

HOLOLENS MIXED REALITY

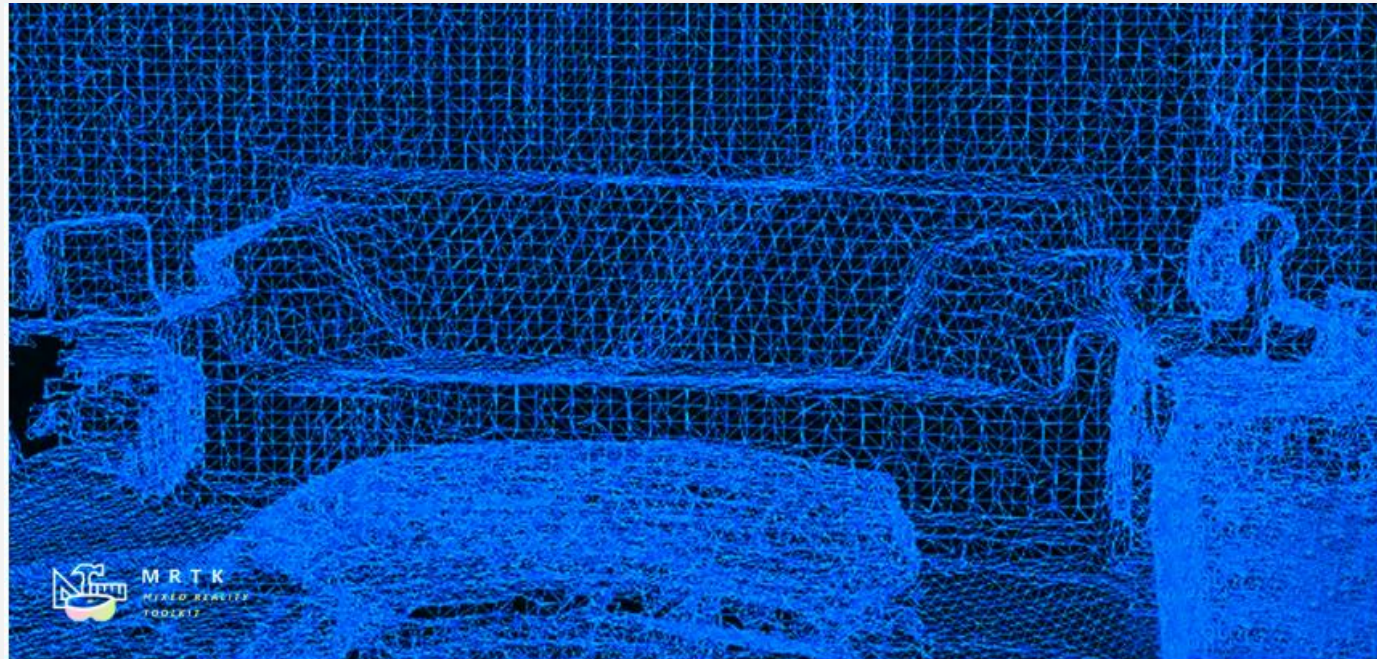
Corso Realtà Virtuale 2024/2025

eleonora.chitti@unimi.it



Hololens Spatial Awareness

- The Spatial Awareness system provides real-world environmental awareness in mixed reality applications. On Microsoft HoloLens, Spatial Awareness provided a collection of meshes, representing the geometry of the environment, which allowed for compelling interactions between holograms and the real-world



Hololens (1st gen)

Microsoft HoloLens is the first head mounted (holographic) MR device running Windows 10 (released in 2016).

It is completely unattached – no wires, phones, or connection to a PC needed.

Microsoft HoloLens allows user to pin holograms in the physical environment and provides a new way to see his world.

Microsoft HoloLens support augmented reality.

It supports:

- Gaze tracking
- Voice support
- Hand gestures



<https://docs.microsoft.com/it-it/hololens/hololens1-hardware>



Hololens (1st gen)

Display

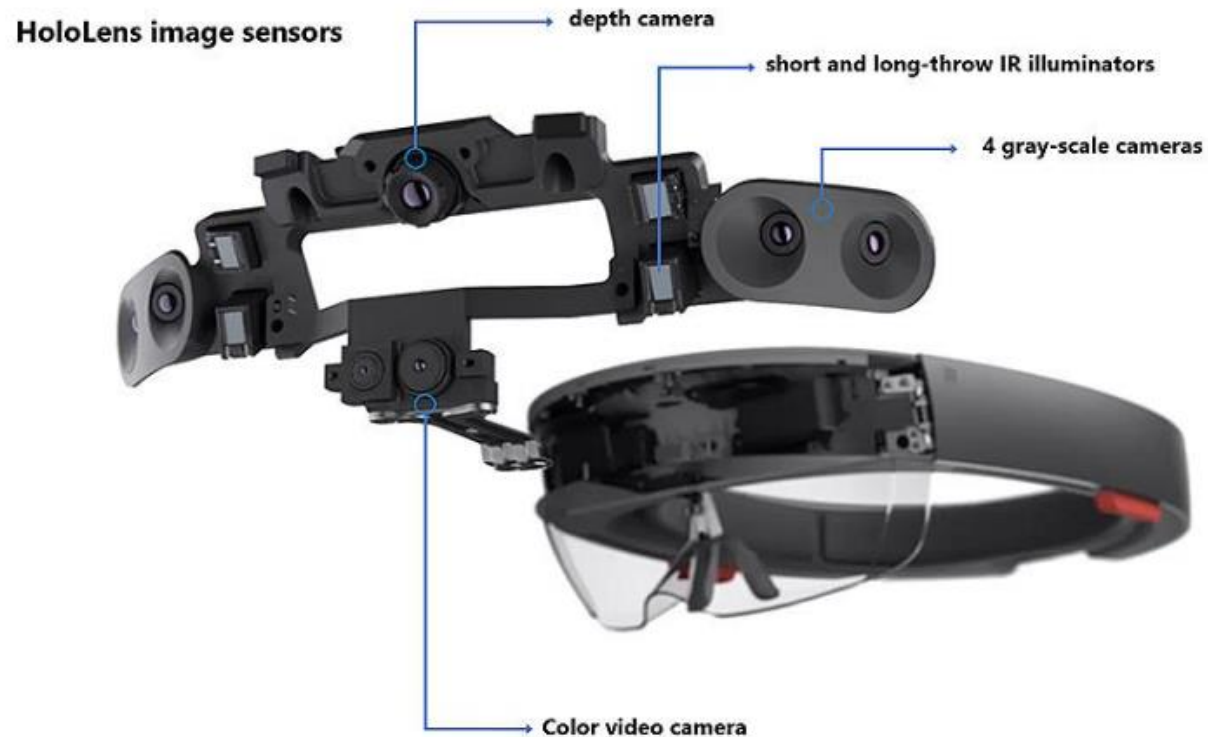


Optics	See-through holographic lenses (waveguides)
Holographic resolution	2 HD 16:9 light engines producing 2.3M total light points
Holographic density	>2.5k radiants (light points per radian)
Eye-based rendering	Automatic pupillary distance calibration

<https://docs.microsoft.com/it-it/hololens/hololens1-hardware>



Hololens (1st gen)



Sensors:

- Gyroscope
- Magnetometer
- Accelerometer
- Ambient Light Detector
- Microphone Array (4 mics)
- Grayscale Cameras (4)
- RGB cameras (1)
- Depth sensor (1)

Hololens (1st gen)

- Input: GGV paradigm
 - Gaze (look at)
 - Gesture (e.g., air tap)
 - Voice (speech)
- Output
 - Two see-through lenses
 - Spatial Sound



<https://docs.microsoft.com/it-it/hololens/hololens1-hardware>



Hololens Gestures

- HoloLens 1 recognizes two core component gestures: **Air tap** and **Bloom**.



1. Finger in the ready position



2. Press finger down to tap or click

Air tap



Bloom

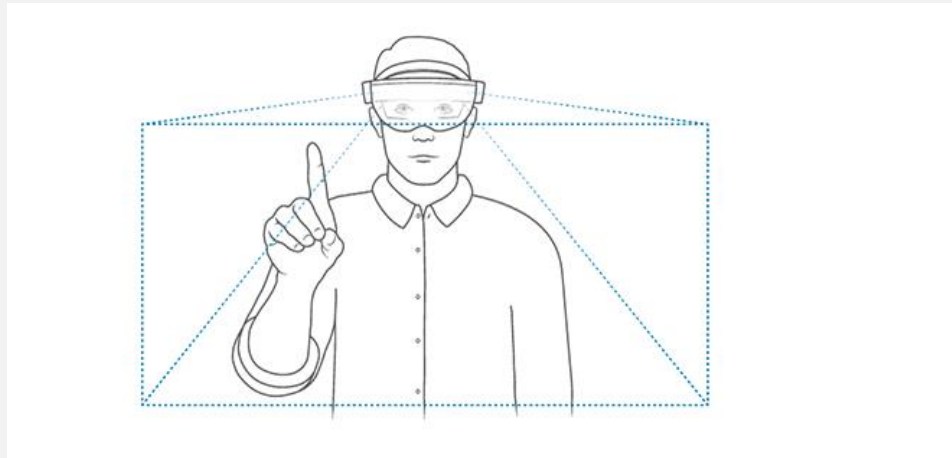
<https://docs.microsoft.com/en-us/hololens/hololens-1-basic-usage>



Hololens Gestures

Gaze-and-commit :

- Hand gestures use head gaze as the targeting mechanism. The combination of Gaze and the Air tap gesture results in a gaze-and-commit interaction.
- Hololens supports a hands recognition within a specific frame, when you use your hands, you'll need to keep them inside that frame, or HoloLens won't see them. As you move around, the frame moves with you.



<https://docs.microsoft.com/en-us/hololens/hololens-l-basic-usage>



Hololens Clicker

- HoloLens 1 supports also a remote clicker. Clicker gestures are small wrist rotations:
- **Select.** To select a hologram, button, or other element, gaze at it, then click.
- **Click and hold.** Click and hold your thumb down on the button to do some of the same things you would with tap and hold, such as move or resize a hologram.
- **Scroll.** On the app bar, select Scroll Tool. Click and hold, then rotate the clicker up, down, left, or right. To scroll faster, move your hand farther from the center of the scroll tool.
- **Zoom.** On the app bar, select Zoom Tool. Click and hold, then rotate the clicker up to zoom in, or down to zoom out.

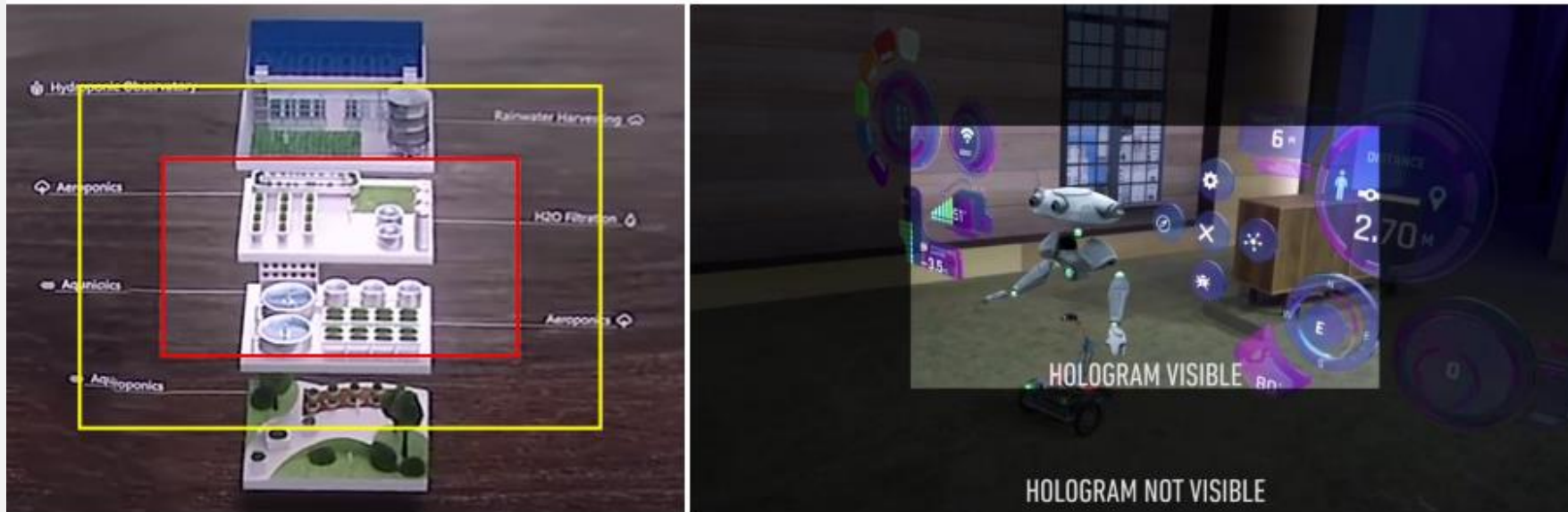


<https://docs.microsoft.com/en-us/hololens/hololens1-clicker>



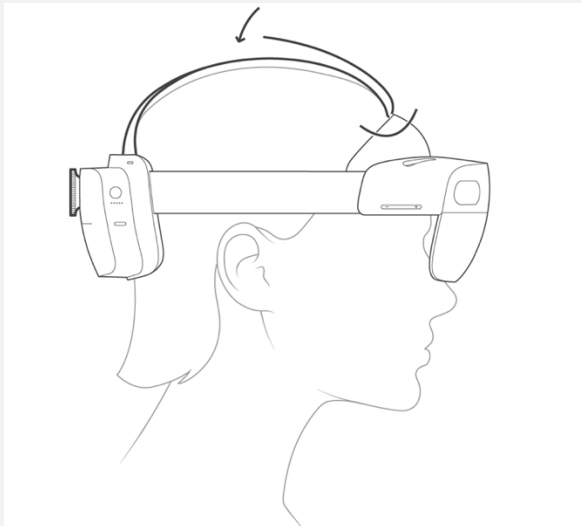
Hololens (1st gen) Pros and Cons

- Pros:
 - No wires
 - First head mounted device supporting MR
- Cons:
 - Narrow field of view (in the picture red is 1st gen. Hololens, yellow is 2nd gen.)



Hololens (2nd gen)

- The HoloLens 2 (released in 2019 only for enterprise use) combines several key aspects that improve its wearing time and comfortability. Not only the weight of the device was reduced, but also the regulating mechanism was moved to the back of the head making the whole device.
- HoloLens 2 has an improved gesture recognizer allowing users to interact with the holograms in a natural way:
 - Resizing and scaling (using both hands as if unfolding a map)
 - Grabbing, dragging, holding (as if taking a cup of tea)



<https://docs.microsoft.com/en-us/hololens/hololens2-hardware>

