READ ME

Anatomy App Requirements:

Unity Editor version 2020.3.14f1

Graphical user interface, text, application

Description automatically generated

Mixed Reality Feature Tool Download: <https://www.microsoft.com/en-us/download/details.aspx?id=102778>

Graphical user interface, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Yes: Graphical user interface, text, application

Description automatically generated

Graphical user interface, text

Description automatically generated



Volumetric App Requirements:

Unity Editor Version 2021.

Graphical user interface

Description automatically generated

PC Apps:

Graphical user interface, application, Word

Description automatically generated

<https://apps.microsoft.com/store/detail/microsoft-hololens/9NBLGGH4QWNX?hl=en-us&gl=us>

Username: admin

Password: password

HoloLens Requirements:

Pin to Unlock device: 299792

The volumetric app runs on the PC by selecting the Windows Mixed Reality tab and selecting remoting, then playing the Unity app. The HoloLens IP address can be found in advanced settings, or the Holographic remoting viewer app on the HoloLens. The stream might be slow depending on the power of your GPU.

The anatomy app is already on the HoloLens device from Yash’s deployment. The burst compiler error is preventing us from deploying our new updates in the Unity project to the HoloLens. The prefab error is preventing us from doing what the volumetric app does in sending the IP address to a PC to stream the app.

Graphical user interface, text

Description automatically generated