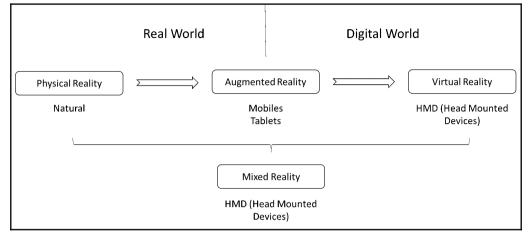
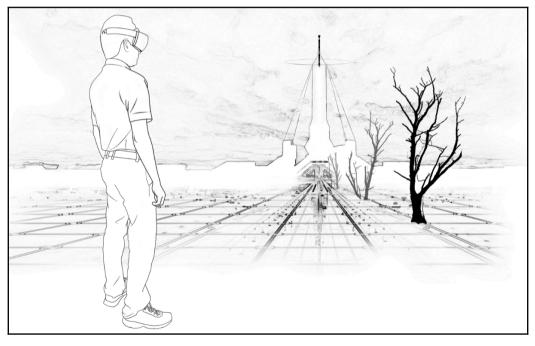
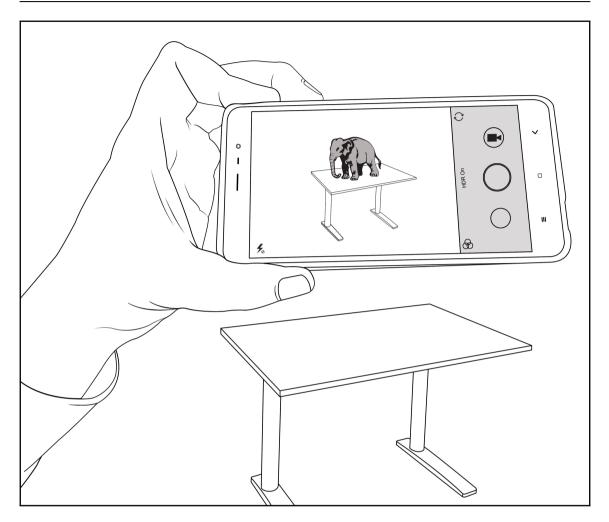
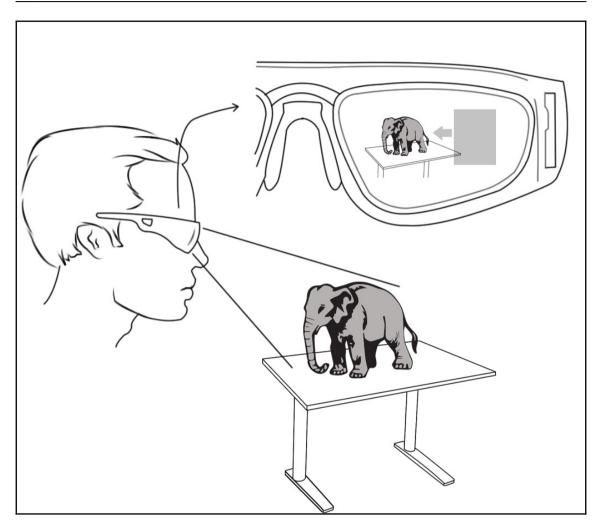
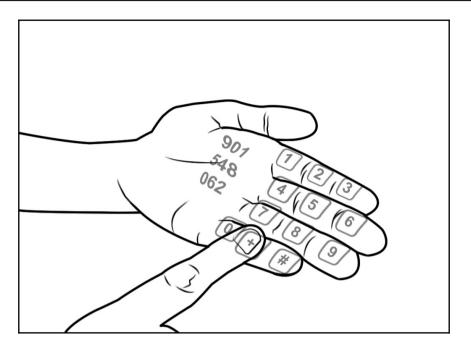
Chapter 1: Digital Reality - Under the Hood

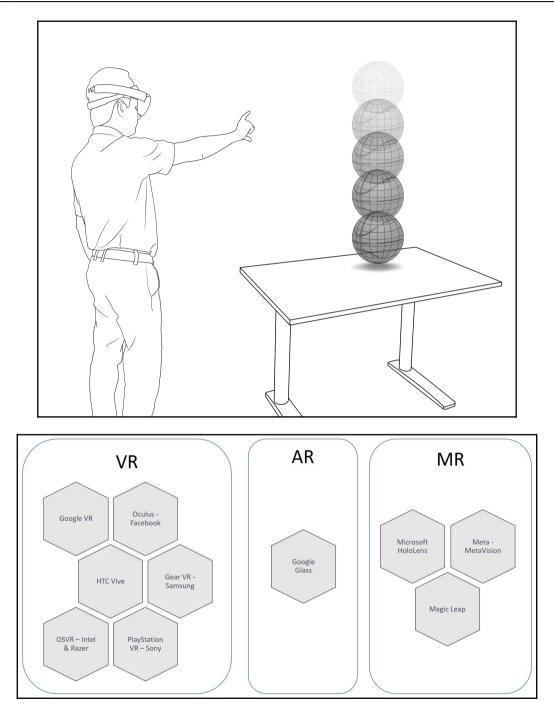




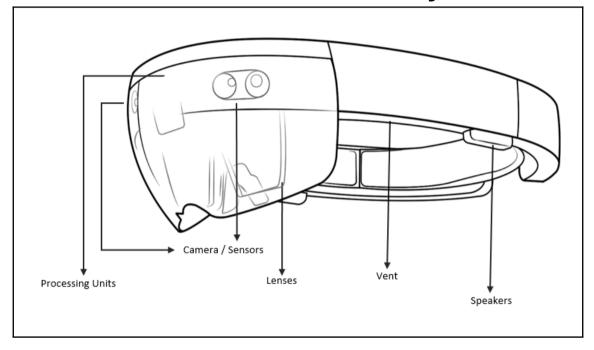


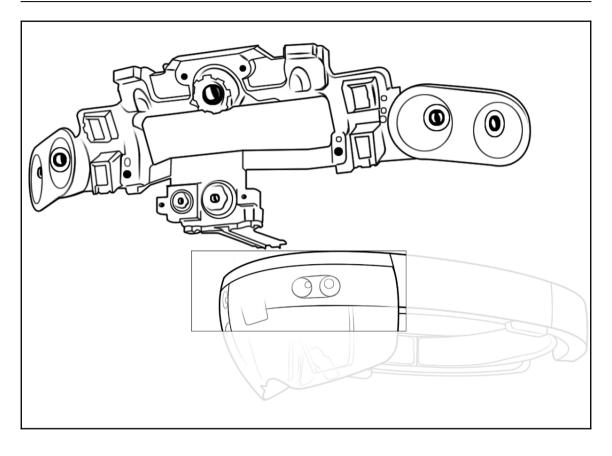


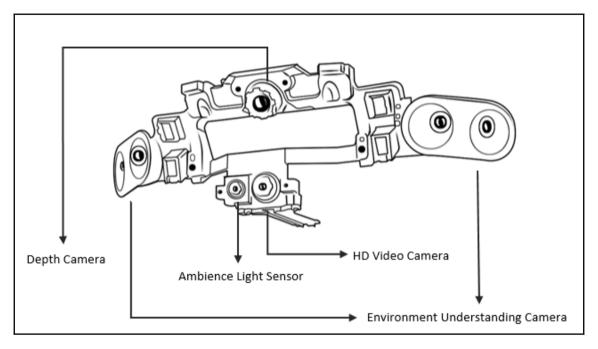


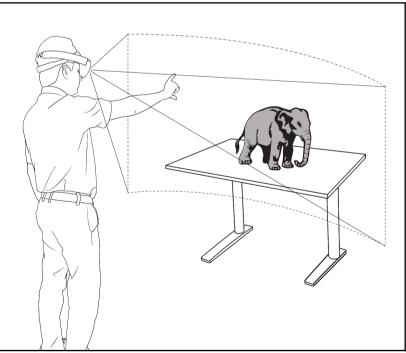


Chapter 2: HoloLens – The Most Natural Way to Interact

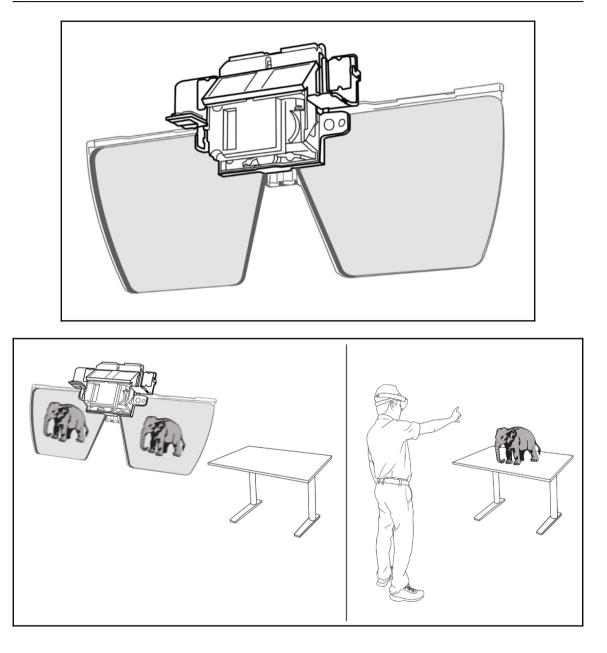


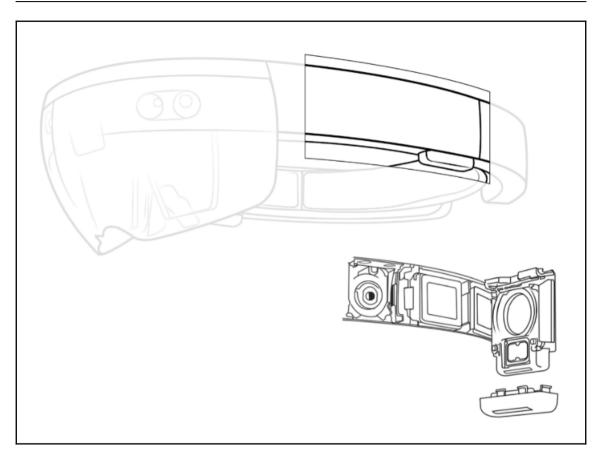


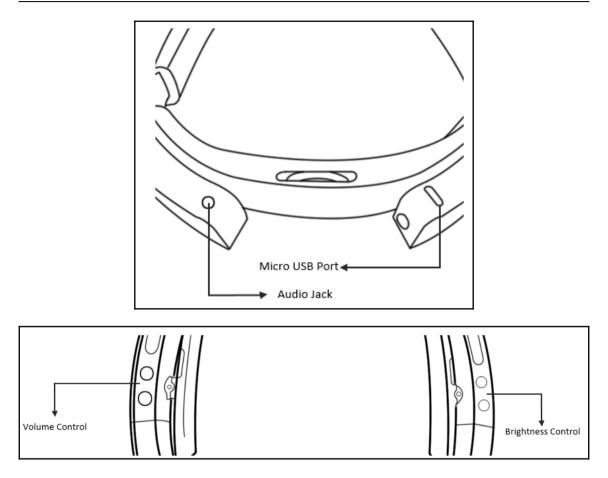


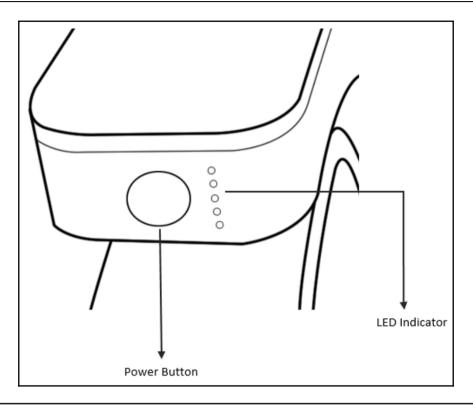


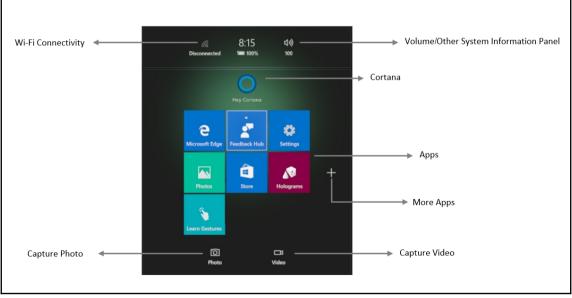
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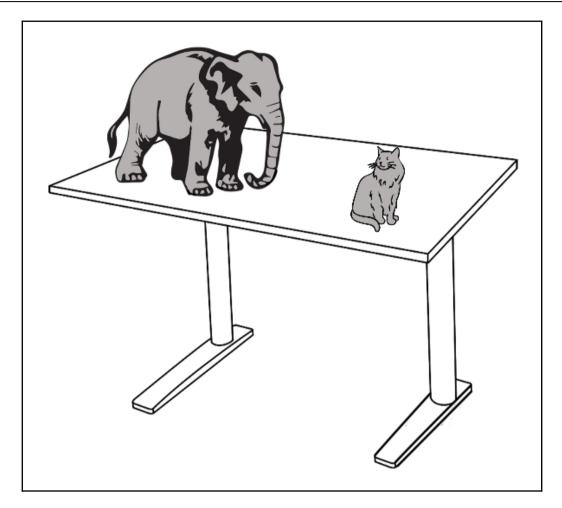


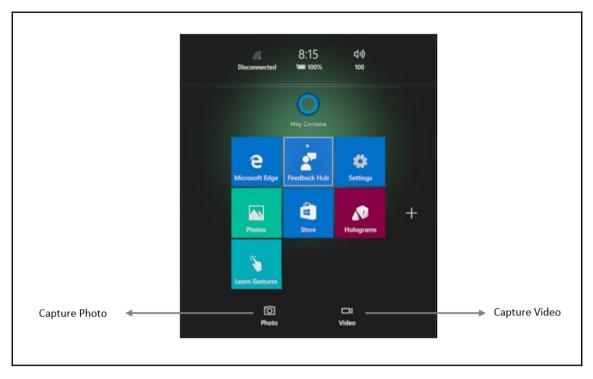


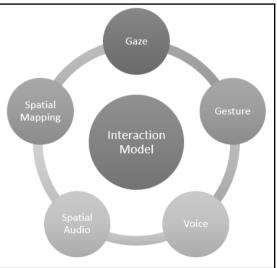


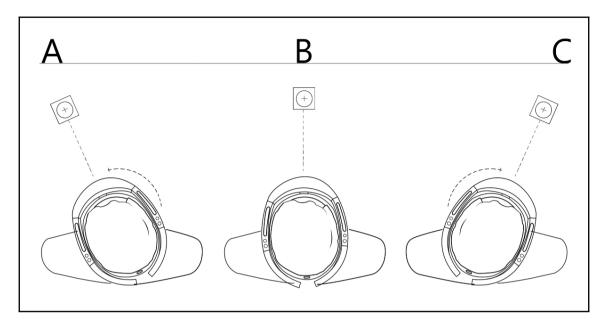




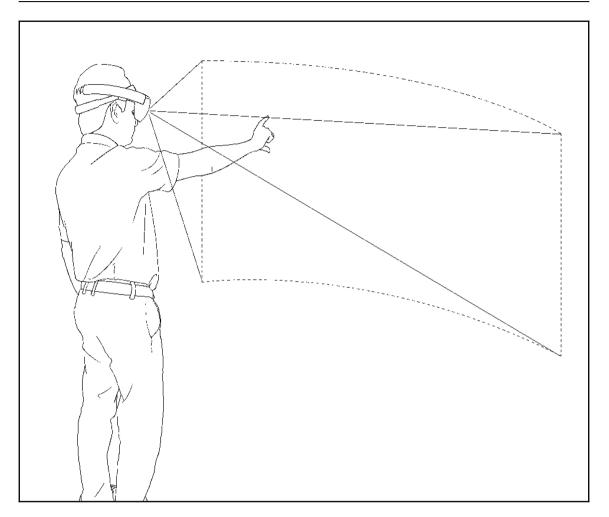


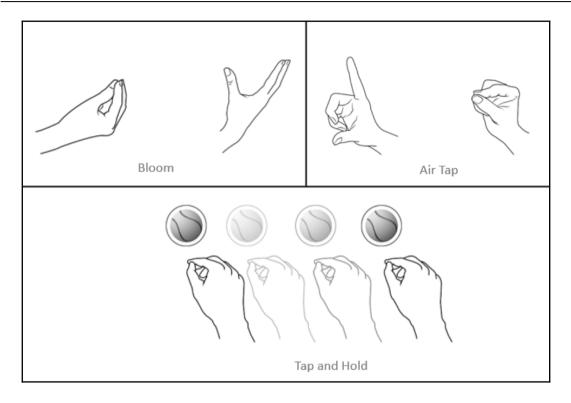


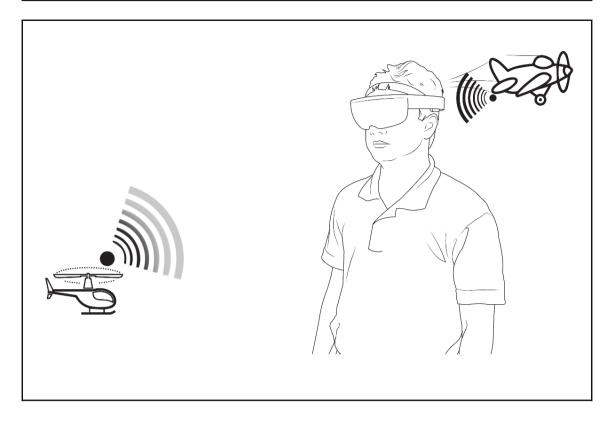




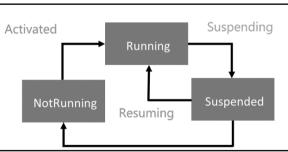
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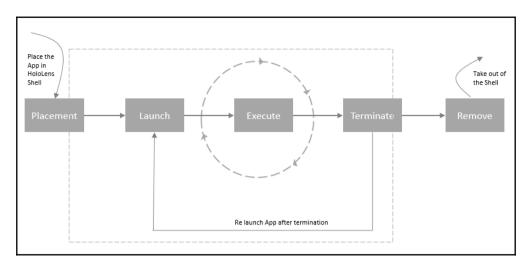


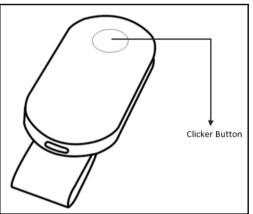


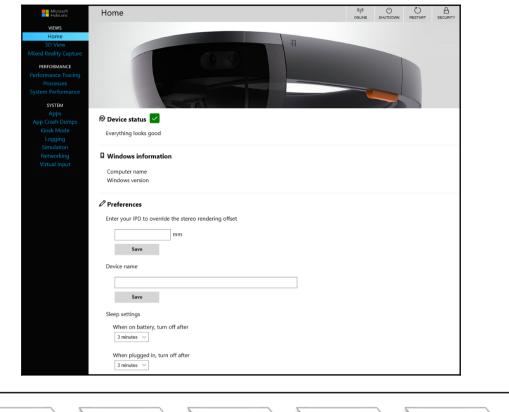




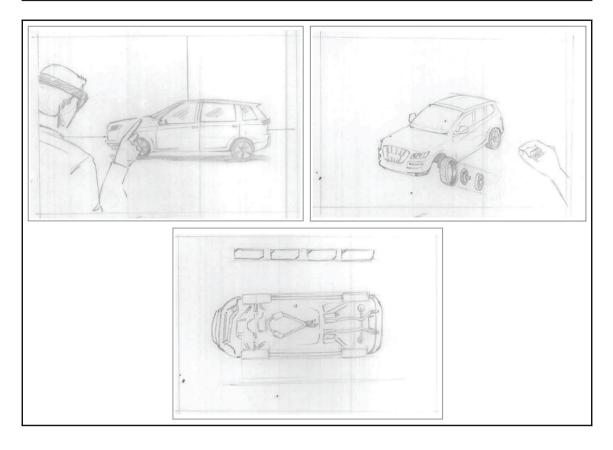




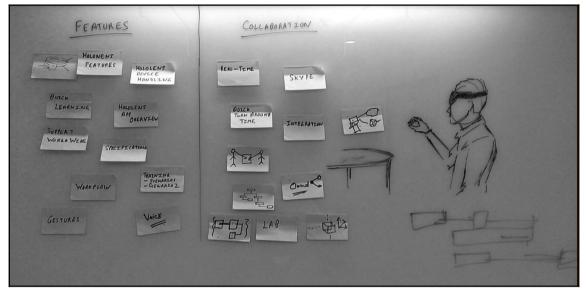


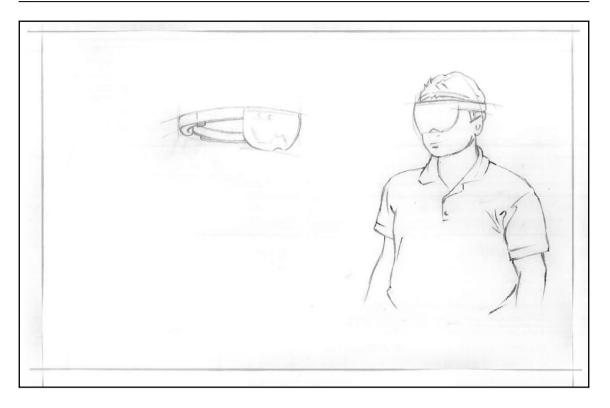


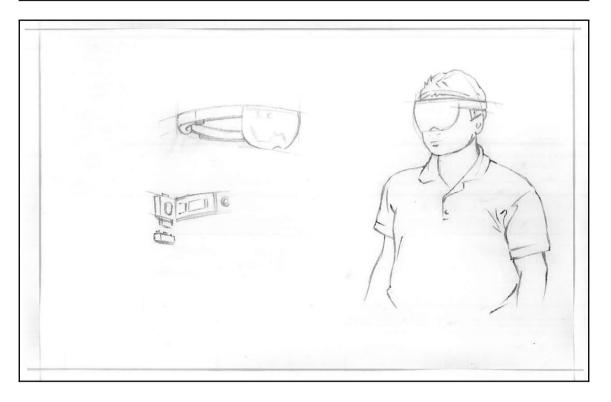
Requirement Envisioning Storyboarding Planning, Design and Prototyping Develop Deploy and Test
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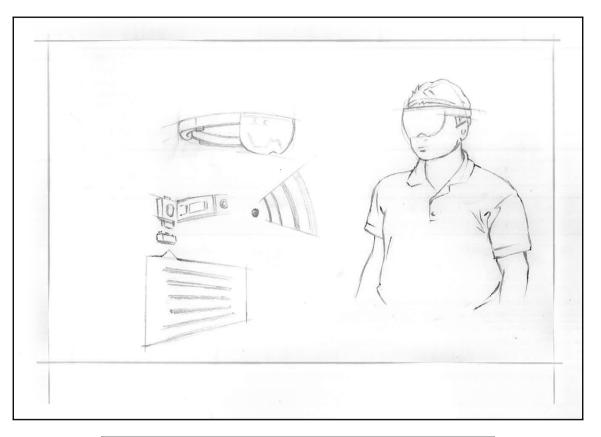


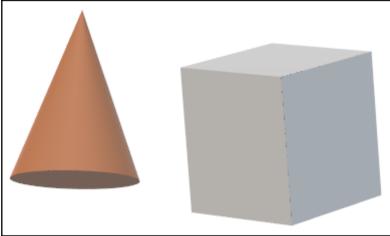
Chapter 3: Explore HoloLens as Hologram -Scenario Identification and Sketching



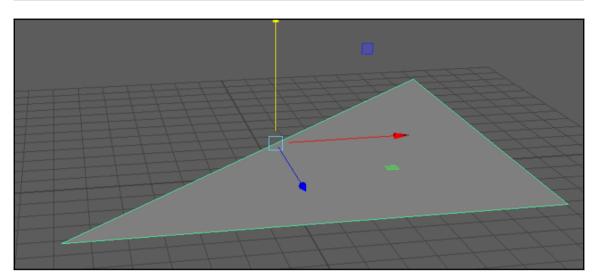


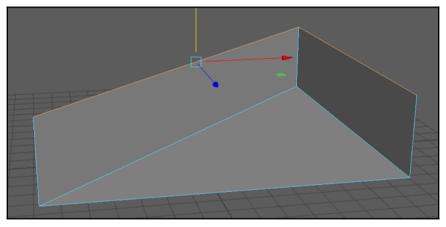


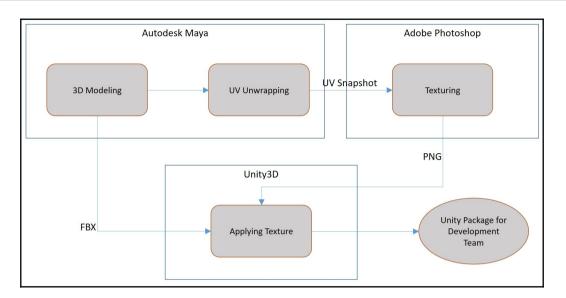


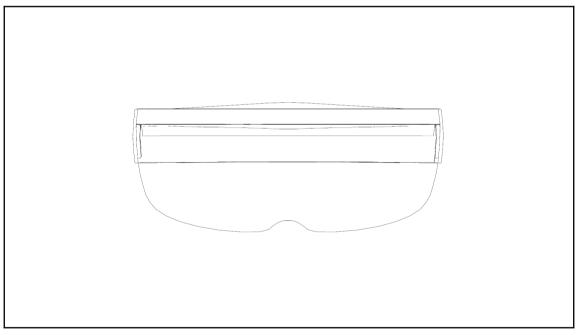


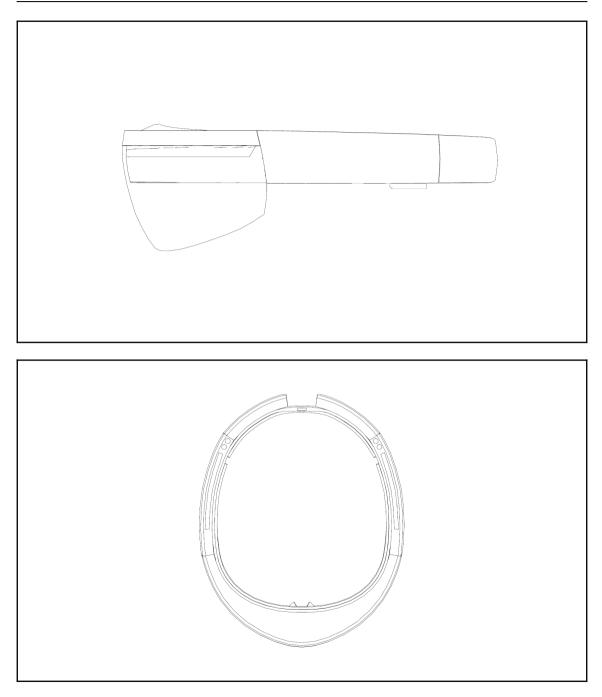






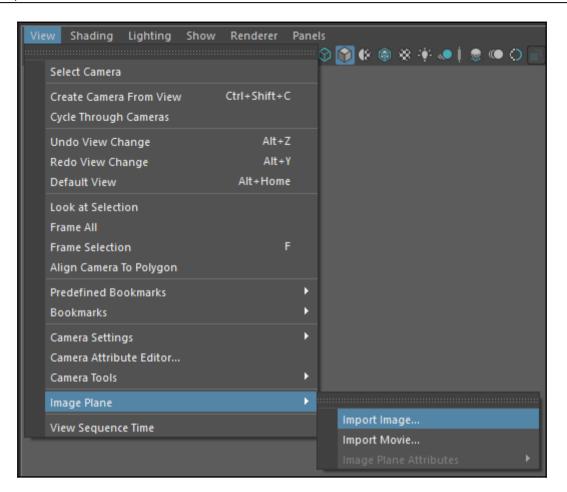


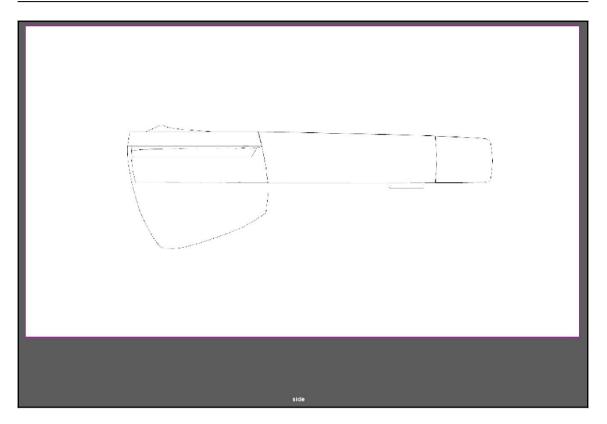




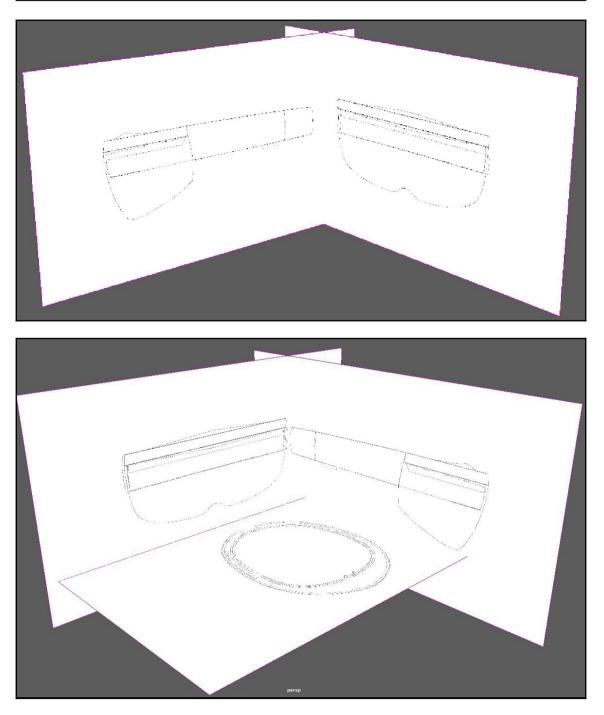
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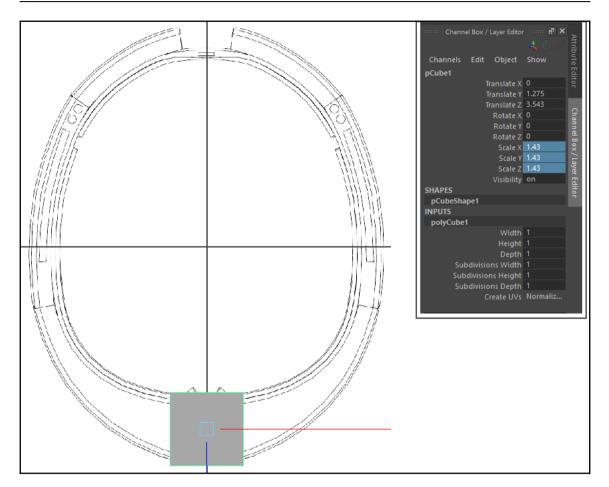
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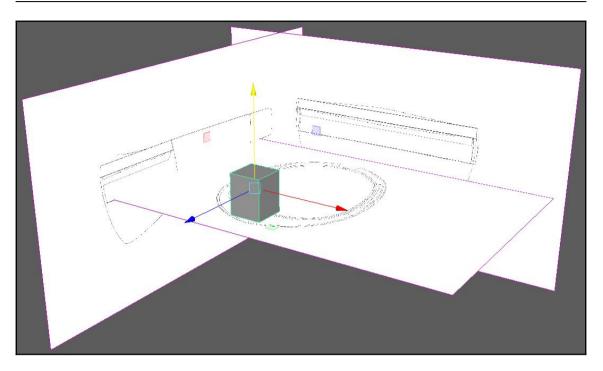


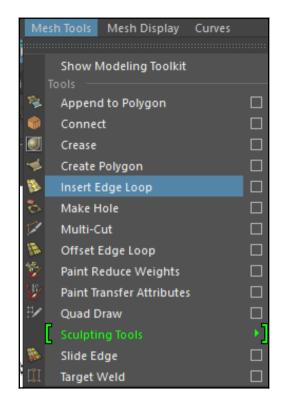


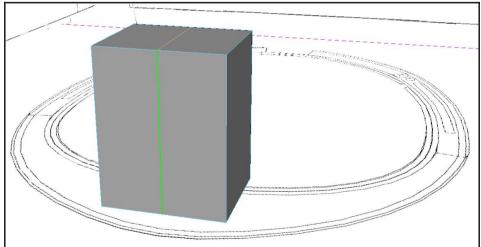


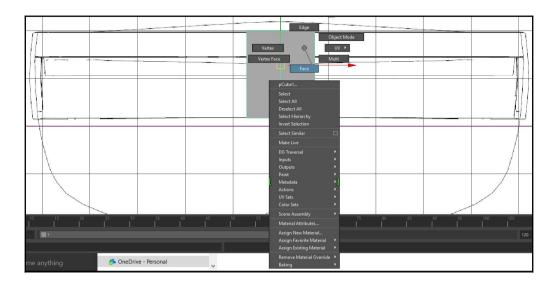






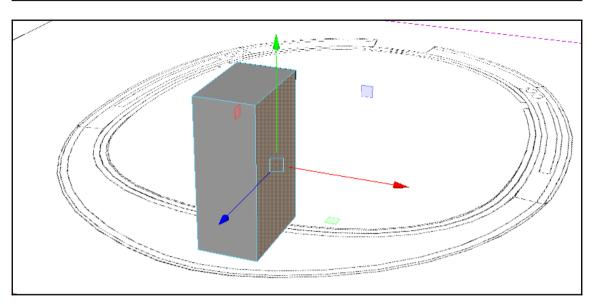


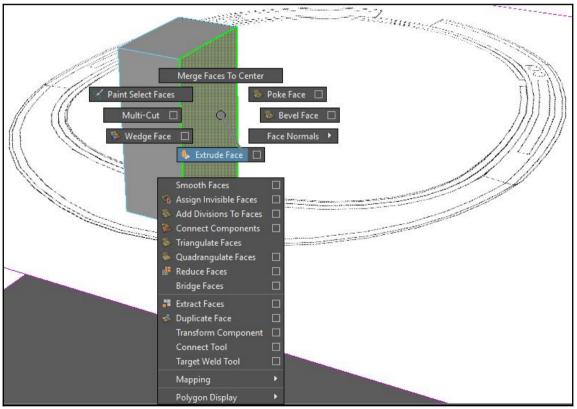




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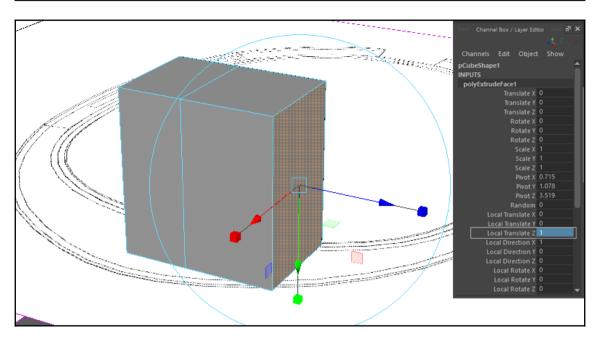


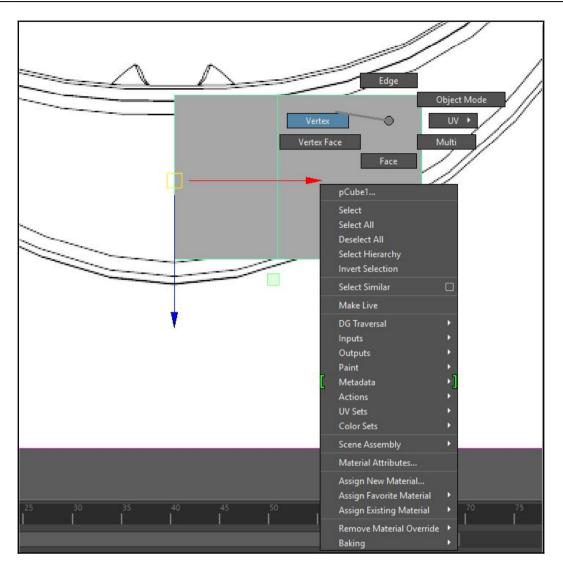


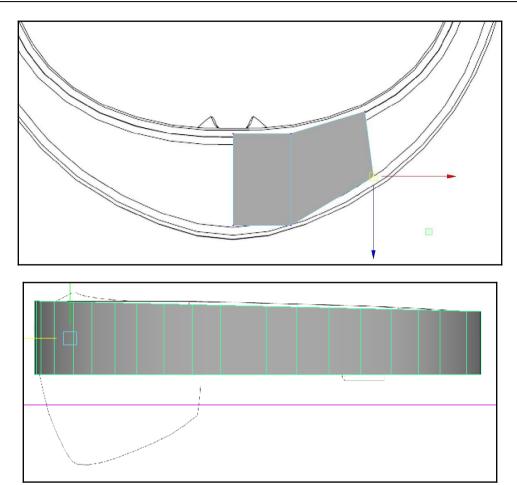


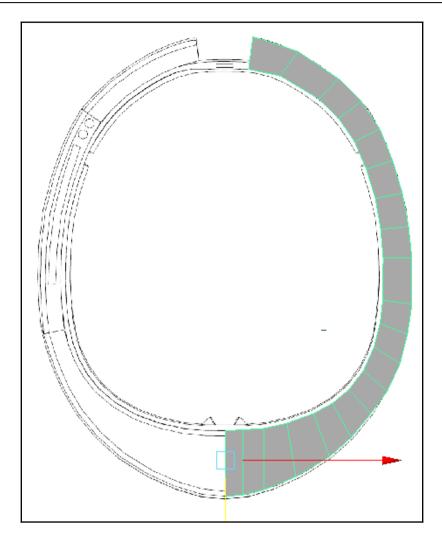
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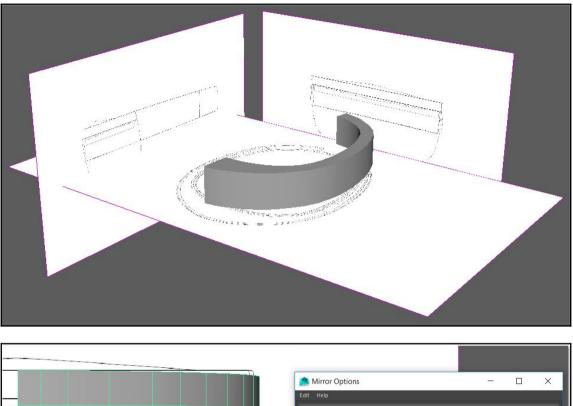


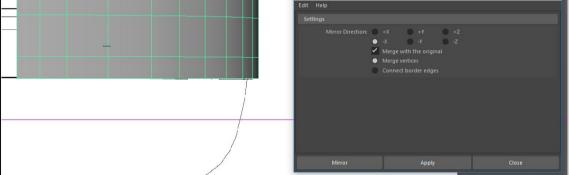


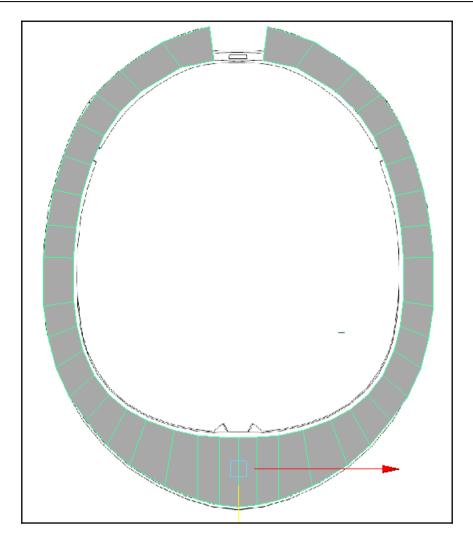


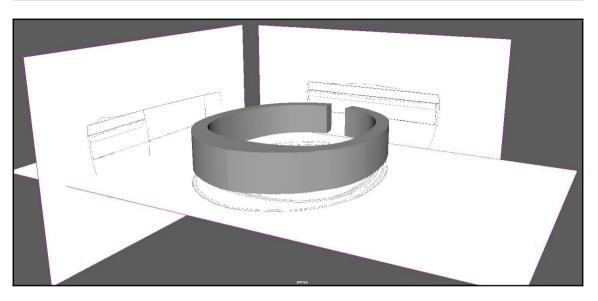


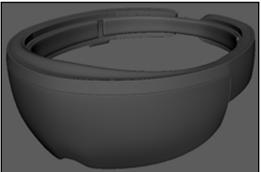


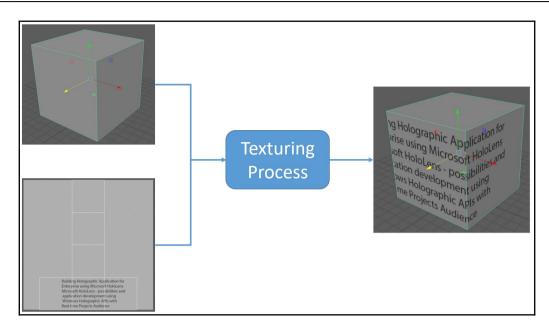


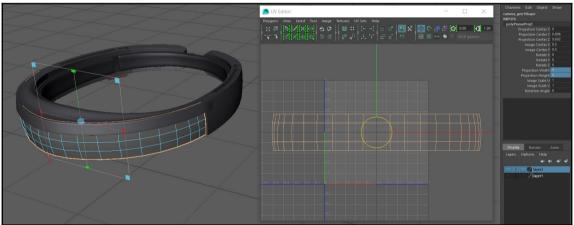


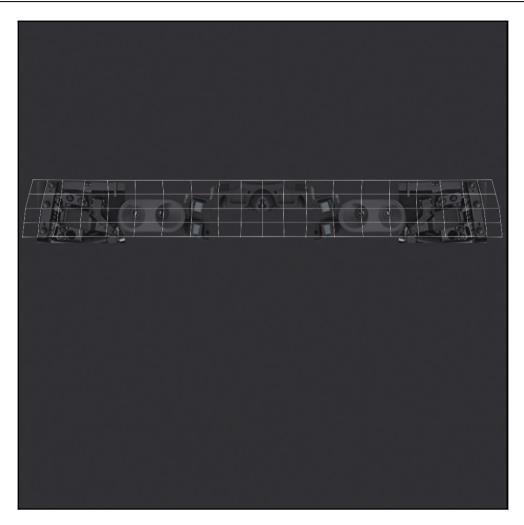


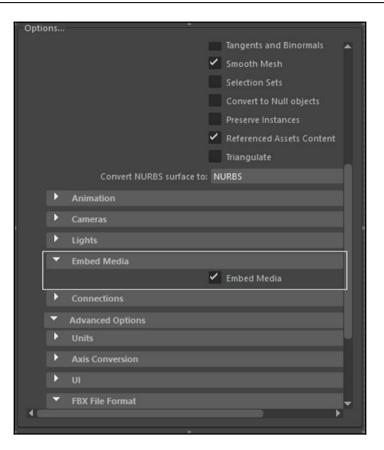






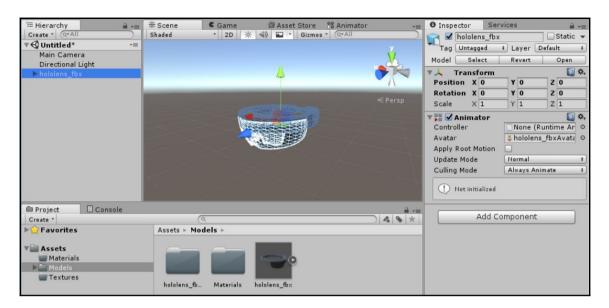


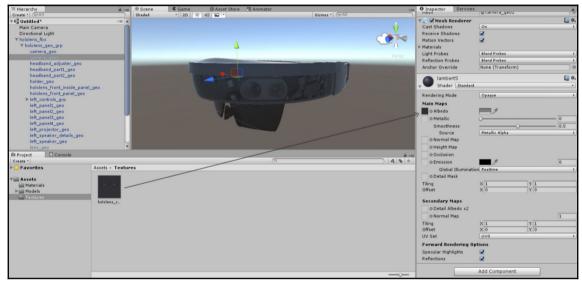




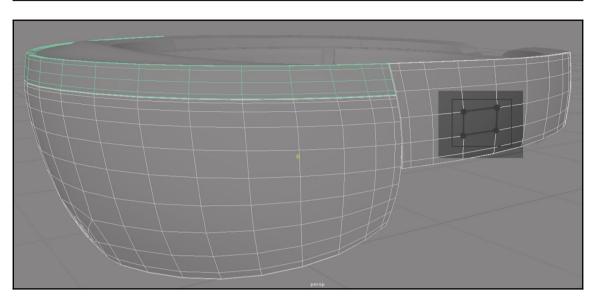
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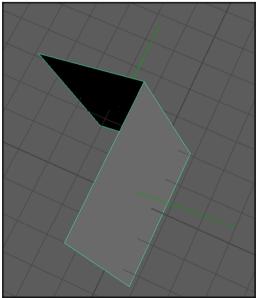
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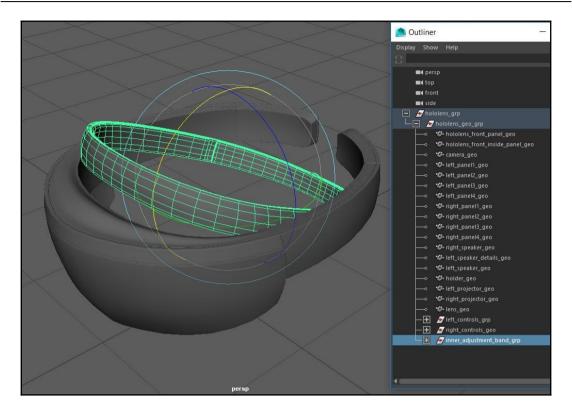






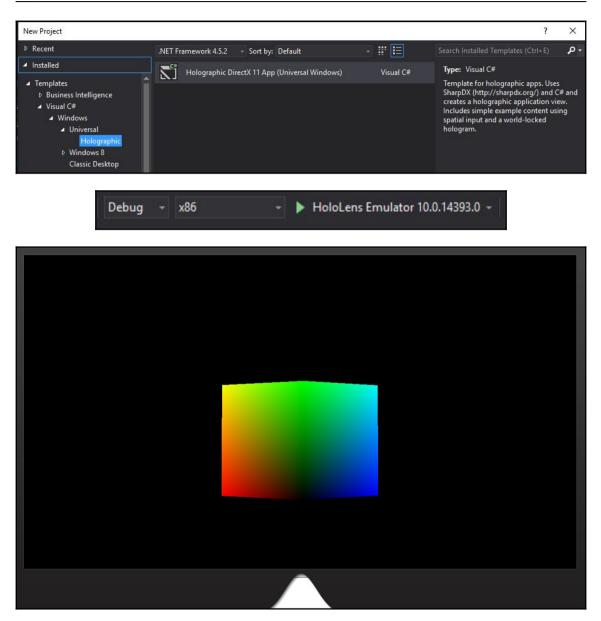


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Chapter 4: Explore HoloLens as Hologram -Developing Application and Deploying on D evice

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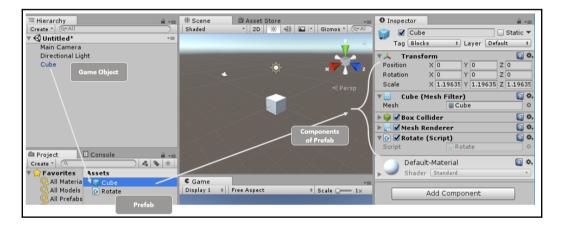
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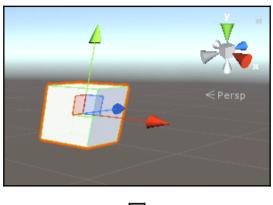


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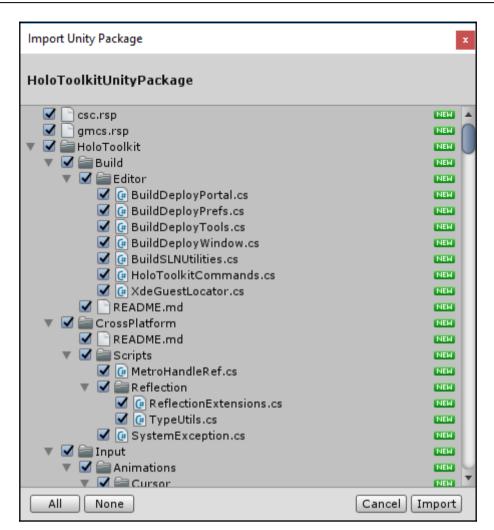
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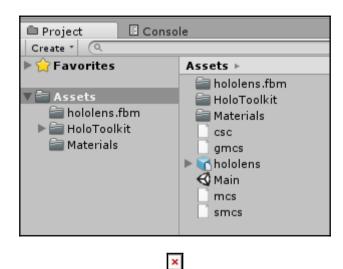
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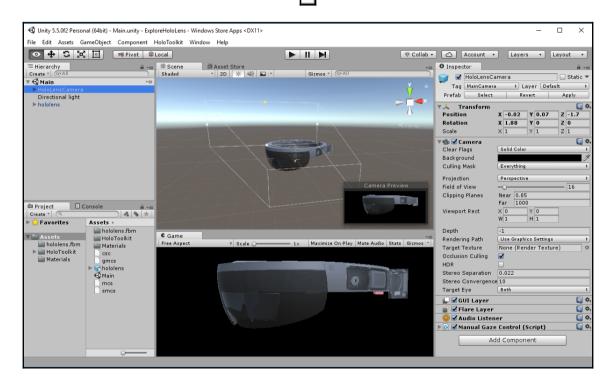
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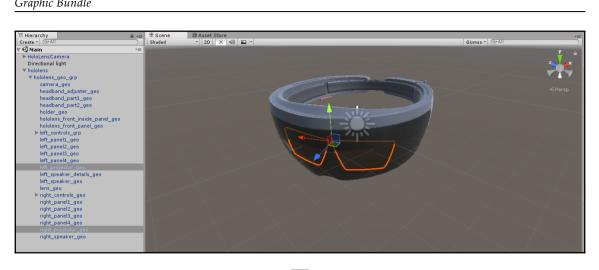
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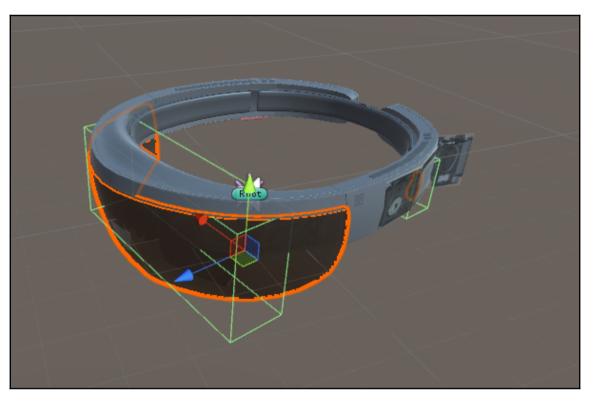


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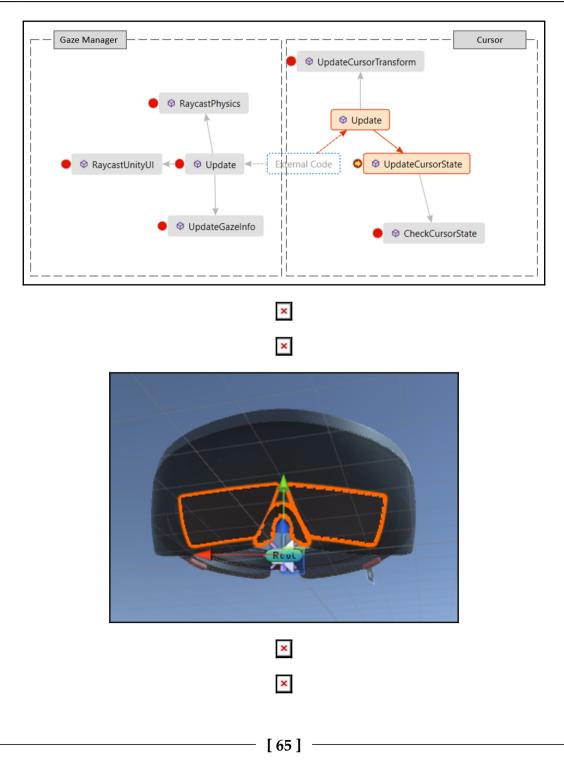






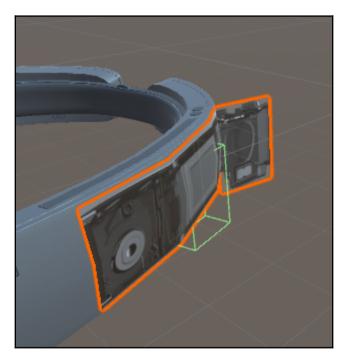




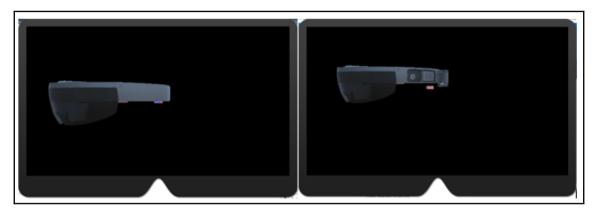




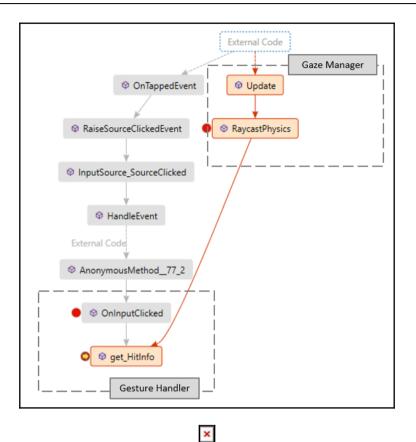


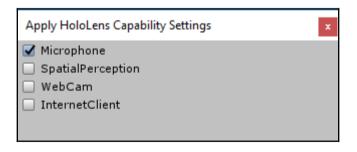


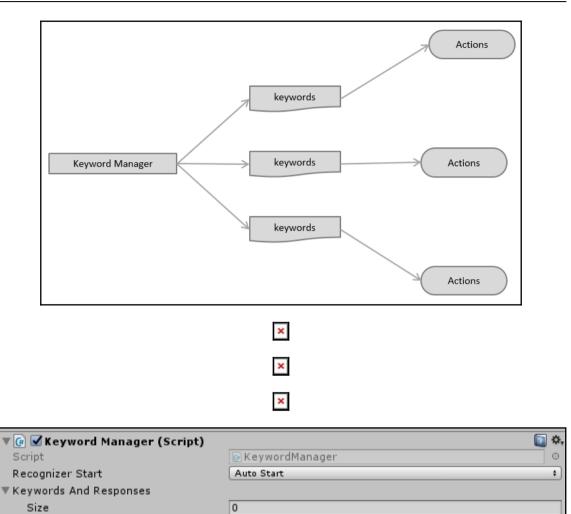
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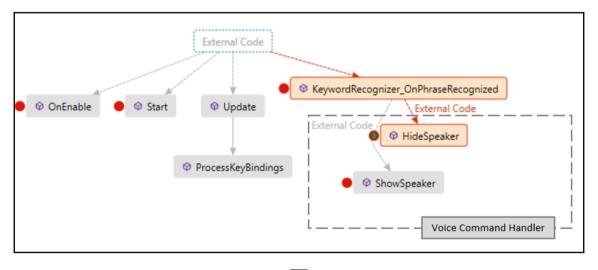
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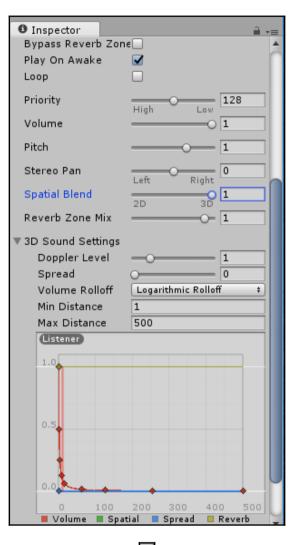
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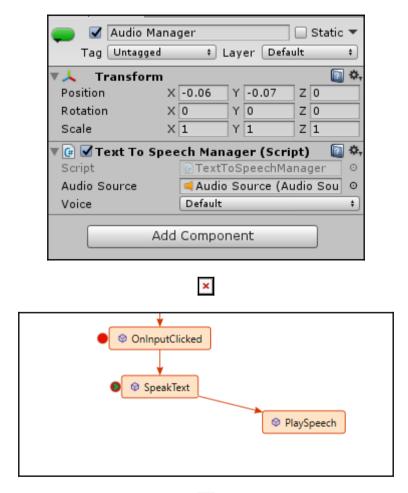
Response ()			
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	🖉 🗹 Keyword Manager (§	Script)	(
Select Object x	Script	₢ KeywordManager	0
	Recognizer Start	Auto Start	+
	Keywords And Responses		
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left_panel1_geo	▼ Show Speaker		
left panel2 geo	Keyword	Show Speaker	
left_panel3_geo	Key Code	None	;
left_panel4_geo	Response ()		
🔤 🚮 left_projector_geo	Runtime Only + No	Function	
22 Caleft_speaker_details_geo	€left_speaker_ge(○		
Mens_geo			+ -

bool enabled		5	4			
string name			-			
bool runInEdit	bool runInEditMode		Show Speaker			
string tag			None			+
bool useGUILa	yout					
BroadcastMess	age (string)	_	unction			÷
Cancellnvoke (string)	~	No Function			_
Cancellnvoke ()		GameObject	>	+	-
HideSpeaker ()			Transform	>		
SendMessage ((string)		MeshFilter	>		+
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ShowSpeaker ()		BoxCollider	>		÷
StopAllCorouti	nes ()		SpeakerGestureHandler	>		
StopCoroutine	(string)		VoiceCommandHandler	>	+	-



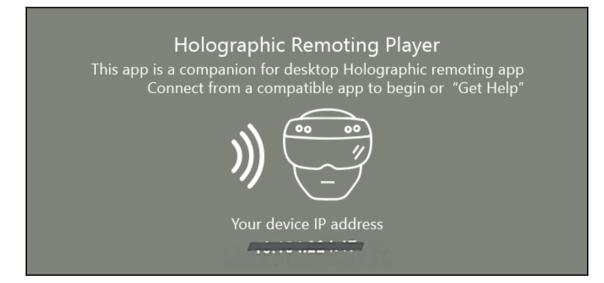


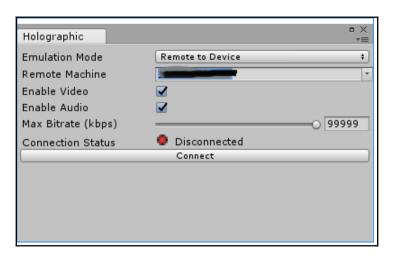


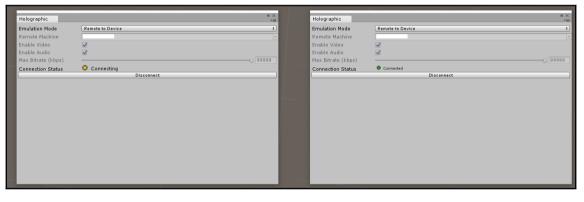
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SLN			
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	Open SLN	Build Visual Stu	dio SLN
		Build SLN, Build APPX	(, then Install
APPX			
MSBuild Version	14.0		
Build Configuration	Debug		
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Deploy			
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	Launch	Application	
	View	Log File	
	Uninstall	Application	

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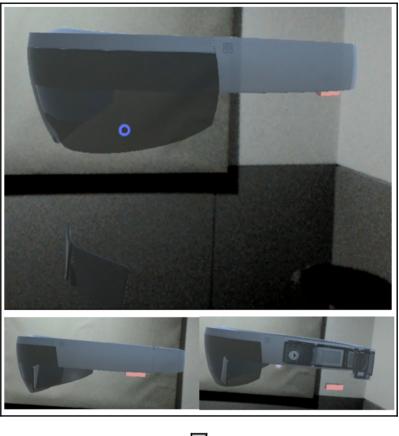
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Apps App Crash Dumps		▲ PID	NAME	VERSION	PUBLISHER	PACKAGE FULL NAME	USER NAME			
File Explorer	\times		Microsoft.Windows.Cortana	1.7.0.14393	CN=Microsoft Windows,	Microsoft.Windows.Cortana_1.7				
Logging	\times	2940	HoloShell	1.1.0.0	CN=Microsoft Windows,	HoloShell_1.1.0.0_neutralcw5n	·····			
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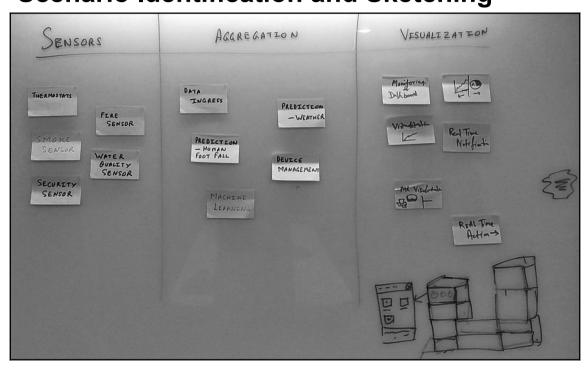


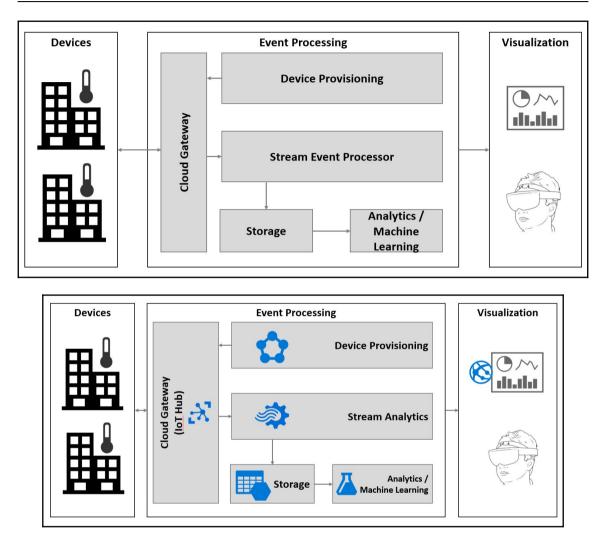
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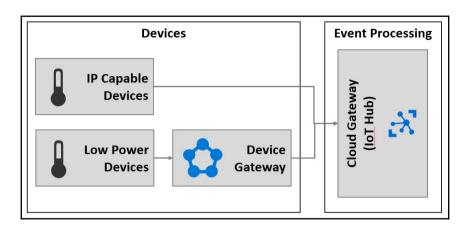


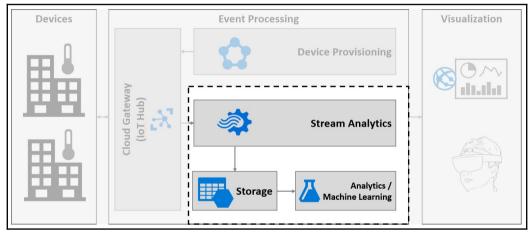


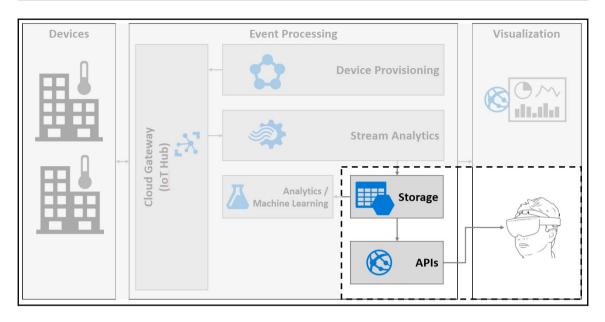
Chapter 5: Remote Monitoring of Smart Building(s) Usin g HoloLens -Scenario Identification and Sketching

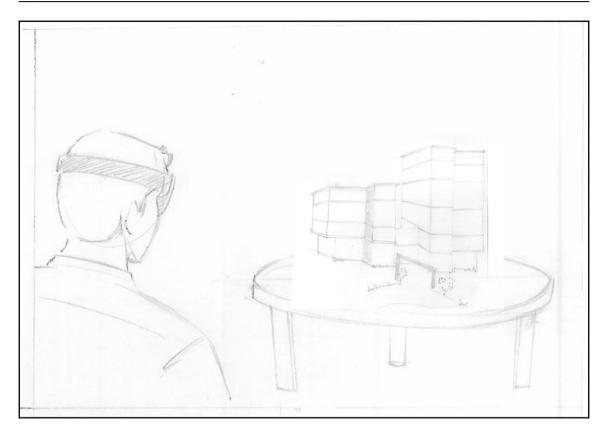


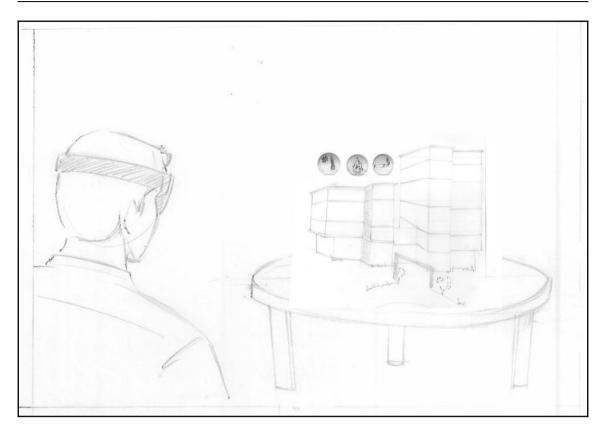


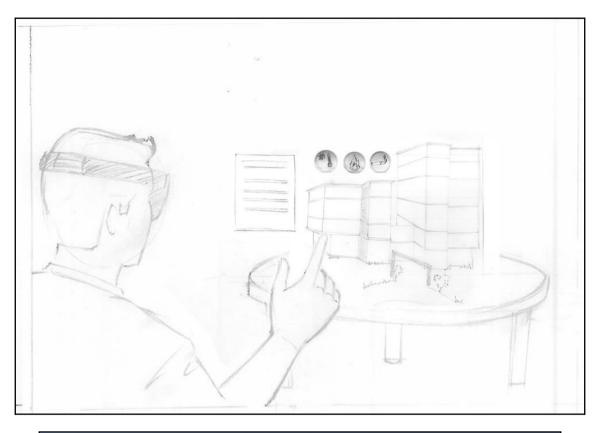


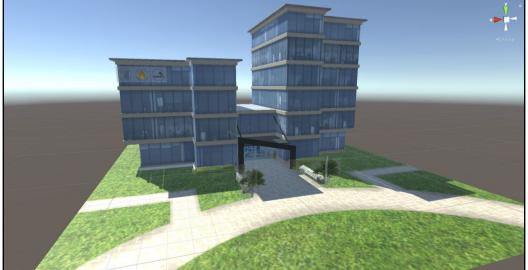












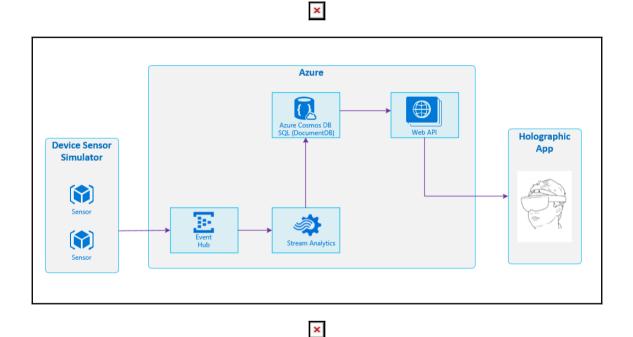
▼ office_building_fbx
assembly_point_grp
entrance_grp
▶ ground_grp
▼icons_grp
fire_off
fire_on
smoke_off
smoke_on
temperature_off
temperature_on
▼l_wing_grp
l_wing_fifth_floor_glass
l_wing_fifth_floor_wall
l_wing_fourth_floor_glass
l_wing_fourth_floor_wall
l_wing_frist_floor_glass
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l_wing_ground_floor_glass
l_wing_ground_floor_wall
l_wing_roof
l_wing_second_floor_glass
l_wing_second_floor_wall
l_wing_third_floor_glass
l_wing_third_floor_wall
l_wing_top_wall
▶ lobby_grp
▶ r_wing_grp

office_building_fbx
 entrance_grp
 ground_grp
 icons_grp
 fire_off
 fire_off
 smoke_off
 smoke_on
 temperature_off
 temperature_off
 l_wing_grp
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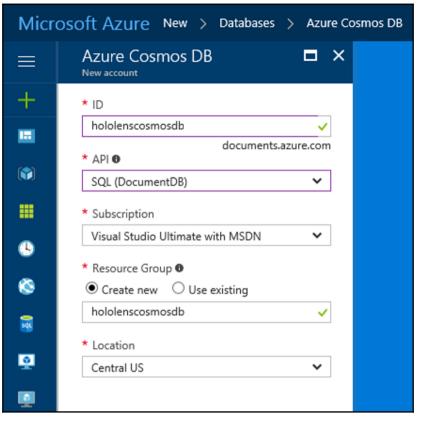


Chapter 6: Remote Monitoring of Smart Building(s) Usin g HoloLens -

Developing Application and Deploying on D evice



Micr	osoft Azure All resources > holoblueprintsensoreventhub - Shared access policies > Policy: all
≡	Policy: all
+	🕞 Save changes 🗙 Discard changes 👌 Regen prim key 👌 Regen sec key 🛛 🚥 More
	Policy name all
	Claim
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×	
<u>.</u>	
1	CONNECTION STRING -PRIMARY KEY
Ŷ	CONNECTION STRING -SECONDARY KEY





hololenscosmosdb - Keys Azure Cosmos DB account	
Search (Ctri+/)	Read-write Keys Read-only Keys
🐲 Overview	URI
Activity log	
Access control (IAM)	PRIMARY KEY
🛷 Tags	SECONDARY KEY
✗ Diagnose and solve problems	
📣 Quick start	PRIMARY CONNECTION STRING
Data Explorer (Preview)	

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🔅 Test	🐺 Sample Data	🛅 Delete	
* Import o	option		
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Output details		×
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🔚 Save 🛯 Discard 🕸 Test	
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→ Outputs (1) → holoprintsadocument →	<pre>3 INTO 4 holoprintsadocument 5 FROM 6 holoprintsainput</pre>
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Select a template: ASP.NET 4.5.2 Templates Empty Web Forms MVC Web API Single Page Azure API App Azure Mobile Service	Microsoft Azure API Apps provide a rich platform for hosting REST APIs, as well as an API Marketplace in which you can publish your APIs so customers can find them and easily consume them from their own mobile, web, or desktop apps, or used as dependencies in their own API Apps. Learn more
	Change Authentication Authentication: No Authentication
Add folders and core references for:	 Microsoft Azure Host in the cloud App Service
Add unit tests Iest project name: WebApplication5.Tests	
	OK Cancel
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[91] ·	

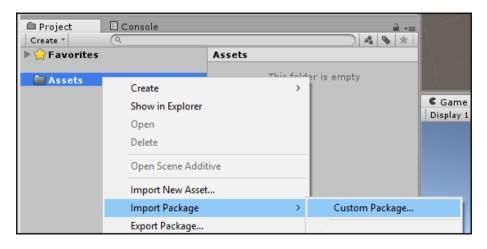
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r i		Scope to This			

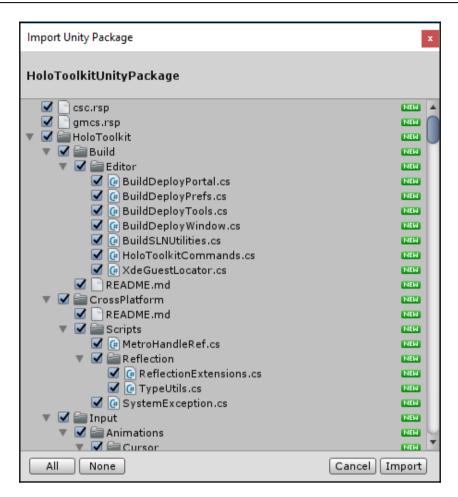
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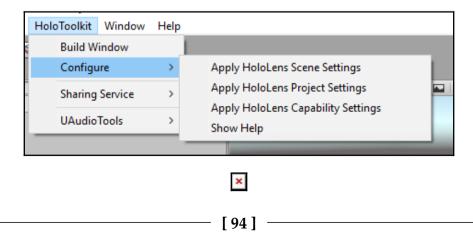
Publish		?	×
Publish			
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Connection	Select a publish target		
Settings	🖶 Microsoft Azure App Service		
Preview	<u>Import</u>		
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◀ Unity 5.5.0f2				×
Projects	Getting started		MY ACCOUNT	
1	Project name* RemoteMonitoring Location* D:\Book\Projects\Project-02 Organization*	 3D 2D Add Asset Package M Enable Unity Analytics (?) Cancel 		



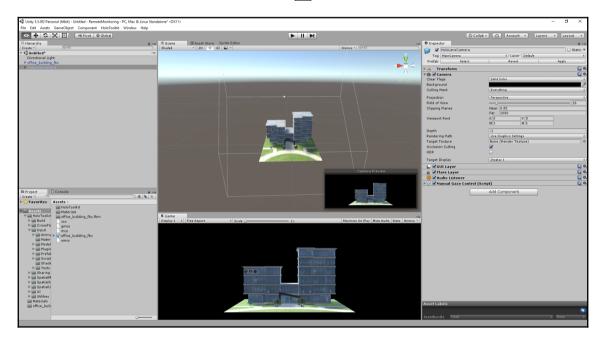




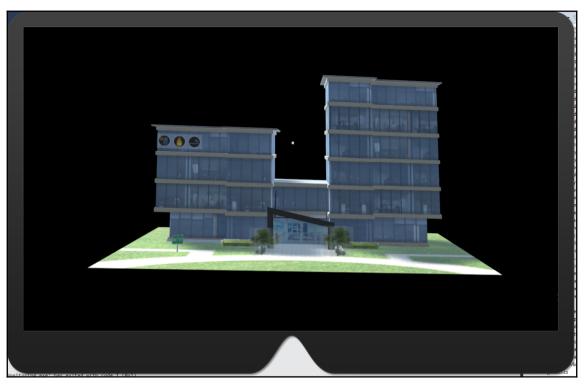


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▶ ☆ Favorites ▼ 🚔 Assets	Assets ► HoloToolkit Materials
▶ 🚔 HoloToolkit ऒ Materials ऒ office_building_fbx.fbm	<pre>office_building_fbx.fbm csc gmcs mcs</pre>
	office_building_fbx smcs





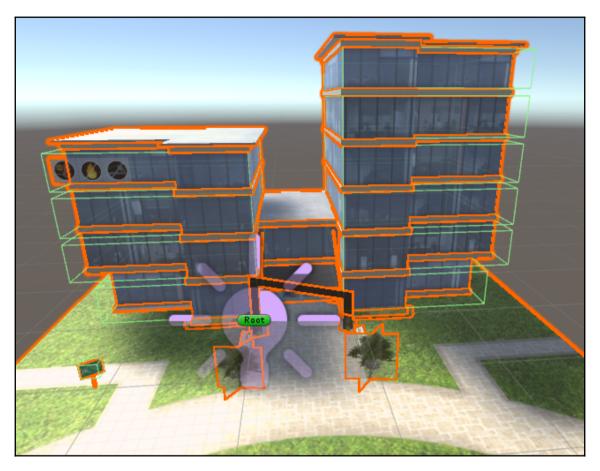






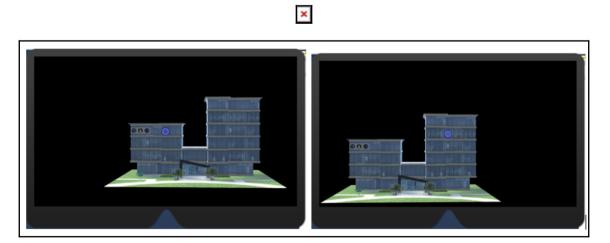
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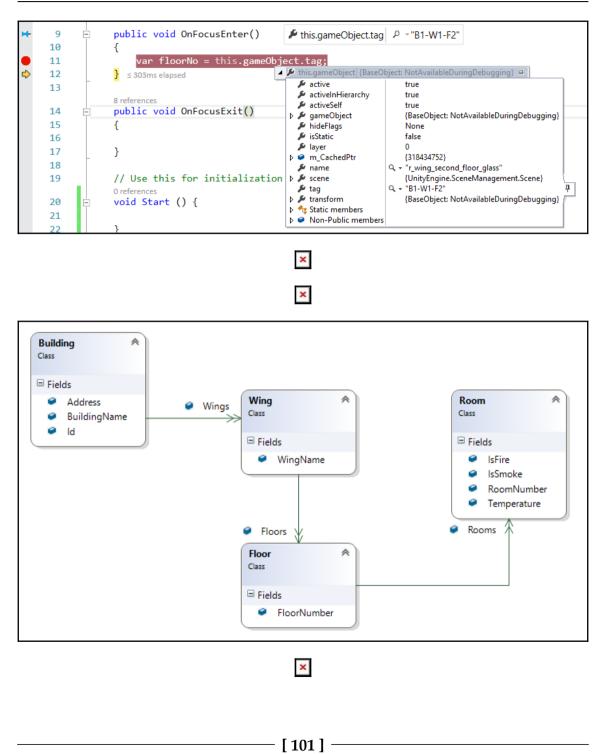


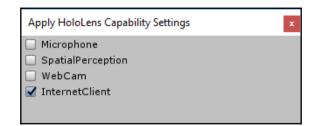


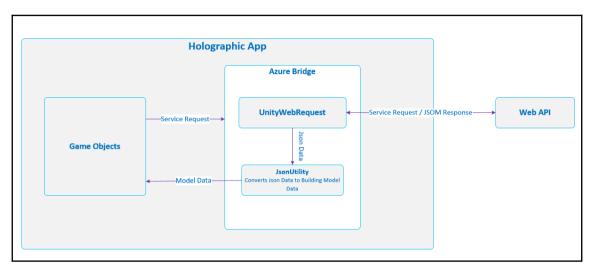
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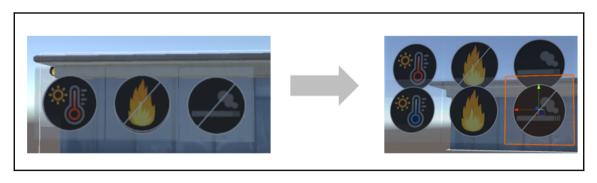
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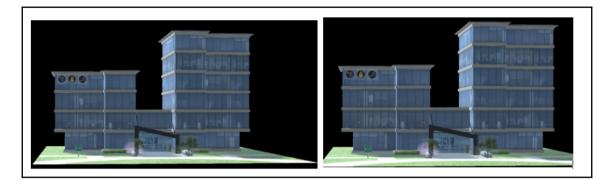


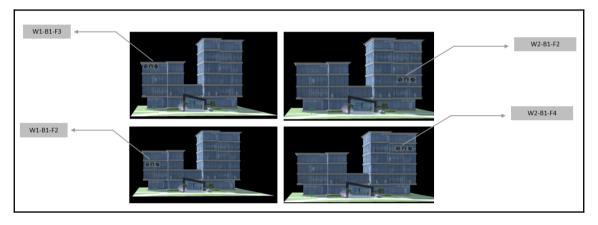


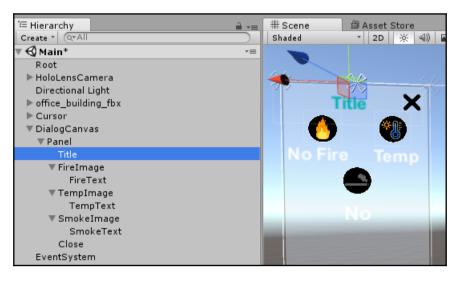










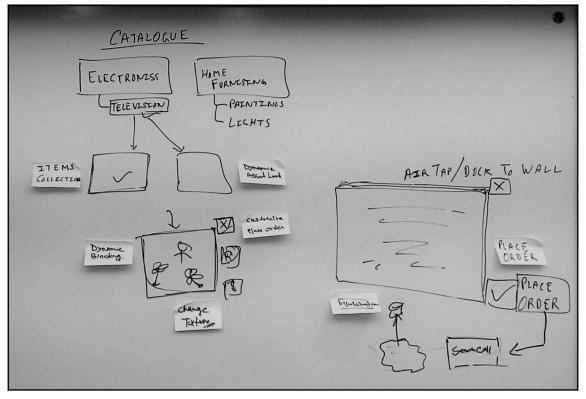


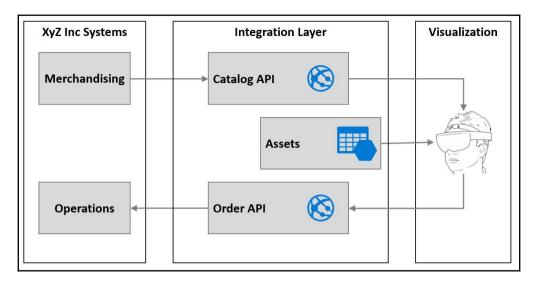
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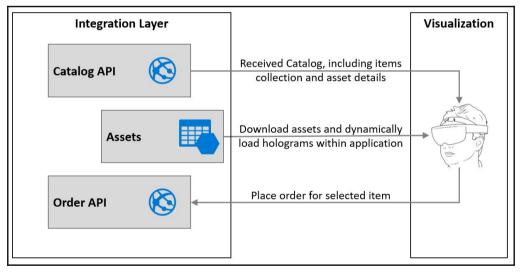


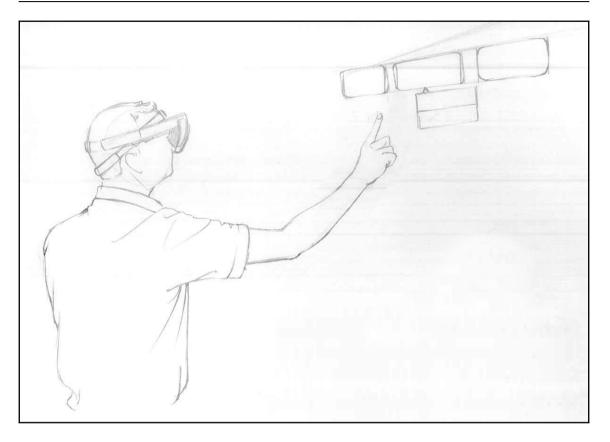


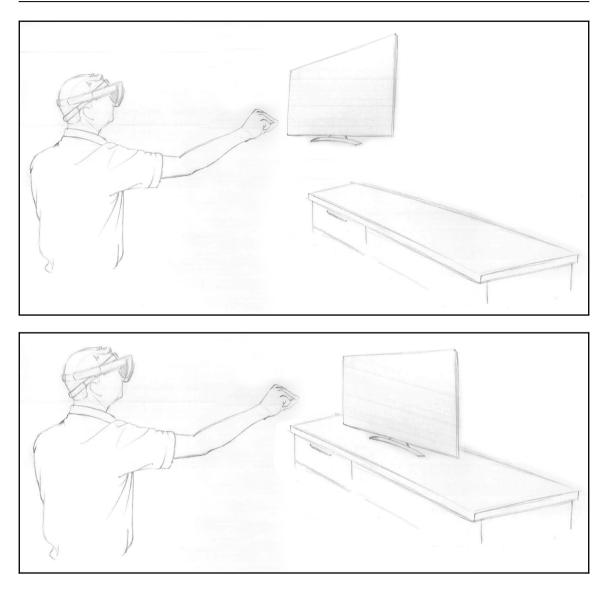
Chapter 7: Build End-to-End Retail Solution -Scenario Identification and Sketching

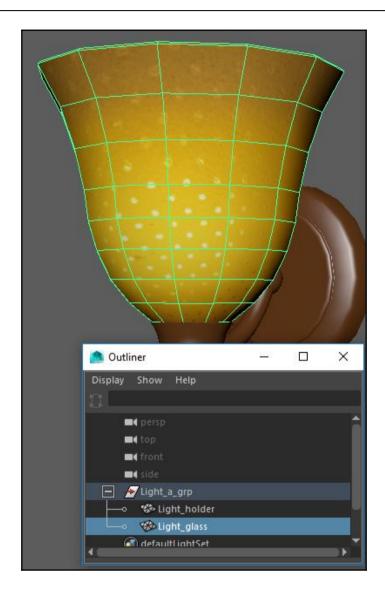




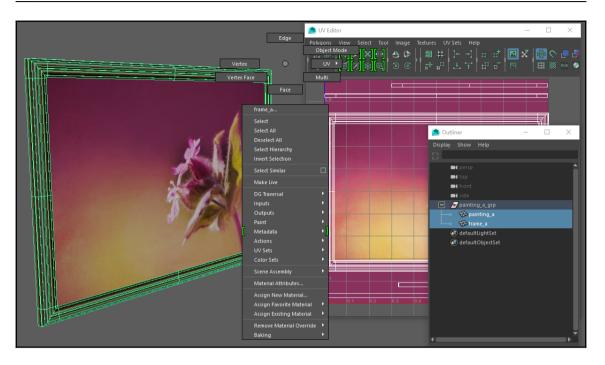




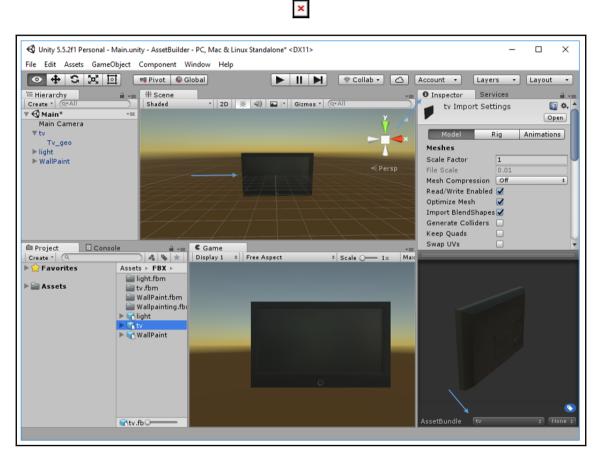


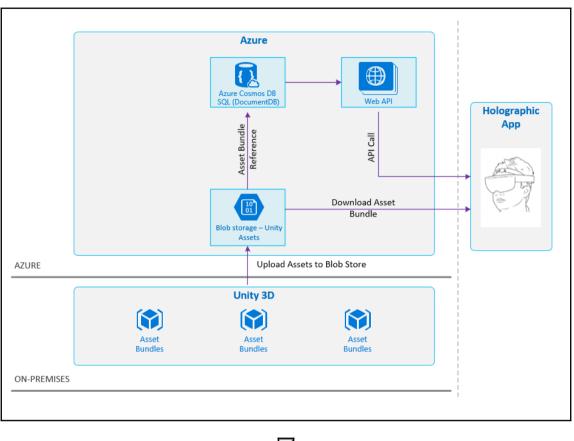


Graphic Bundle

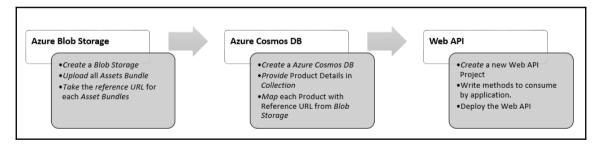


Chapter 8: Build End-to-End Retail Scenario -Developing Application and Deploying on D evice



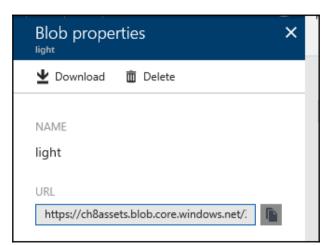






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	Read-write Keys Read-only Keys	
🐲 Overview		
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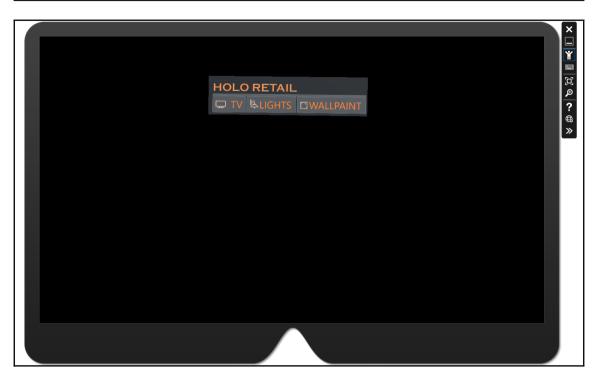
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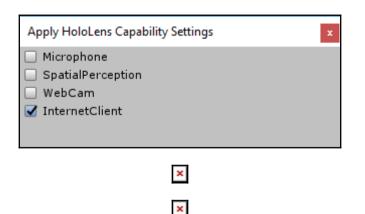
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Light_geo	
Tv_geo	
Wallpainting_geo	

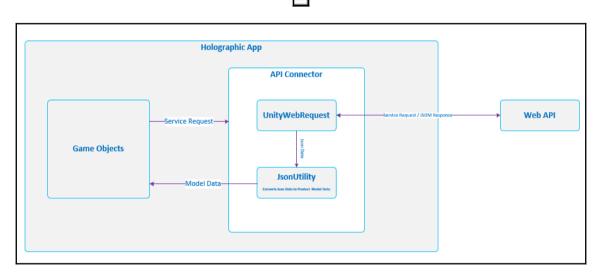
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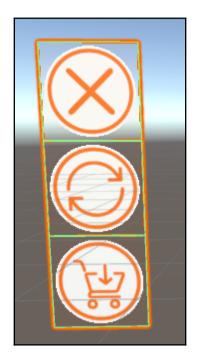




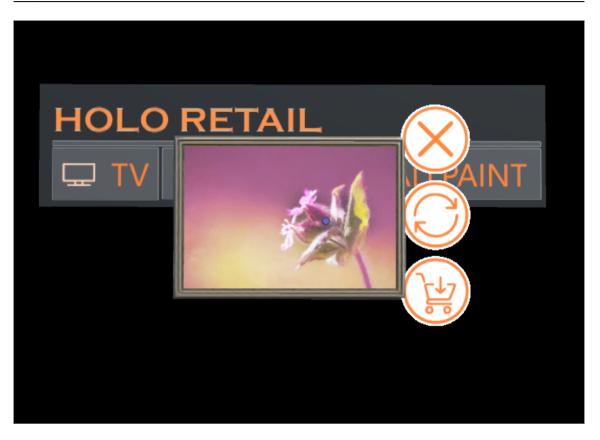










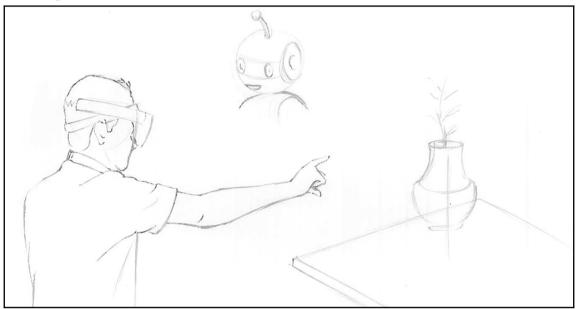




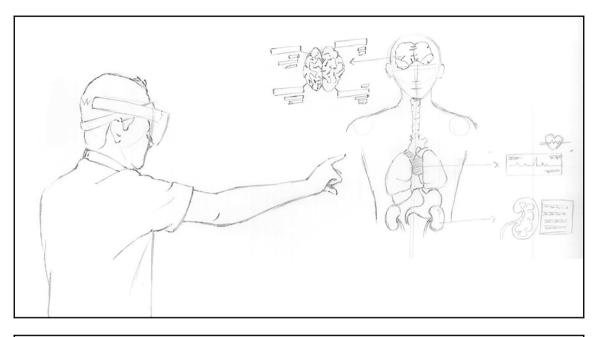


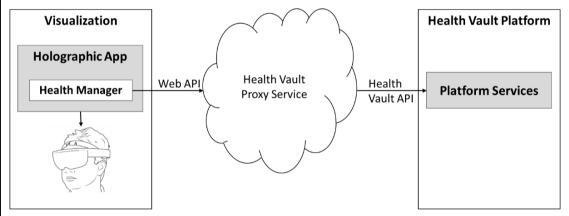


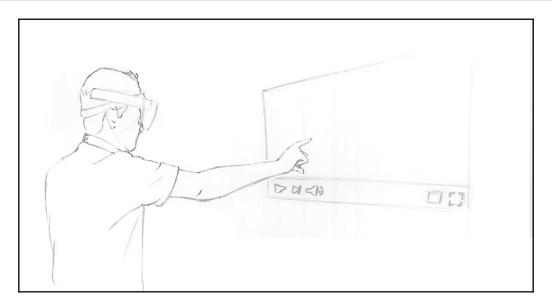
Chapter 9: Possibilities

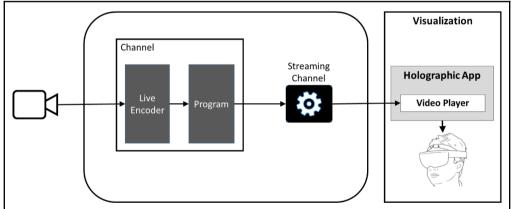


Visualization	Microsoft Bot Framework
Holographic App	
Bot Manager	→ Direct Line API







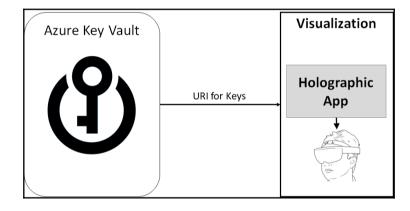


	Media service CREATE MEDIA SERVICE ACCOUNT							
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Live streaming	

Graphic Bundle

Holostreamingchan	nel		∎ ×			∎ ×
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PREVIEW URL				ARCHIVE WINDOW	8 Hours	
INGEST URL (PRIMARY)	rtmp://l			ASSET NAME	holostreaming channel-default-1491629298545	
INGEST URL (SECONDARY)	rtmp://			Locators		
Live events				LOCATOR TYPE U	JRL	
NAME STATUS	ASSET	ARCHIVE WINDOW	PUBLISHED	Streaming	http://ł	
default 🗸 Running		8 Hours	۲			



Chapter 10: Microsoft HoloLens in Enterprise

Feature	Commercial Edition	Development Edition
Mobile Device Management (MDM)	✓	✓
Windows Business Store	✓	
Enterprise WiFi access (based on certificate)	✓	
Identity – Login with Azure Active Directory	✓	✓
Identity–Login with Microsoft Account	✓	✓
Data Security – Device Encryption (BitLocker)	✓	
Virtual Private Network (VPN)	✓	

