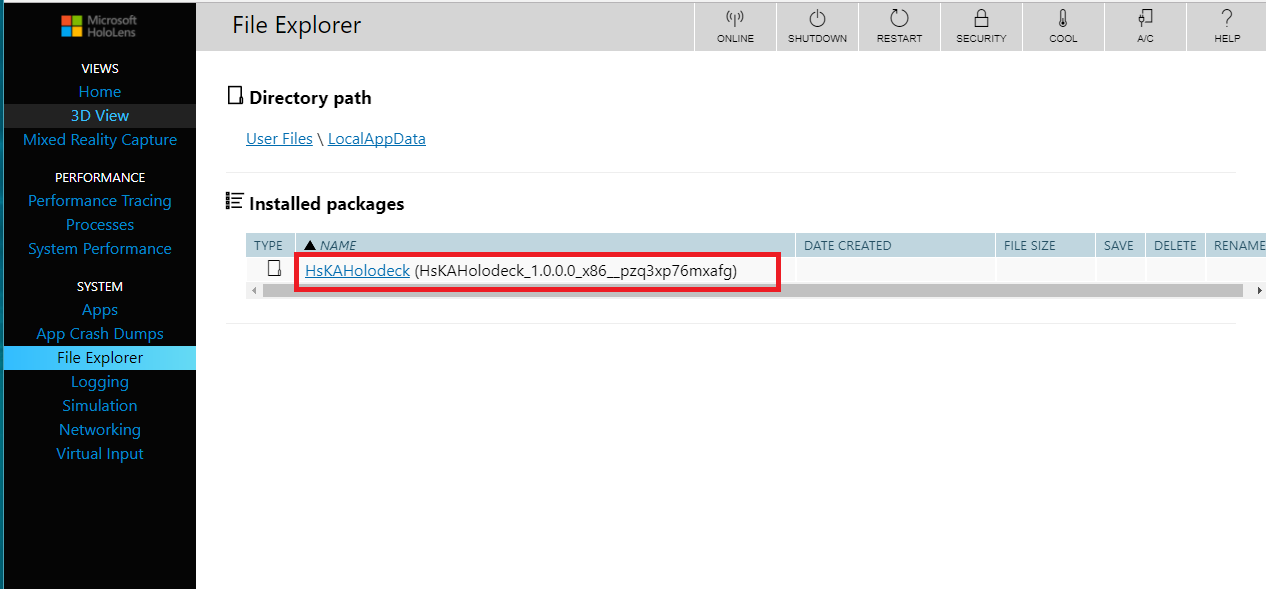
* If you want to upload the face to the HoloLens, type in the static IP of the HoloLens instead (**192.168.1.75**), and make sure the proxy is disabled on the computer and on the browser as well. It will ask you for a username and password:
  + **Username: Hololens**
  + **Pass: Tester1!**
* After you successfully logged in you will see a window as in the picture below. Press “File Explorer” from the menu located on the left.

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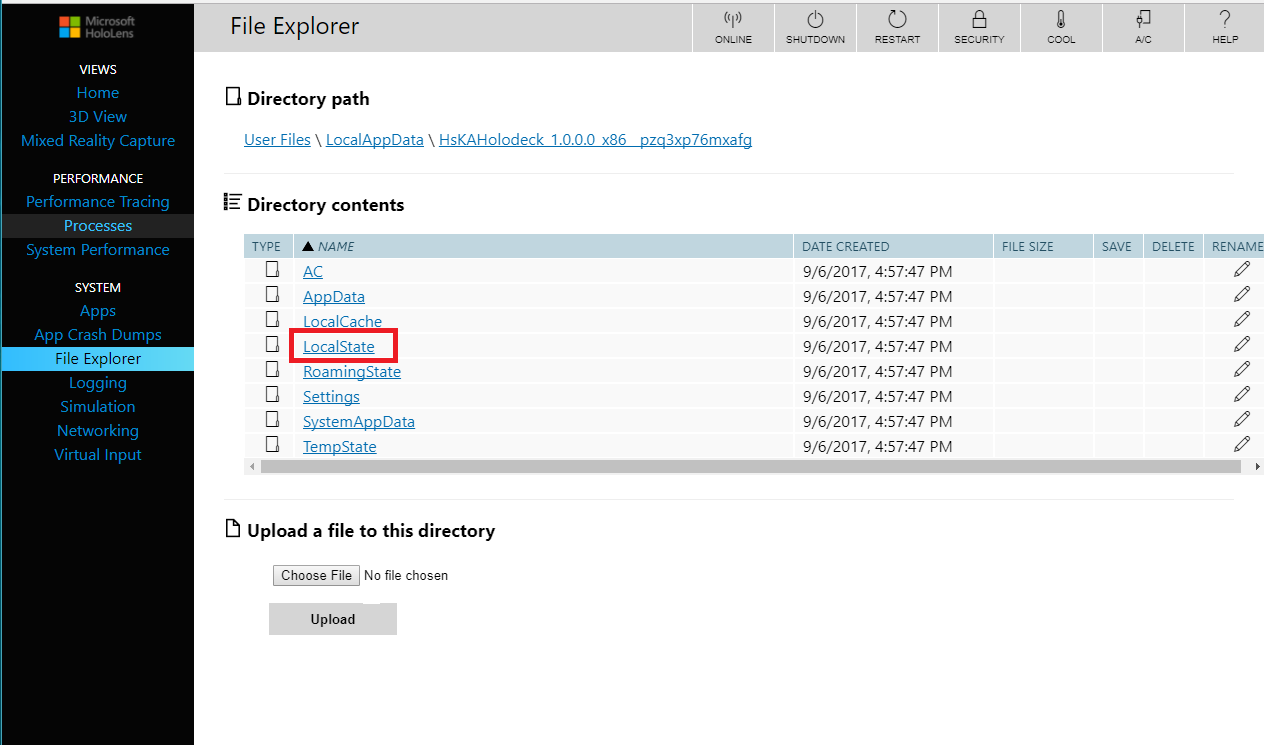
* Choose “LocalAppData” folder

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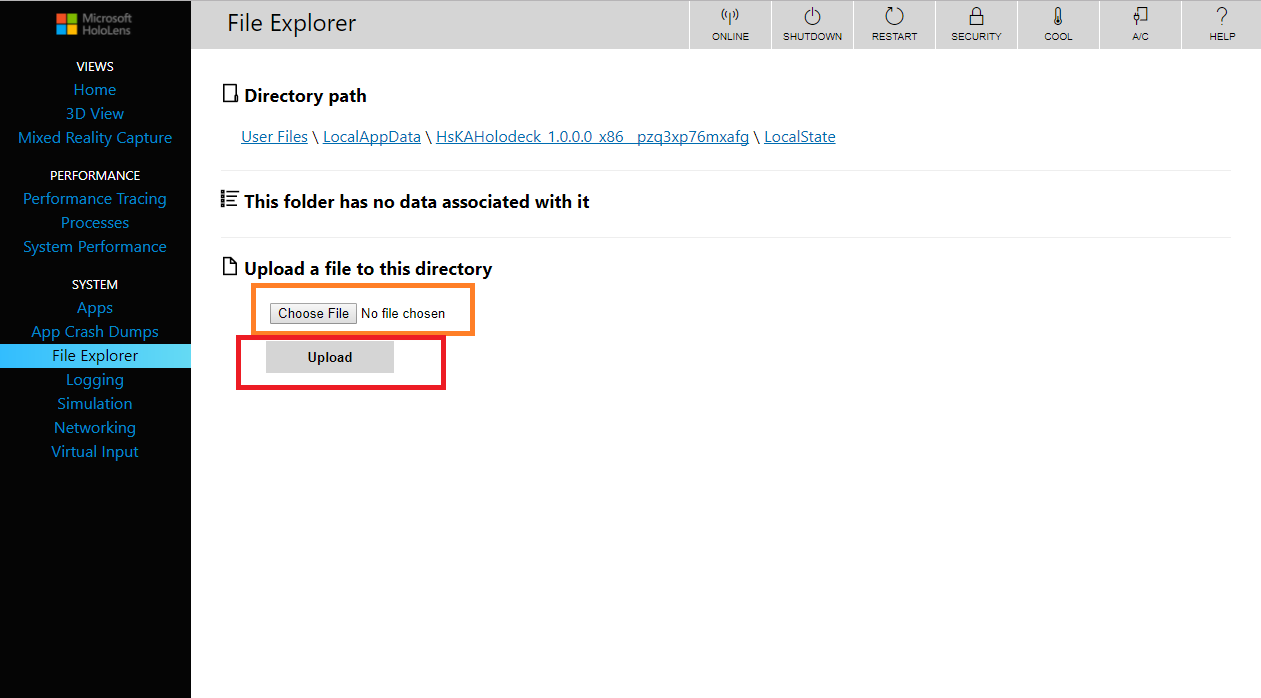
* Then choose “HsKaHolodeck” (the name of the project)

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* Go to “LocalState”

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* After this, you can upload the faces by clicking “Choose File”, selecting the face from your folder, and the clicking the “Upload” button. Make sure to upload the .obj file and .png of every face.

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