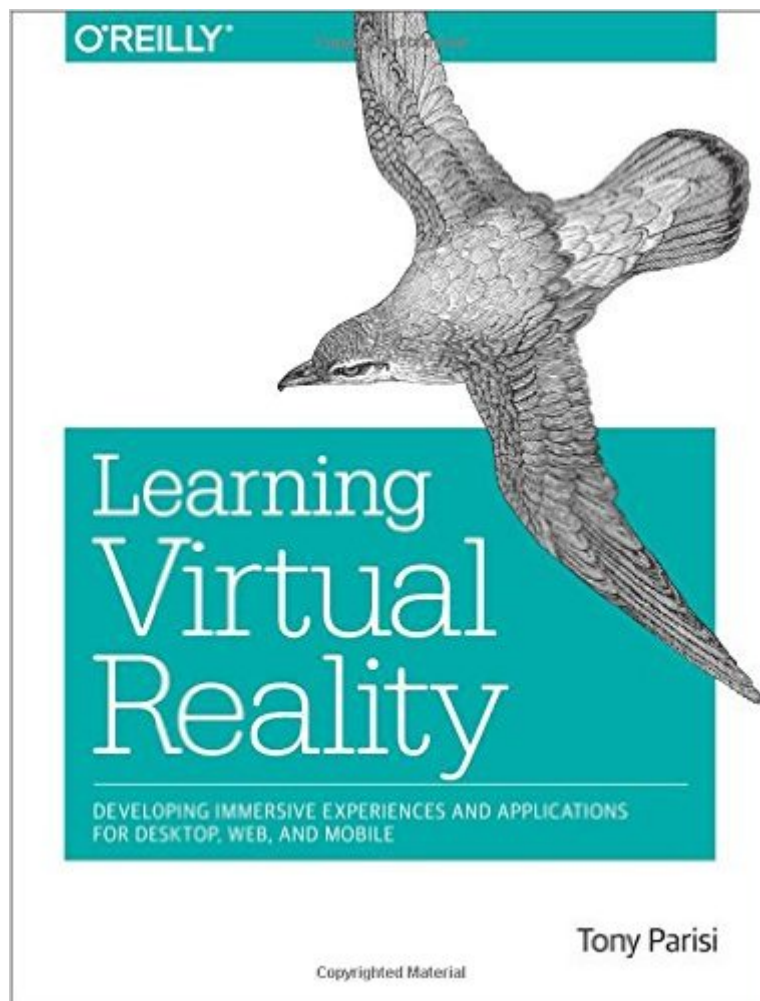


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Learning Virtual Reality: Developing Immersive Experiences And Applications For Desktop, Web, And Mobile



Synopsis

As 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 platforms—OculusVR, Gear VR, and Cardboard VR—as 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 rendering. Explore Unity3D, the current development choice among game engines. Create native applications for desktop computers with the Oculus Rift. Develop mobile applications for Samsung's Gear VR with the Android and Oculus Mobile SDKs. Build browser-based applications with the WebVR Javascript API and WebGL. Create simple and affordable mobile apps for any smartphone with Google's Cardboard VR. Bring everything together to build a 360-degree panoramic photo viewer.

Book Information

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Customer Reviews

Incredibly well written and easy to understand, this book covers everything you need to get up to speed with VR development. It includes a primer on graphic development and all the technology that has come together to make VR happen. From the perspective of someone who has been active

in the VR space for the last year, I can say that this book does an amazing job laying down all the foundations of VR development. I passed a copy on to my programmers who are more seasoned in VR dev and even they were able to get value out of it as well. Highly recommended for anyone interested in VR.

I purchased this book for a friend who just got interested in virtual reality. I've been working in the VR for several years and Learning Virtual Reality is a great overview for hobbyist and hardcore developers alike to understand what VR is all about. It's easy to read and digest and even includes some code to get you off running. I highly recommend this book if your someone who wants to understand how to develop and learn about virtual reality.

Fantastic overview of building VR applications for Oculus Rift, Gear VR, Google Cardboard, and VR using the web stack. Essential reading if you want a proper primer on the major technologies and considerations behind high-impact virtual reality.

Learning VR lays out an unbiased comprehensive overview of the current state of VR hardware, and supporting software. He walks through the significant VR platforms, and discusses the development options for each. For each platform, he does a dive into a sample development project. The samples are easy to understand. All the code is provided, making it straightforward to quickly get started having fun! The writing style is friendly and easy going, making it painless to consume the dry technical concepts.

An excellent introduction to the broad landscape of virtual reality. I used the book to jumpstart my own VR development and even as platform to develop my own intro to VR course. The author has a great way of distilling the most important concepts and draws from years of experience to give the reader a great understanding of the VR space.

The perfect holistic introduction to Virtual Reality geared towards all audiences both non tech and tech. Very well written and i have been recommending it to everyone who has any interest or questions regarding VR.

This book is short. The contents of the book could be put in a wiki. It's almost all just instructions. It's also has no real substance. For \$30 it's garbage.

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