Download the Unity Hub and install

<https://unity3d.com/get-unity/download>

Once that is installed, open Unity Hub, click on Installs, and install the latest Unity recommended release

In the Unity Hub, click New. There are templates you can use on the left side of the dialog. Click on the Install for AR and again for VR.

Create an AR Project. It will take a while when it creates one for the first time.

When the project is created, it will ask you to select the platforms for your XR Plug-in Management. Select the Windows Mixed Reality checkbox  
[for more information about each one, you can read about them at <https://docs.unity3d.com/2019.4/Documentation/Manual/xr-template-ar.html> ]

Download Visual Studio 2019 Community Edition

[Download Visual Studio Tools - Install Free for Windows, Mac, Linux (microsoft.com)](https://visualstudio.microsoft.com/downloads/)

Start the install. On the installation screen, on the Workloads tab, select under Gaming “Game Development with Unity” (not sure if necessary)

Download the Hololens Emulator

<https://go.microsoft.com/fwlink/?linkid=2172762>

Make sure your computer meets the requirements.

Install both features (emulator and emulator image)

Download the Mixed Reality Feature Tool

[Download Mixed Reality Feature Tool from Official Microsoft Download Center](https://www.microsoft.com/en-us/download/details.aspx?id=102778)

This one is weird. It installs the tools into the unity project that you should have previously created. Also seems like it’s going to install the MRTK (or at least 10 options of the toolkit)

When you re-open the Unity project you created earlier, the MRTK Project Configurator will automatically launch. Just go with the default settings (unless we’re worried about audio, too). You may have to install some more essentials.

Since I don’t have a hololens, I had to import the MRTK (can only install the MRTK examples hub if you have a hololens plugged in), so the examples are located here at:  
Menu -> Package Manager -> Select In Project in the “Packages:” dropdown -> Mixed Reality Toolkit Examples. There is a list of examples to import.

Unity Hololens Tutorials

<https://docs.microsoft.com/en-us/learn/paths/beginner-hololens-2-tutorials/>

[Tutorials - Mixed Reality | Microsoft Docs](https://docs.microsoft.com/en-us/windows/mixed-reality/develop/unity/tutorials)

-----------------------------

Assorted info and links

[NOTE: Cannot install without having a hololens]

Install MRTK Examples Hub

[Get MRTK Examples Hub - Microsoft Store](https://www.microsoft.com/en-us/p/mrtk-examples-hub/9mv8c39l2sj4?rtc=1&activetab=pivot:overviewtab)

Unity Development Getting Started Tutorials

[Unity development for HoloLens - Mixed Reality | Microsoft Docs](https://docs.microsoft.com/en-us/windows/mixed-reality/develop/unity/unity-development-overview?tabs=arr%2CD365%2Chl2)

Setting up MRTK manually

<https://docs.microsoft.com/en-us/windows/mixed-reality/develop/unity/Configure-Unity-Project>

MRTK Examples Hub

<https://docs.microsoft.com/en-us/windows/mixed-reality/mrtk-unity/running-examples-hub?view=mrtkunity-2021-05>

Register for the Unity AR/VR webinar

[Unity (unity3d.com)](https://create.unity3d.com/ar-vr-embracing-spatial-computing-in-industrial?_ga=2.31795837.276640221.1633704480-1599415137.1633095399)

Read Introduction to Mixed Reality Development

[Learn the tools and architecture - Mixed Reality | Microsoft Docs](https://docs.microsoft.com/en-us/windows/mixed-reality/develop/development)

Install the necessary tools

[Install the tools - Mixed Reality | Microsoft Docs](https://docs.microsoft.com/en-us/windows/mixed-reality/develop/install-the-tools)

Hololens developer site

[Start Developing for Mixed Reality | Microsoft HoloLens](https://www.microsoft.com/en-us/hololens/developers)

Microsoft Maquette Beta

<https://www.maquette.ms/>

Using Visual Studio Tools for Unity

<https://docs.microsoft.com/en-us/visualstudio/gamedev/unity/get-started/using-visual-studio-tools-for-unity?pivots=windows>