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来源：知乎

为了方便大家的学习和提高，我们把跟VR开发相关的外部资源做了整理，这部分内容会随时根据需要更新的。

[Unity - Manual: VR Overview](#)

[Pollen VR: Developing high-end visuals with Unity 5](#)

<http://blogs.unity3d.com/2015/07/22/vr-is-a-wild-place-time-to-plant-your-flag/>

[UX pointers for VR design](#)

[#257: How Unity is Enabling this First Wave of Virtual Reality Experiences](#)

Unite VR谈话

Unite会议([Event overview](#))每年在全球举办几次，涉及到不同的深度话题，其中就包含了VR。

以下是最近几次Unite会议的VR相关谈话

Unite Europe 2015

Mobile optimisation

https://www.youtube.com/watch?v=4IAam8Marns&list=PLX2vGYjWbI0Tf_WhSZYw8B_3RgwrEyzVh&index=18

Using Stereo Video for VR in Unity

https://www.youtube.com/watch?v=DustbICzdhM&list=PLX2vGYjWbI0Tf_WhSZYw8B_3RgwrEyzVh&index=25

Dyskinetic: How to make a live action virtual reality film

https://www.youtube.com/watch?v=GepTy-08hIU&list=PLX2vGYjWbI0Tf_WhSZYw8B_3RgwrEyzVh&index=28

VR Game design advice and optimization best practices

https://www.youtube.com/watch?v=ewWfQB9zdKA&list=PLX2vGYjWbI0Tf_WhSZYw8B_3RgwrEyzVh&index=29

VR 101 - Jumping into a new world

https://www.youtube.com/watch?v=aCoW3yQIEjA&list=PLX2vGYjWbI0Tf_WhSZYw8B_3RgwrEyzVh&index=30

Virtual Reality - new adventures for creativity

https://www.youtube.com/watch?v=MMsIPweXROY&list=PLX2vGYjWbI0Tf_WhSZYw8B_3RgwrEyzVh&index=33

Unite Boston 2015

AR & VR Development: Sharpening the Tip of the Spear

<https://www.youtube.com/watch?v=MXJyRcF3tos&index=6&list=PLX2vGYjWbI0QIUHOFHu7D5I3RYfhy5hIp>

5 Must Know Design Strategies for Better VR Games

<https://www.youtube.com/watch?v=22-GbTpeOCw&index=25&list=PLX2vGYjWbI0QIUHOFHu7D5I3RYfhy5hIp>

Technical and Design Tips for VR/AR Unity Projects

<https://www.youtube.com/watch?v=2T0dwGYP0s&index=36&list=PLX2vGYjWbI0QIUHOFHu7D5I3RYfhy5hIp>

Optimizing for Consumer VR

https://www.youtube.com/watch?v=f76UsbD_-Jw&index=38&list=PLX2vGYjWbI0QIUHOFHu7D5I3RYfhy5hIp

The Holodeck is here - Designing for Room-Scale VR

<https://www.youtube.com/watch?v=U8mku0JvuLI&index=41&list=PLX2vGYjWbI0QIUHOFHu7D5I3RYfhy5hIp>

Enhancing Your Unity Mobile VR Experience

<https://www.youtube.com/watch?v=n5dCSYu6A6E&index=60&list=PLX2vGYjWbI0QIUHOFHu7D5I3RYfhy5hIp>

Embrace Virtual Reality with PlayStation®VR

<https://www.youtube.com/watch?v=3RNbZpcfAhE&index=65&list=PLX2vGYjWbI0QIUHOFHu7D5I3RYfhy5hIp>

How Can We Make VR Truly Social

<https://www.youtube.com/watch?v=uL2RTRcqXqo&index=70&list=PLX2vGYjWbI0QIUHOFHu7D5I3RYfhy5hIp>

Oculus官方资料

Oculus Documentation

<https://developer.oculus.com/documentation/>

Simulator Sickness

https://developer.oculus.com/documentation/intro-vr/latest/concepts/bp_app_simulator_sickness/

Motion

https://developer.oculus.com/documentation/intro-vr/latest/concepts/bp_app_motion/

[Unity's UI System in VR](#) (Nov 25th, 2015) :

[Blink and fade transitions](#) (Oct 29th, 2014)

Squeezing Performance out of Your Unity Gear VR Game: [Part 1](#) (May 12th, 2015), [Part 2](#) (June 3rd, 2015)

[Oculus Connect 2: Bringing 'Adventure Time' to Gear VR](#) (Nov 4, 2015)

[Disabling Yaw](#) (8th Jan 2015)

Oculus Connect

Oculus Connect开发者大会 (<https://www.oculus.com/en-us/connect/>) 每年举办一次，在大会上“来自全世界的工程师、设计师和创意人士齐聚一堂，共同探讨Oculus平台的未来，并推动虚拟现实的前进。”

以下是Youtube中关于开发者大会的相关视频链接：

Oculus Connect 1 Developer Sessions (2014)

<https://www.youtube.com/playlist?list=PLL2xVXGs1SP5CVE6X3GMSroO2cfHxzeCz>

Oculus Connect 2 Developer Sessions (2015)

<https://www.youtube.com/playlist?list=PLL2xVXGs1SP4kxSKQsG40PCsItIujwznZ>

WIKIPEDIA

- [VR Sickness](#)
- [Vection](#)
- [The Vestibular System](#)
- [Motion Sickness - Cause](#)

其它

- [How devs deal with 4 problem areas in VR game design](#) (Oct 1, 2015)
- [Game UI Discoveries: What Players Want](#) (Feb 23rd, 2010)
- [Designing Around Vergence-Accommodation](#) (Nov 8th, 2015)
- [Developing Virtual Reality by Chet Faliszek | Slush 2015](#) (Dec 6th, 2015)
- [VR Interface Design Pre-Visualisation Methods](#) (Oct 4th, 2015)

对VR开发感兴趣的朋友可以通过邮件(eseedo@gmail.com)或微信(iseedo)联系我，希望跟大家一起学习。另外在赛隆网(<http://www.cylonspace.com>)和我的个人博客(<http://blog.sina.com.cn/eseedo>)上也会放VR/AR开发的相关内容。