

# Sean Payne HoloLens Roadie Report Member Conversation

- Presented to WinHUGR on July 14, 2016:
- Lightning Talk about 3 Hackathons that I participated in May and June of 2016.

# Seattle -> Boston -> LA Hackathons

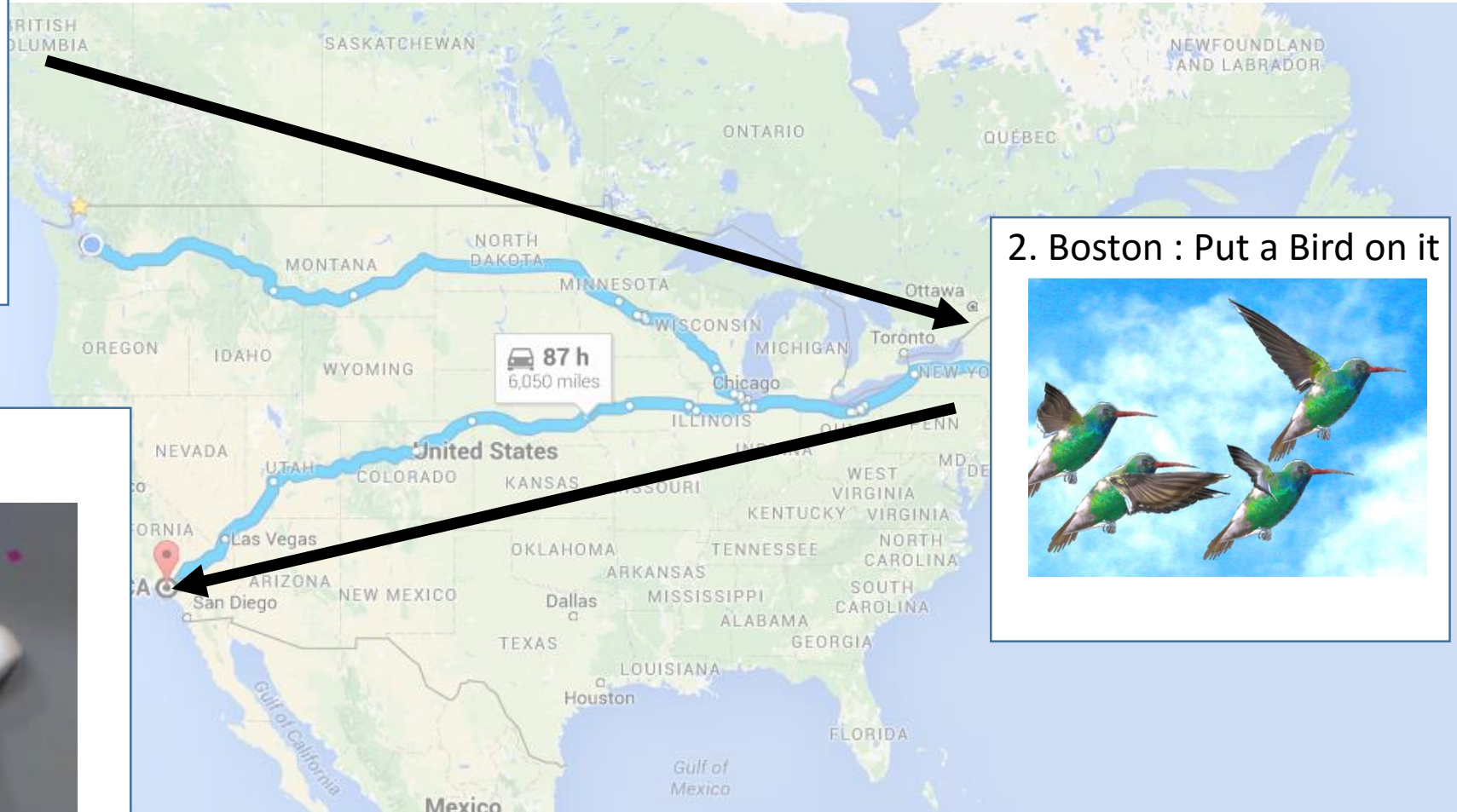
## 1. Seattle: Volunteer



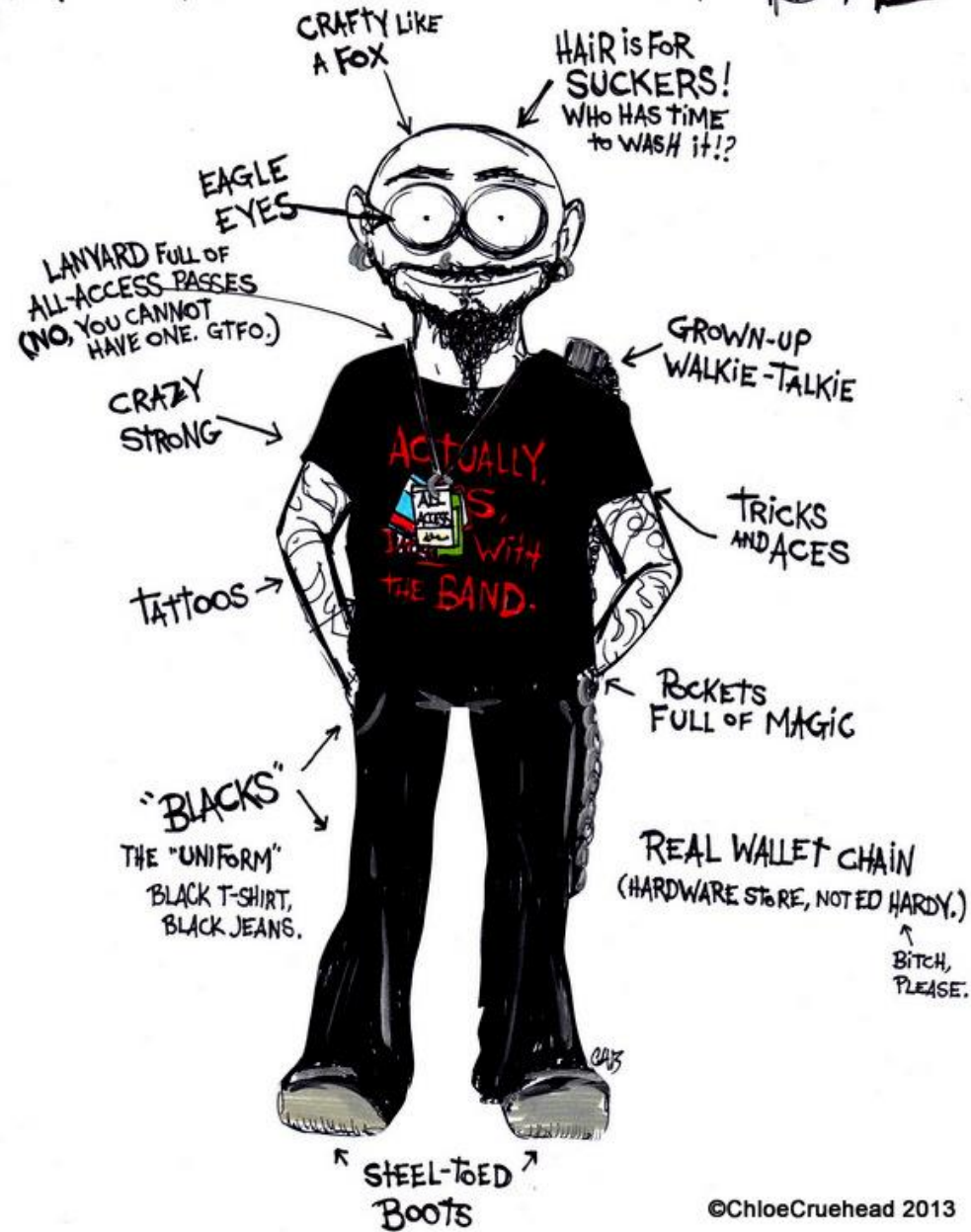
## 3. LA: HoloPops!



## 2. Boston : Put a Bird on it



# ANATOMY OF A TYPICAL ROADIE:



# Anatomy of a Typical Sean



C++ Platform Engineer:

- Nintendo WiiU OS/SDK
- EA Frostbite Engine Development
- Need For Speed AI
- MVP Baseball Online

Now:

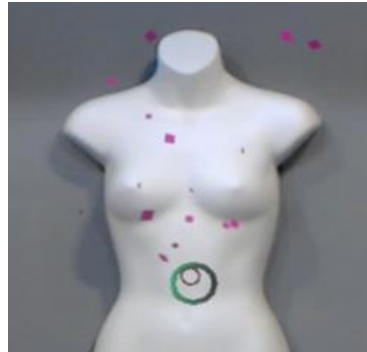
- VR/AR Research

# Video Links

- [Put a Bird On It](#)



- [HoloPops](#)



# HoloPops – What worked. What Won

## **Worked: My “Engine”**

Cleaner than Origami:

- One Singleton Manager to initialize and hold all Managers
- Spawn Objects using Voice using basic Gaze Cursor
- Extended to spawn any prefab by name

## **Won: Best Spatial Category**

- Music
- HoloPop Name
- Visual Design Restraint
- Final Presentation







## Thanks:

- Microsoft + Unity 3D
- WinHUGR, Boston Augmented AR/VR, VRLA
- Team HeARt Space, Put a Bird On It, HoloPop!

## What's next:

HoloLens Software Pipelines

- Unity Pipeline
- DirectX / UWP C++/CX Pipeline

## Contact:

Email: [sean.d.payne@gmail.com](mailto:sean.d.payne@gmail.com)

Twitter: [@seandpayne](https://twitter.com/seandpayne)