

## Virtual Reality Blueprints (Paperback)



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### **Reviews**

*An incredibly great book with perfect and lucid answers. Better than never, though i am quite late in start reading this one. You will not sense monotony at whenever you want of the time (that's what catalogues are for relating to if you question me).  
(Nannie Lindgren Jr.)*

## VIRTUAL REALITY BLUEPRINTS (PAPERBACK)



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Packt Publishing Limited, United Kingdom, 2018. Paperback. Condition: New. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Join the virtual reality revolution by creating immersive 3D games and applications with Cardboard VR, Gear VR, OculusVR, and HTC Vive About This Book \* Build robust, immersive VR experiences that are easy on the eye. \*Code 3D games and applications using Unity and native interfaces. \*Get to grips with the Google Cardboard, GearVR, Oculus Rift, and HTC Vive (SteamVR) platforms and make use of their unique features. Who This Book Is For If you are a game developer and a VR enthusiast who now wants to get stuck into the VR app development process and create VR apps for different platforms-such as mobile, web, and desktop-then this is the book for you. Familiarity with the Unity game engine and the C# language are key to getting the most from this book. What You Will Learn \* Use Unity assets to create object simulation \*Implement simple touch controls in your application \*Apply artificial intelligence for player and character interaction \*Add scripts for movement, tracking, scoring, and life \*Deploy your games on multiple VR platforms In Detail Are you new to virtual reality? Do you think creating interactive VR applications is an incredibly complex challenge? If either of these questions ring a bell, then this book is for you! This hands-on project-based guide takes you through VR development essentials for desktop, mobile, and web-based games and applications. You ll explore the four go-to platforms-Cardboard VR, Gear VR, OculusVR, and HTC Vive-as well as design immersive experiences from scratch. Starting with the science fiction roots of virtual reality, you will build your first VR experience using Cardboard VR. You will explore user interacting in virtual space and include 360 degree images or video...

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