**Getting Started with Azure Custom Vision**

This project was based on the [MR and Azure 310](https://docs.microsoft.com/en-us/windows/mixed-reality/mr-azure-310) course.

# Requirements

* A development PC
* [Windows 10 Fall Creators Update (or later) with Developer mode enabled](https://docs.microsoft.com/windows/mixed-reality/install-the-tools#installation-checklist-for-hololens)
* [The latest Windows 10 SDK](https://docs.microsoft.com/windows/mixed-reality/install-the-tools#installation-checklist-for-hololens)
* [Unity 2017.4 LTS](https://unity3d.com/get-unity/download/archive)
* [Visual Studio 2017](https://visualstudio.microsoft.com/downloads/)
* A [Microsoft HoloLens](https://docs.microsoft.com/windows/mixed-reality/hololens-hardware-details) with Developer mode enabled
* Internet access for Azure setup and Custom Vision Service retrieval

See the next part for how to install your tools in the right order.

# Installation

I assume that you already have the right Windows version.

## Visual Studio Installer

First, install Visual Studio 2017 (Community is enough and free). Link is in [I. Requirements](#_Requirements) part.

UWP app

## Unity

Version 2017.4.1f1

Check Windows .NET backend ?