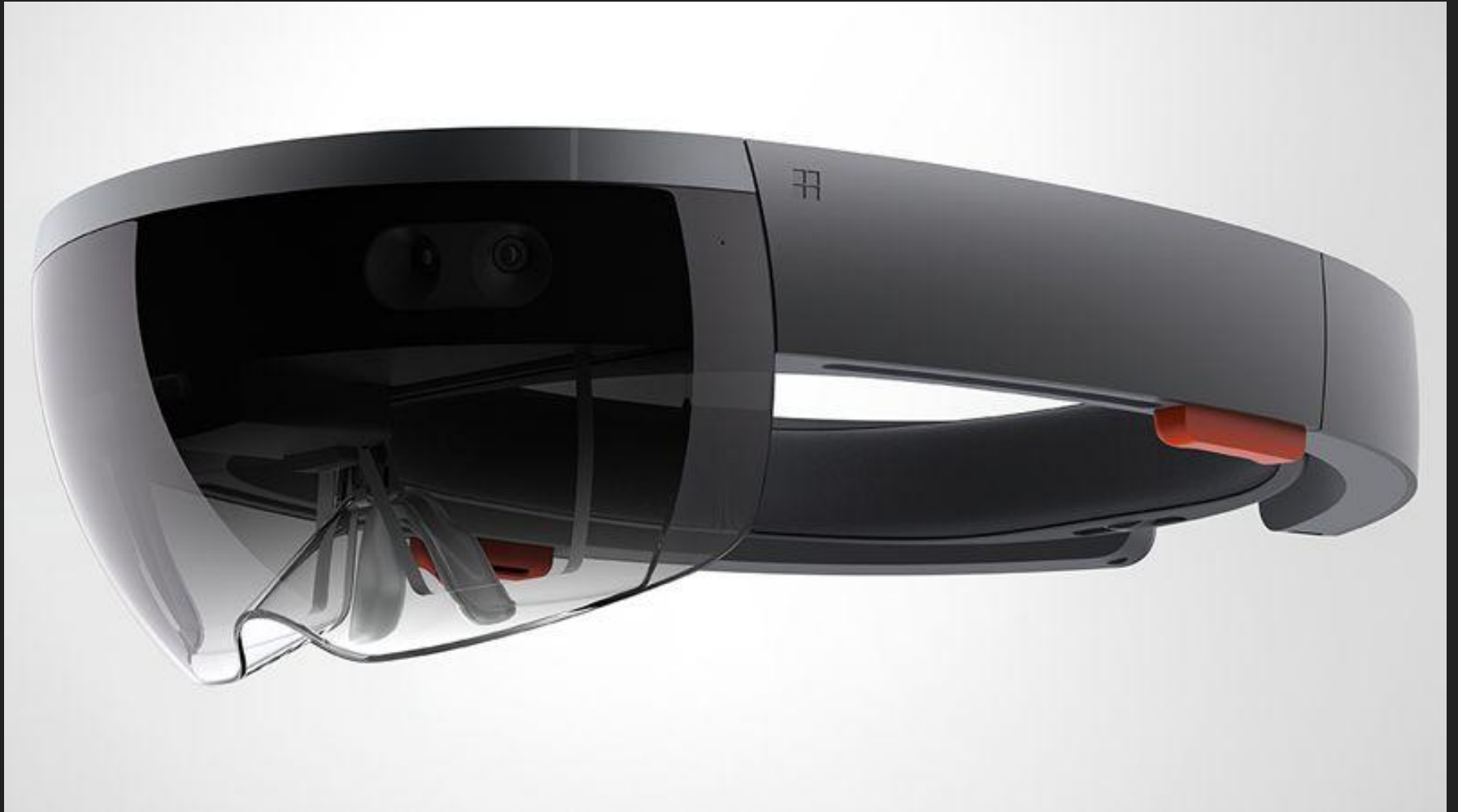




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# Hololens



# Gaze Gesture Voice

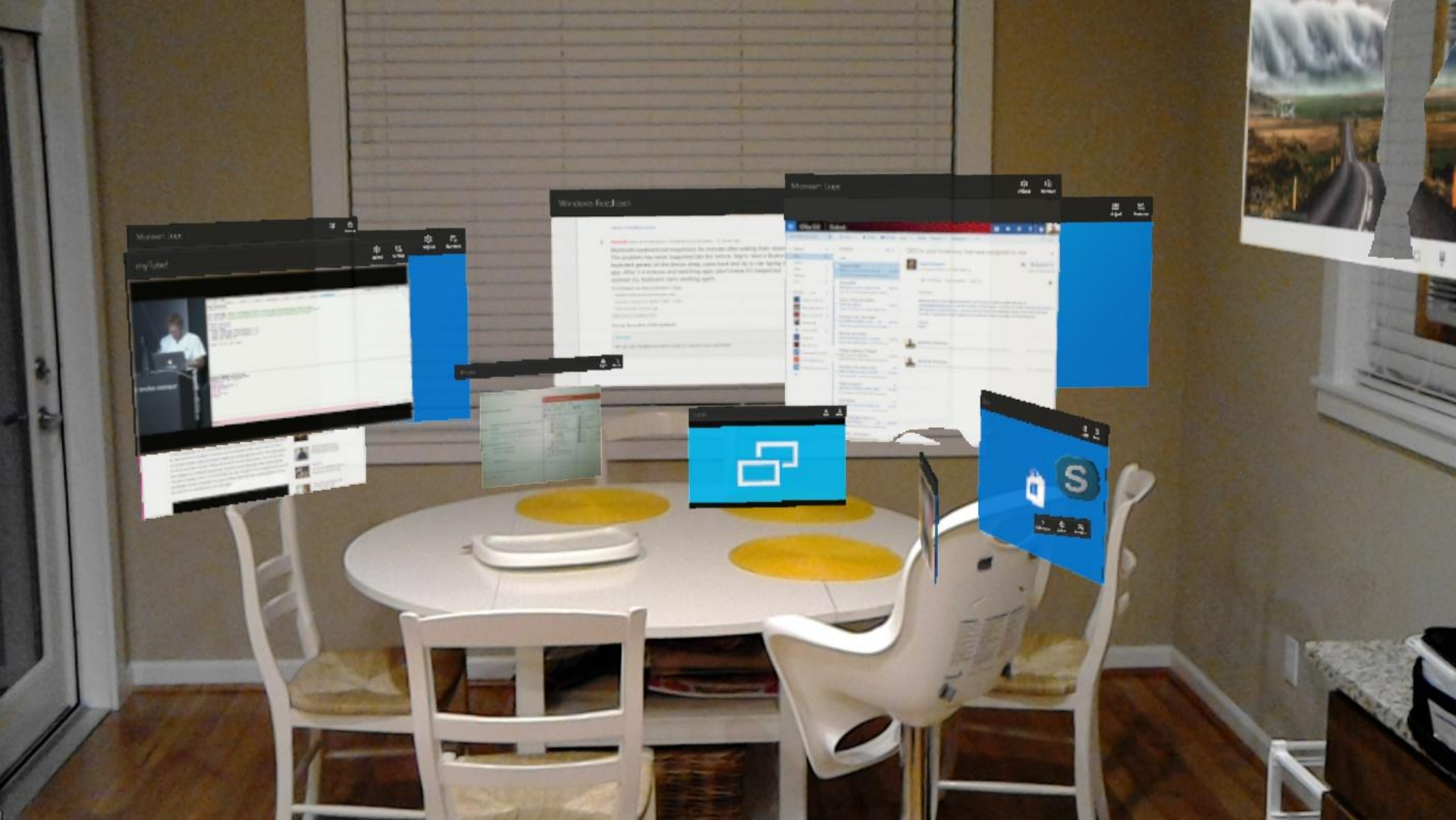


A person wearing a VR headset is shown from behind, standing in a room. The room is overlaid with a blue wireframe spatial map, which is a 3D grid of lines forming a mesh that covers the floor, walls, and furniture. The map is semi-transparent, allowing the real-world objects to be seen through it. The person is looking towards a doorway in the background. The room contains a bookshelf on the left, a chair, a sofa, and a table with a crown-shaped object on it. The overall lighting is dim, with the blue light from the map providing the primary illumination.

**SPATIAL MAPPING**





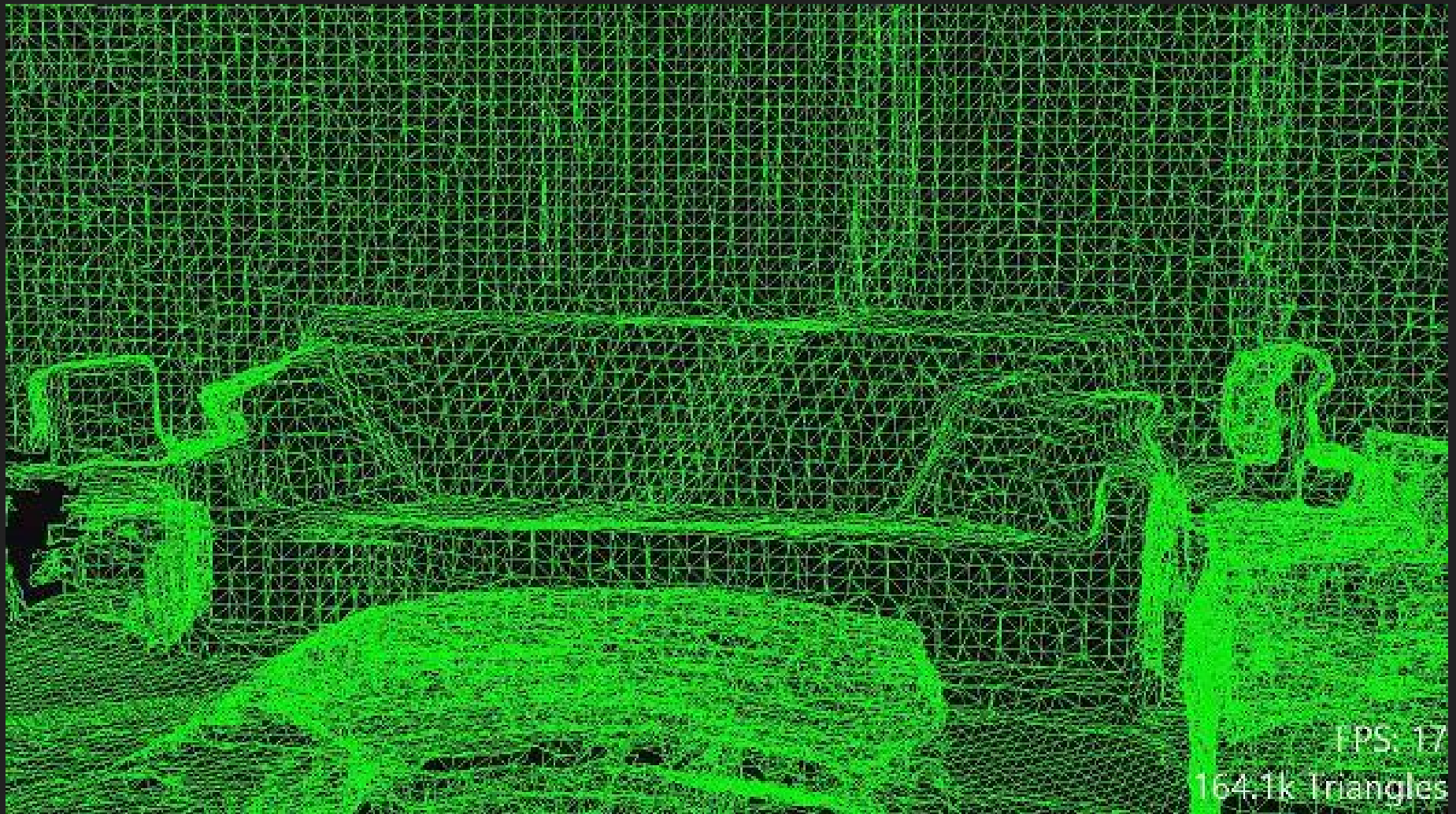




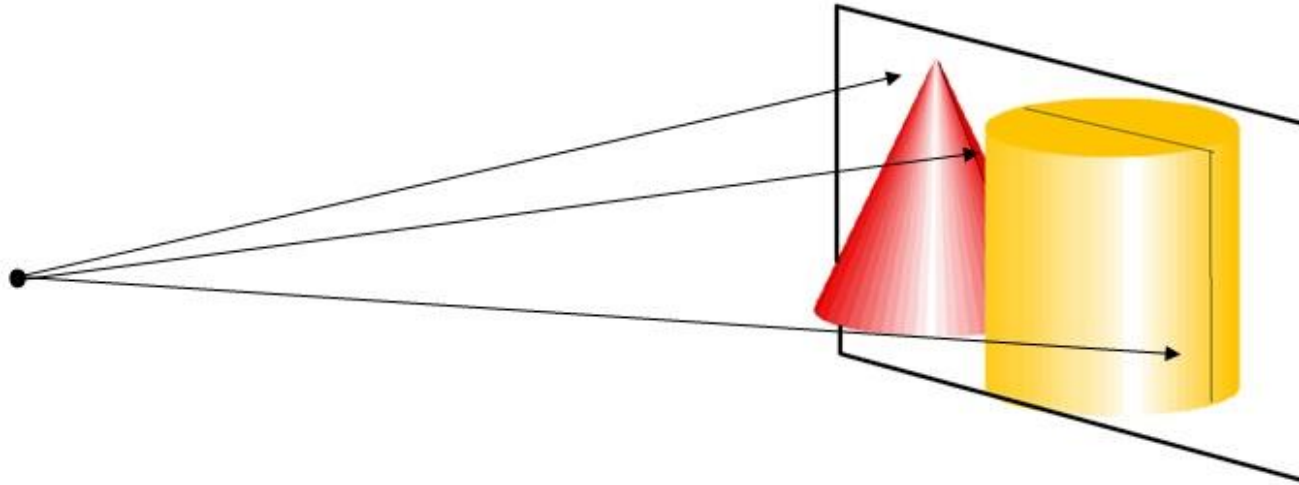
**unity**

```
GestureRecognizer recognizer = new GestureRecognizer();  
recognizer.SetRecognizableGestures(GestureSettings.Tap);  
recognizer.TappedEvent += MyTapEventHandler;
```









**Stabilization Plane for 3-D Scene Objects**



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