



Microsoft Update

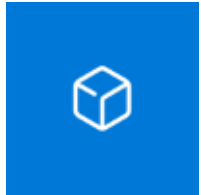
Gary Hsu and Cedric Caillaud
August 2018



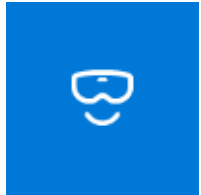
Office



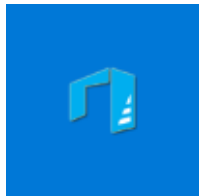
Paint 3D



Mixed Reality Viewer



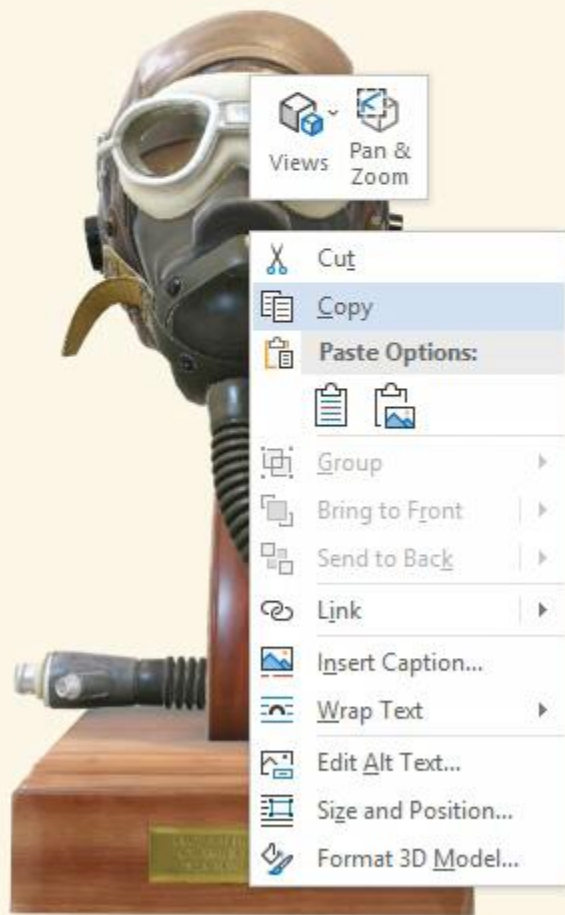
Mixed Reality Home



3D Builder



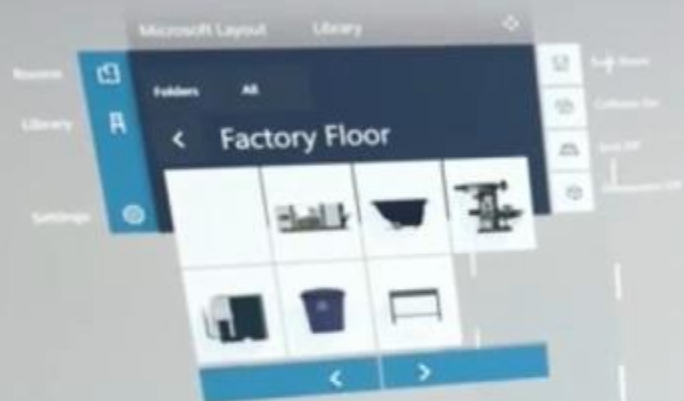
Flight Helmet

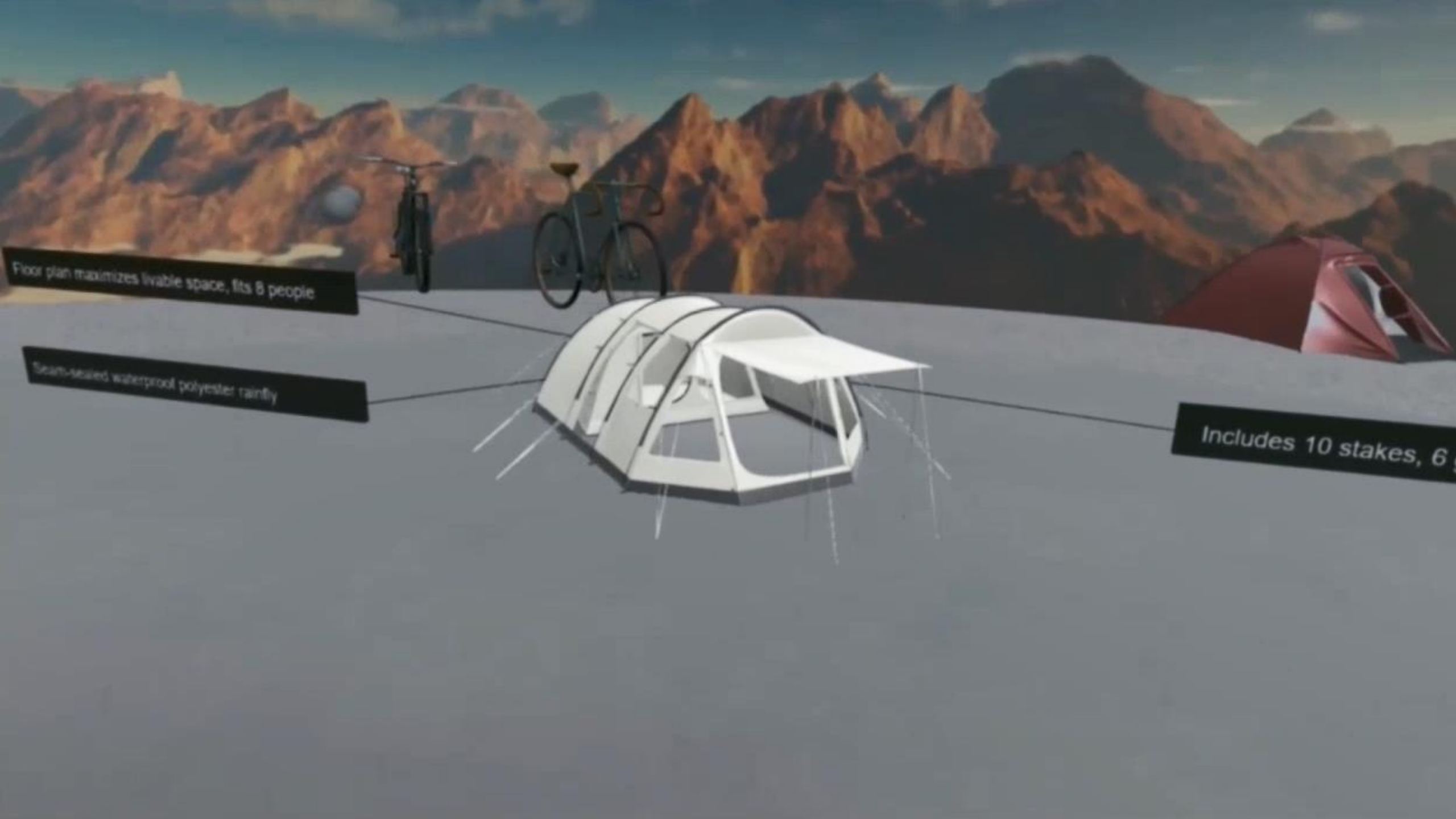


Views Pan & Zoom

- Cut
- Copy
- Paste Options:
 - Clipboard icon
 - Image icon
- Group
- Bring to Front
- Send to Back
- Link
- Insert Caption...
- Wrap Text
- Edit Alt Text...
- Size and Position...
- Format 3D Model...







Floor plan maximizes livable space, fits 8 people

Seam-sealed waterproof polyester rainfly

Includes 10 stakes, 6



Flight Helmet



Click to add notes

<https://products.office.com/office-insider>



Windows Mixed Reality Home



Microsoft Edge

EXT_animation_map ext X + -
← → ↻
GitHub, Inc. [US] https://github.com/KhronosGroup/glTF/pull/1137

KhronosGroup / glTF

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Code Issues 141 Pull requests 27 Projects 0 Wiki Insights

EXT_animation_map extension proposal #1137

Open msfeldstein wants to merge 16 commits into KhronosGroup:master from msfeldstein:ext_animation_map

Conversation 64

Commits 16

Checks 0

Files changed 0



msfeldstein commented on Oct 30, 2017

I'd like to propose an extension we use at facebook to mark up animations to have semantic meanings, so client applications can know what to do with all the animations packaged inside a model. The simplest use case is to target an animation to be the 'enter' animation, and clients will know what to play when the

Environ

Dependencies

Integrations





Menu



Model view



Mixed reality



3D library



Paint 3D



Controls



Reset view



Full screen



Model animations

- 1
- 2
- 3
- 4
- 5



1.0x



Resources

- **glTF-SDK (now open source!)**
 - <https://www.github.com/Microsoft/glTF-SDK>
- **Microsoft Layout**
 - <https://www.microsoft.com/en-us/hololens/commercial-overview>
- **SharePoint spaces**
 - <https://aka.ms/sharepoint-spaces>
- **Office Insiders**
 - <https://products.office.com/office-insider>
- **Windows Mixed Reality**
 - <https://aka.ms/mixedreality>
- **Babylon.js**
 - <https://www.babylonjs.com>

glTF Extensions

- **EXT_animation_map**
 - <https://github.com/KhronosGroup/glTF/pull/1137>
- **MSFT_audio_emitter**
 - <https://github.com/KhronosGroup/glTF/pull/1400>