HoloLens2 Documentation

Setting up the HoloLens for the first time:

Documentation guide for using the HoloLens for the first time: <https://learn.microsoft.com/en-us/hololens/hololens2-basic-usage>

Video Tutorial Guide for optimizing the Unity Project File to be compatible with the HoloLens2 Device: <https://www.youtube.com/watch?v=dOsYerpKloY&ab_channel=SurajPattar>

The video tutorial guide goes through step-by-step process of downloading the Windows Mixed Reality Toolkit, a plugin that is essential for Unity Projects that are targeting the HoloLens2. As well as configuring the Unity Project’s settings to make it compactable with the use of the HoloLens. After, it will also demonstrate how to export the Unity Project and download it to the user’s HoloLens remotely using Wi-Fi.

Unfortunately, I was unable to configure the Project and the HoloLens device to receive the project application remotely through Wi-Fi. But for testing using the use of the HoloLens device, I was also able to update and download the application file into the HoloLens device from my laptop using the USB-C to USB-C charging cable, provided together with the HoloLens device.

Window’s Documentation guide for deploying applications into the HoloLens device using Visual Studios: <https://learn.microsoft.com/en-us/windows/mixed-reality/develop/advanced-concepts/using-visual-studio?tabs=hl2>

As this guide uses the Windows Mixed Reality Toolkit (MRTK) plugin for camera player tracking and interactions. To add other interactions functionality, it is recommended to look up for those that are compatible with or are from the Windows Mixed Reality Toolkit.