actimage | academy

Training Catalog

2018 – 2019

Introduction to
Microsoft HoloLens technology

Places limited

For your comfort and to ensure access to HoloLens headsets during testing, this training is limited to 10 participants.

Personnalized sessions

Feel free to contact us to adapt the training and its content to your specific needs (workshops, practical exercises, events, use cases definition, etc.).

Training Certificate

Certificates are awarded by passing the test at the end of the training course.

Beginner Level

490 HT

Requirements

An interest for new technologies.

4 hours

Objective

Everyday we hear about mixed reality, augmented reality and virtual reality. However we have trouble distinguishing them and their respective areas of application, don't we? Do you want to know more about Microsoft's HoloLens? Do you want to try them out for yourself? Do you want to discover its potentials? Then this training is the perfect fit for you! Indeed, you will get to try the Microsoft HoloLens gears and to better understand this new technology. You will have the opportunity to get inside the head of the aeronautic engineers that work on the most advanced landing gear or you could visit Machu Pichu as if you were there!

Training tools

> Powerpoint slides
> HoloLens headsets

Deliverables

> PDF presentation
> Pictures and videos taken with the HoloLens during the exercises

Microsoft Partner | Mixed Reality

Actimage is part of Microsoft's Mixed Reality Partner Program which gathers creative agencies and integration firms whose skills with mixed reality are recognized by Microsoft. Thus, you will benefit from our certified methods and real experience feedback regarding Microsoft HoloLens.

Training course

1. Introduction to augmented reality, mixed reality and virtual reality

2. Introduction to HoloLens and its areas of application

> Hardware
> The differentiating elements of HoloLens
> Means of interaction
  > Motion
  > Voice
  > Clicker
> Introduction to Windows Device Portal

3. HoloLens technology and Actimage's applications tests

4. Exchanges, questions and answers

Mixed reality: how to create a successful value proposition?

What is the real potential for your business?

2

Beginner Level

1 490 HT

2 days

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Requirements

An interest for new technologies.

Objective

This formation is intended for managers, business developers, commercial representatives and project directors with an appetite for the digital world and an interest in mixed reality.
The objective is to introduce mixed reality, augmented reality and virtual reality as well as their respective markets. We will also introduce Microsoft's HoloLens technology and the key elements to efficiently manage solutions' development on this gear. Once the training is over, you will have the necessary knowledge to define the profiles you need, to build your development team and to identify relevant fields applications and business applications for the technology.

After these 2 days, you will have a clear understanding of the relevant and feasible areas of application for your firm.

Training tools

> Powerpoint slides
> HoloLens headsets

Deliverables

> PDF presentation
> Pictures and videos taken with the HoloLens during the exercises
> Design document realised during the co-design workshop (storyboard, scenario, etc.)

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Training course

Day 1

1. What is mixed reality?

> Main differences with virtual reality and augmented reality
> Devices available on the market and their characteristics
> Market evolution in the years to come

2. Introduction to HoloLens

> Technical specifications
> Different versions (Developper & Commercial)
> Features
  > Motion capture
  > Voice recognition
  > Spatial mapping

3. Requirements for starting a HoloLens project

> Installation checklist
> Building the development team and identifying the necessary profiles
> Necessary lines of business to solicit for a successful project
> Production steps

4. Main areas of application

> Real Estate
> Training
> Industry

5. Real experience feedback and focus on the common mistakes not to reproduce on your own HoloLens project

6. Applications tests

Day 2

7. Co-design workshop:
Let's determine together the best area of application to answer your needs.

> Get your pens! Ready! Go!
  > Brainstorming workshop to gather areas of application's ideas
    There is no such thing as a bad idea!

> Guided group projects
  > Examine a few areas of application
  > Defining the project and realizing a user case and a storyboard for a successful development

Develop your Hololens app: learn all steps to build your mixed reality app

3

Intermediate Level

2 490 HT

4 days

Places limited

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Personnalized sessions

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Training Certificate

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Requirements

> Unity development skills
> Software and hardware required or provided (per learner or per pair):
> > Windows 10 Professional PC equipped with Hyper-V
> > Unity3D 2018.1.2
> > Visual Studio 2017
> > HoloLens emulator

Objective

Do you want to develop an innovative mixed reality application? This training will teach you how to manage the development of an HoloLens application from scratch. It is intended for a well-versed public, for developers with solid basis in C# and Unity3D but also for UX/UI designers.

Thus, from the requirements analysis to the publication of your app on the HoloLens store, we will present to you the every steps and take you through practical exercises: to integrate assets, to design the UI, to develop advanced features.

Training tools

> Powerpoint presentation
> HoloLens headsets

Deliverables

> PDF presentation
> Pictures and videos taken with the HoloLens during the exercises
> Your own application

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Training course

Day 1

1. What is mixed reality?

   > Differences between virtual reality and augmented reality
   > Devices available on the market and their characteristics

2. Introduction to HoloLens

   > Technical specifications
   > Features
   > > Motion capture
   > > Voice recognition
   > > Spatial mapping

3. Experience feedbacks

   > Best practices, tips and tricks, and mistakes to avoid when first starting

4. How to start developing on HoloLens?

   > Installation checklist
   > Introduction to Microsoft Mixed Reality Toolkit
   > How to compile your project with Visual Studio
   > Windows Device Portal

5. Application demo

Start coding! Guided by our experts, develop your first HoloLens application in small groups.

Day 2

1. In depth presentation and testing of Mixed Reality Toolkit and Windows Device Portal

2. Develop and compile your application with the help of our experts

3. How to design your application? Our experts are here to help:

   > Optimized UX/UI examples
   > Understand the context and need of the user

4. Guided by our experts, you will define the context of your application and user's experience and develop your first prototype

Day 3

Put your concept into work with our experts:

   > Assets creation
   > Development of your application's functionalities

Day 4

1. Testing, feedbacks from our experts, debugging and small fixes

2. Testing and discussion around the applications developed by the groups and voting of the favorite application

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