

Hololens 2 App for On-Site BIM-Model Demonstration

Task

Your task is to develop a Hololens 2 application, which is able to load multiple BIM models, display certain layers of materials and semantic information. In addition, your approach should show diverse methods for accurate model placement and a feasible on-site demonstration workflow.

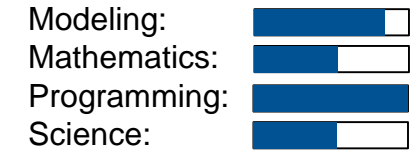
GENERAL INSTRUCTIONS:

- Get familiar with the Hololens
- Get familiar with Unity, MRTK, and C# Environment for deploying hololens apps
- Create UI for model loading and simple modifications
- Implement different ways for model placement
- Highlight various materials and semantic information
- Showcase your application by demonstrating a general workflow



MS Hololens 2 [1]

Project Characteristics



Mixed Reality illustration at TUM campus

[1] <https://www.microsoft.com/de-de/hololens>