



TECH 421 - Future of Digital Media
TECH 3706 - AR/VR in Architectural Environments



MixedReality Toolkit

(formerly HoloToolkit)

<https://github.com/Microsoft/MixedRealityToolkit-Unity>

Platform



PC, Mac & Linux Standalone



Universal Windows Platform



iOS



tvOS



Android



Tizen



Xbox One



PS Vita



Universal Windows Platform

Target device

HoloLens

Build Type

D3D

SDK

10.0.14393.0

Build and Run on

Local Machine

[Copy References](#)

Debugging

Unity C# Projects

Development Build

Autoconnect Profiler

Scripts Only Build



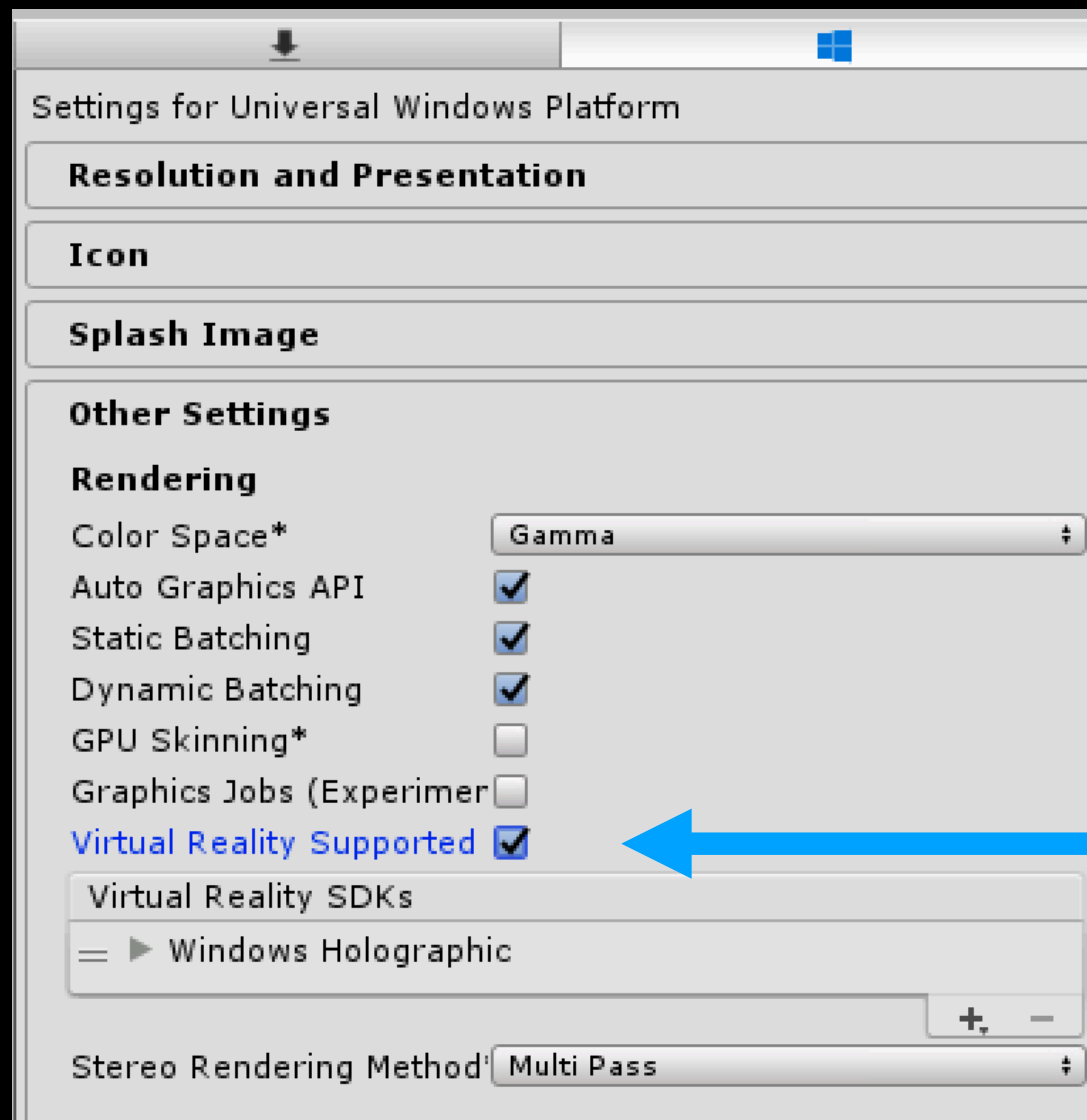
[Learn about Unity Cloud Build](#)

Switch Platform

Player Settings...

Build

Build And Run

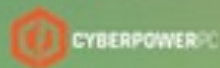


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