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Developing for Mixed Reality is Never Easier

Buildwagon allows your company to create and experiment with Hololens solutions in a timely manner.

Microsoft "Hololens" is the first self-contained, holographic computer, enabling you to engage with your digital content and interact with holograms in the world around you, in what is described as mixed reality experience.

As technology pioneers, we wanted to create Hololens applications and be among the first to experiment with the new technology, but we realized that the process was costly, time consuming, and complicated. So we made it simple and fast.

Our clients in Canada and beyond, are now creating and customizing their own Hololens solutions, and putting it to market within days.

Simply because Buildwagon operates on the very simple language of **Javascript** that is accessible to most developers. Our platform is cloud based, supported on all browsers, and requires a minimal learning curve.

For once, time and money are on your side. Make use of it.
Jump on the bandwagon of Mixed Reality.

Emulator

Sets an image of earth on the sphere

```
1  var hololens = new HoloBuild.HoloCamera();
2  var holoscene = new HoloBuild.HoloSpace();
3  var holorenderer =  new HoloBuild.HoloRenderer();
4
5  var geometry = new HoloBuild.HoloSphereGeometry( 0.1, 20, 20 );
6  var material = new HoloBuild.HoloMeshBasicMaterial();
7  var earthHologram = new HoloBuild.HoloMesh( geometry, material, true );
8
9  earthHologram.setImage('earthmap.png')
10
11 holoscene.add(earthHologram);
12
13 earthHologram.onTap=function(){
14     earthHologram.showAdjust();
15 };
16
```

Run on HoloLens Emulator   View on your HoloLens   UNSAVED
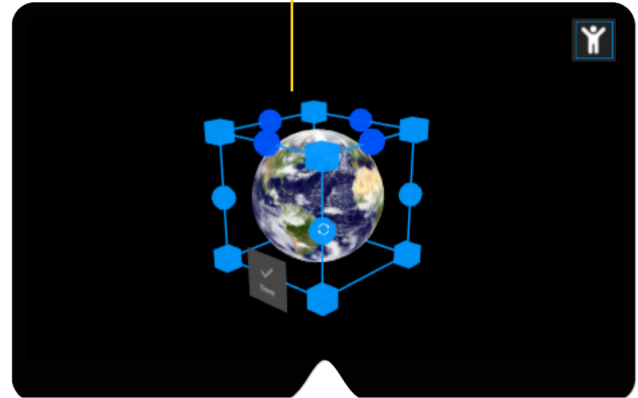
When user tap on earth

Show the Adjust box

Create a sphere geometry

Companies face many concerns when they decide to create a customized mixed reality experience. They might need to worry about hiring new talent, training old ones, buying expensive software, spending tons of money, and waiting for knowledge to materialize.

With Buildwagon, you don't have to worry about all that, it is different and elegant.

The online code editor allows you to write code in Javascript and view the results either on the same screen or directly on the Hololens.

Your code is hosted on the cloud, which allows multiple developers to collaborate on the same project from different locations around the globe.

Our Holobuild library provide you with ready-made components to expedite your creation process and give you access to Hololens special features.

We live in a world where time is the most precious resource of all.
You can now cut through the hassle and realize your visions in no-time.

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HoloBuild Library

Library components

Component information

Example code

🧊 Geometries

HoloBoxGeometry

HoloCircleGeometry

HoloConeGeometry

HoloCylinderGeometry

HoloDodecahedronGeome

HoloIcosahedronGeometry

HoloLatheGeometry

HoloOctahedronGeometry

HoloPlaneGeometry

HoloPolyhedronGeometry

HoloRingGeometry

HoloShapeGeometry

HoloSphereGeometry

HoloTetrahedronGeometry

HoloTorusGeometry

HoloTorusKnotGeometry

HoloTriangleGeometry

HoloTubeGeometry

HoloSphereGeometry

The HoloSphereGeometry is a geometry of a sphere . To construct a HoloSphereGeomtry you need to provided the sphere radius.

Constructor

⬇ radius	A number representing the sphere radius in meters.
⬇ HorizontalSegments	The number of the sphere horizontal segments (optional).
⬇ VerticalSegments	The number of the sphere vertical segments (optional).

Example

HoloSphereGeometry

Definition

```
var sphere = new HoloBuild.HoloSphereGeometry( 0.1,
30, 30);
```

6 months

Our data shows that users of Buildwagon who didn't have any prior knowledge of Hololens, were able to create on average 3 proofs of concepts (POC) within a period of 6 months.