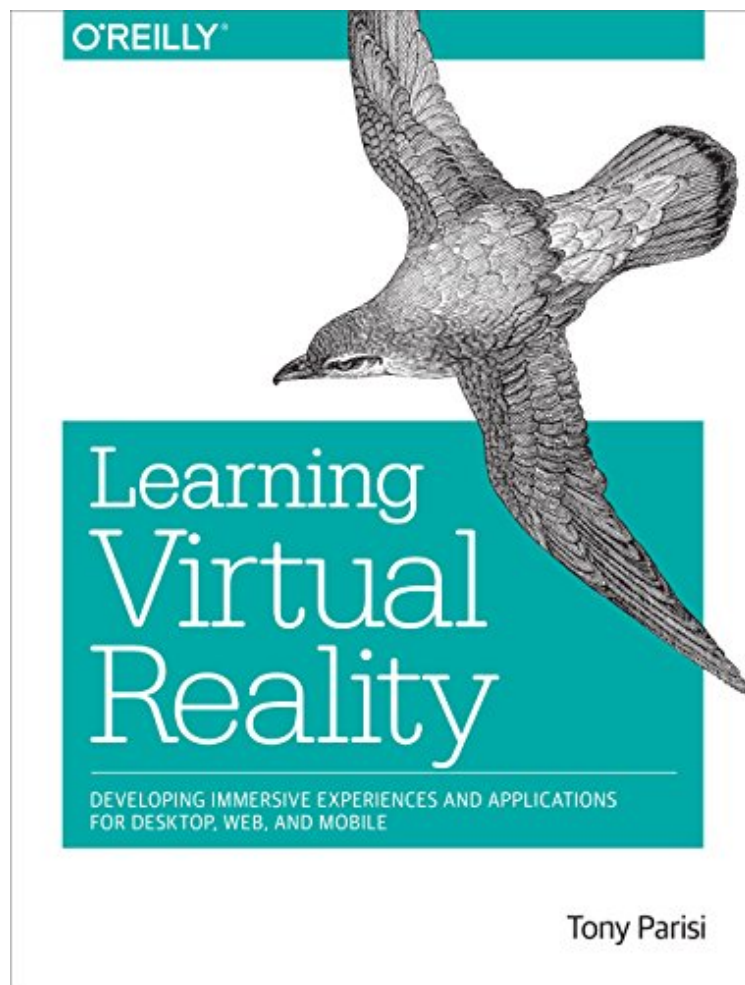


(Download free ebook) Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile

Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile

Von Tony Parisi

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Von Tony Parisi : Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile before purchasing it in order to gage whether or not it would be worth my time, and all praised Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile:

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. Great introduction for soon-to-be VR devsVon Stephan GenschWhen I ordered the book in June 2015, I was just starting to learn developing VR experiences with Unity3D. Now, half a year later, I have done quite a few things on different platforms, struggled with version upgrades breaking things and found out about strengths and weaknesses of one and the other production chain and VR device, as well as use cases.From that point of view, this is the introduction I wish I

have had, when I embarked on the VR trip. Whether you want to develop full fledged Desktop applications or aim for web mobile shorts, you'll find useful starting points well described. The challenge of writing a book to provide overview and introduction of a still highly fluctuating technology was well met by Tony.

KurzbeschreibungAs virtual reality approaches mainstream consumer use, a vibrant development ecosystem has emerged in the past few years. This hands-on guide takes you through VR development essentials for desktop, mobile, and browser-based applications. You'll explore the three go-to platformsOculusVR, Gear VR, and Cardboard VRas well as several VR development environments, programming tools, and techniques.If you're an experienced programmer familiar with mobile development, this book will help you gain a working knowledge of VR development through clear and simple examples. Once you create a complete application in the final chapter, you'll have a jumpstart on the next major entertainment medium.Learn VR basics for UI design, 3D graphics, and stereo renderingExplore Unity3D, the current development choice among game enginesCreate native applications for desktop computers with the Oculus RiftDevelop mobile applications for Samsungs Gear VR with the Android and Oculus Mobile SDKsBuild browser-based applications with the WebVR Javascript API and WebGLCreate simple and affordable mobile apps for any smartphone with Googles Cardboard VRBring everything together to build a 360-degree panoramic photo viewer