Watch Halo Played on Microsoft HoloLens in Augmented Reality

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This is a video of Microsoft project manager Varun Mani, streaming a game of Halo: Guardians to his HoloLens, presented through the magic of augmented reality, straight onto his walls.

Microsoft's augmented reality wonder-toy HoloLens has flirted with the idea of becoming a platform for some fairly unique gaming since it's reveal in January of this year at a Windows 10 press event.

See Also: HoloLens Multiplayer Minecraft Demo Shown at Xbox E3 Press Conference

Powered by what Microsoft terms 'Windows Holographic' APIs, the self-contained, untethered headset presents a mixed reality view of the real world, rendering and projecting virtual objects into the users view of the real world.

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In this short video, Microsoft Project Manager Varun Mani is shown setting up a session of Halo from his Xbox 360 to stream directly to a virtual projected screen, rendered by the HoloLens. The virtual screen can be positioned manually in space and the HoloLens seems to have no trouble anchoring the projected view to the real world.

Previous gaming demonstrations have included an impressive onstage showing of recent Microsoft acquisition *Minecraft*, and a dedicated made-for-HoloLens title *Project X-Ray* – shown at another Windows 10 event in October.

See Also: Microsoft Reveals 'Project XRay' HoloLens Gameplay

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