**oculus** vr headset

**HTC Vive** vr headset

**ARKit** is Apple's Augmented Reality (AR) development platform for iOS mobile devices.

Let's have a look at what can be done with ARKit: ARKit helps developers produce the greatest

AR experiences for iPad and iPhone.

Steam is a video game digital distribution service and storefront by Valve.

It was launched as a software client

**SteamVR** is the ultimate tool for experiencing VR content on the hardware of your choice.

SteamVR supports the Valve Index, HTC Vive, Oculus Rift, Windows Mixed ..

A common complaint when using Unity3D is the lack of a thread-safe API. Granted,

lots of work has been done to minimize the necessity of a thread-safe environment,

but some people can still benefit from having Multi-Threading support within Unity3D.

There is no limit to how many players can play A Multiplayer game, It depends on how many

Servers you set up.

A **shader specifies** one or more textures variables that it expects to use, and the Material

Inspector in Unity allows you to assign your own texture assets to these these texture variables.

**Lowpoly Shader** creates flat-shaded (a.k.a. lowpoly style) rendering effect without

modifying mesh vertices and triangles

**Unity's AR Foundation is a cross-platform framework** that allows you to write augmented reality

experiences once, then build for either Android or iOS devices without making any additional

changes. The framework is available via Unity's AR Foundation package.

**C# is a simple, modern, general purpose programming language. It is an object oriented**

programming language developed by Microsoft. It is a safe and managed language that is

compiled by .NET framework to generate Microsoft intermediate language (machine code).

C# is **designed** for **Common Language Infrastructure** (CLI). It contains the executable code

and runtime environment that makes the users able to use various high-level languages on

different computer platforms and architectures.

**These are top reasons to use C# language:**

Easy to learn

General purpose and object oriented programming language

Component oriented

Structured language

Can be compiled on variety of computer platforms

Produces efficient programs

Part of .net framework

You can **access public declared variables** anywhere in the application.

**Static declared variables** are globally accessible without creating an instance of the class.

**Void** is a type modifier that specifies that the method doesn't return any value.

A constructor is a member function in the class and has the same name as its class.

Whenever the object class is created, the constructor is automatically invoked.

It constructs the value of data members while initializing the class.