

Develop Microsoft HoloLens Apps Now

This is the first book to describe the Microsoft HoloLens wearable augmented reality device and provide step-by-step instructions on how developers can use the HoloLens SDK to create Windows 10 applications that merge holographic virtual reality with the wearer's actual environment.

Best-selling author Allen G. Taylor explains how to develop and deliver HoloLens applications via Microsoft's ecosystem for third party apps. Readers will also learn how HoloLens differs from other virtual and augmented reality devices and how to create compelling applications to fully utilize its capabilities.

What You Will Learn:

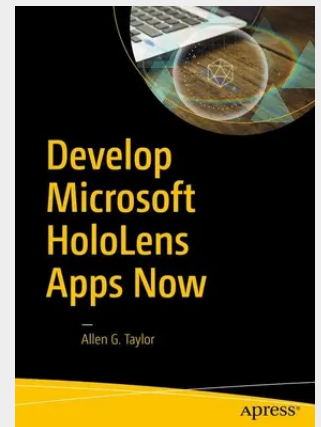
- The features and capabilities of HoloLens
- How to build a simple Windows 10 app optimized for HoloLens
- The tools and resources contained in the HoloLens SDK
- How to build several HoloLens apps, using the SDK tools

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