



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



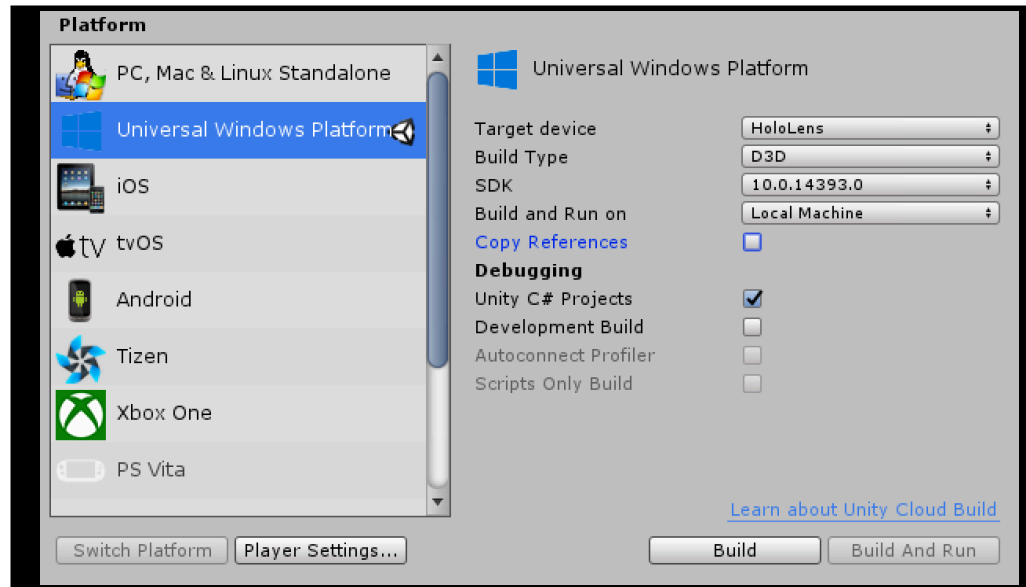
Configuring Unity projects to build to Hololens

MixedReality Toolkit

(formerly HoloToolkit)

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

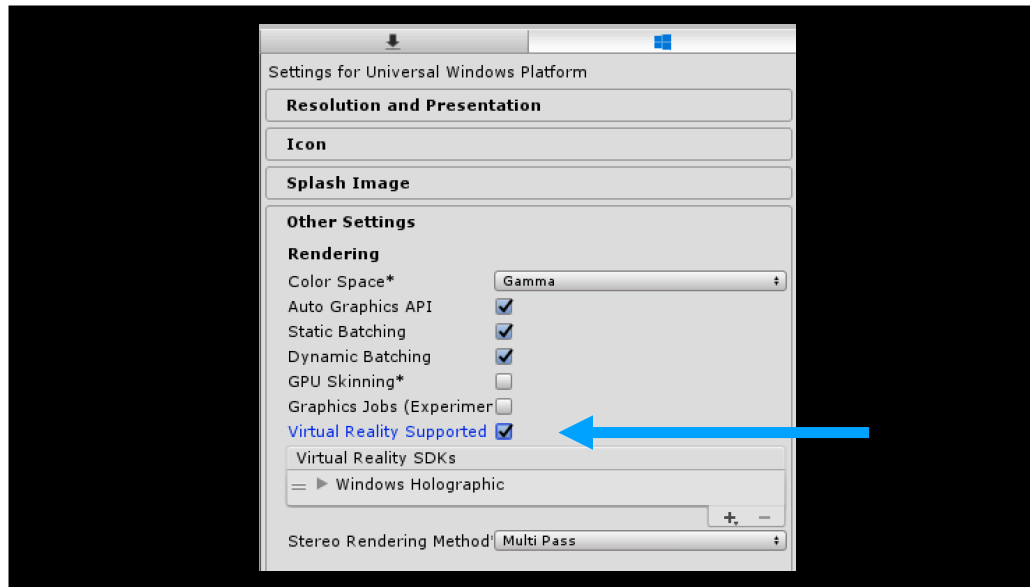
<https://github.com/Microsoft/MixedRealityToolkit-Unity>



Unfortunately, we can only build to HoloLens on PC.

Go to Build Settings (File > Build Settings or Ctrl-Shift-B)

- Select Universal Windows Platform and click on “Switch Platform” if the Unity logo is not already next to it.
- set *Target Device* to *HoloLens*
- set *Build Type* to *D3D*
- *SDK* should be set to *Latest Installed* or match the version above
- *Build and Run on Local Machine*
- Make sure *Unity C# Projects* is checked



Click on Player Settings... or go to *Edit > Project Settings > Player*

“Player” in this case doesn’t mean the user/player, but rather Unity itself as in “VCR Player”

- Make sure “Virtual Reality Supported” is checked and that “Windows Holographic” is the only option.

Midterm Proposals

On Tuesday we will propose ideas

- Want a partner?/To work with someone?
- Ask questions about if something is possible



<https://www.eventbrite.com/e/next-art-vrscout-art-show-tickets-37787977859>

21+

Way out in Playa Vista



Next thursday
Free!



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

Thank you!