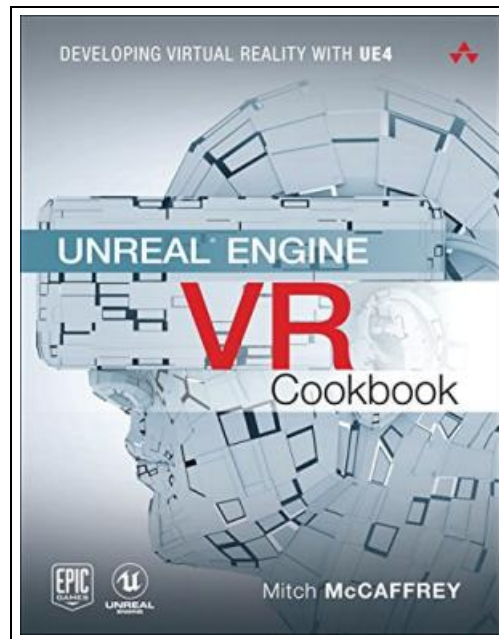# Unreal Engine VR Cookbook: Developing Virtual Reality with UE4 (Paperback)

Filesize: 5.64 MB

Reviews

This ebook is wonderful. Of course, it really is perform, nevertheless an interesting and amazing literature. Its been printed in an extremely straightforward way and it is simply after i finished reading this ebook where in fact changed me, modify the way i believe.
(Prof. Maxwell Stracke)

UNREAL ENGINE VR COOKBOOK: DEVELOPING VIRTUAL REALITY WITH UE4 (PAPERBACK)

To download **Unreal Engine VR Cookbook: Developing Virtual Reality with UE4 (Paperback)** eBook, make sure you refer to the button beneath and download the file or have access to other information which are relevant to UNREAL ENGINE VR COOKBOOK: DEVELOPING VIRTUAL REALITY WITH UE4 (PAPERBACK) book.

Pearson Education (US), United States, 2017. Paperback. Condition: New. Language: English. Brand new Book. "With his YouTube channel, Mitch's VR Lab, Mitch has helped thousands of people understand the foundations of locomotion and interaction mechanics with clear and concise UE4 videos. I'm thrilled that he has taken the time to bring all his knowledge and experience in working with Unreal Engine and Virtual Reality to the Unreal (R) Engine VR Cookbook. Mitch is uniquely qualified to share this book with the world." -Luis Cataldi, Unreal Engine Education, Epic Games, Inc. For game developers and visualization specialists, VR is the next amazing frontier to conquer-and Unreal Engine 4 is the ideal platform to conquer it with. Unreal (R) Engine VR Cookbook is your complete, authoritative guide to building stunning experiences on any Unreal Engine 4-compatible VR hardware. Renowned VR developer and instructor Mitch McCaffrey brings together best practices, common interaction paradigms, specific guidance on implementing these paradigms in Unreal Engine, and practical guidance on choosing the right approaches for your project. McCaffrey's tested "recipes" contain step-by-step instructions, while empowering you with concise explanations of the underlying theory and math. Whether you're creating first-person shooters or relaxation simulators, the techniques McCaffrey explains help you get immediate results, as you gain "big picture" knowledge and master nuances that will help you succeed with any genre or project. Understand basic VR concepts and terminologyImplement VR logic with Blueprint visual scriptingCreate basic VR projects with Oculus Rift, HTC Vive, Gear VR, Google VR, PSVR, and other environmentsRecognize and manage differences between seated and standing VR experiencesSet up trace interactions and teleportationWork with UMG and 2D UIsImplement character inverse kinematics (IK) for head and handsDefine effective motion controller interactionHelp users avoid motion sicknessOptimize VR applicationsExplore the VR editor, community resources, and more If you're ready to...

Related PDFs

[PDF] The Startup Owner's Manual: The Step-By-Step Guide for Building a Great Company (Hardback)

Access the link listed below to download "The Startup Owner's Manual: The Step-By-Step Guide for Building a Great Company (Hardback)" document.

Save PDF »

[PDF] My Heart Wants to Love Again (Paperback)

Access the link listed below to download "My Heart Wants to Love Again (Paperback)" document.

Save PDF »

[PDF] Genuine new book Essentials of Leadership: Principles and Practice (4th Edition) (U.S.) Shiliboge. (U.S.(Chinese Edition)

Access the link listed below to download "Genuine new book Essentials of Leadership: Principles and Practice (4th Edition) (U.S.) Shiliboge. (U.S.(Chinese Edition)" document.

Save PDF »

[PDF] The Qualcomm Equation: How a Fledgling Telecom Company Forged a New Path to Big Profits and Market

Access the link listed below to download "The Qualcomm Equation: How a Fledgling Telecom Company Forged a New Path to Big Profits and Market" document.

Save PDF »

[PDF] THE WADSWORTH GUIDE TO RESEARCH 2ED (IE): MILLER-COCHRAN S K

Access the link listed below to download "THE WADSWORTH GUIDE TO RESEARCH 2ED (IE): MILLER-COCHRAN S K" document.

Save PDF »

[PDF] Standard Catalog of World Paper Money: General Issues to 1960: 2 (Standard Catalog of World Paper Money. Vol 2 : General Issues, 8th ed)

Access the link listed below to download "Standard Catalog of World Paper Money: General Issues to 1960: 2 (Standard Catalog of World Paper Money. Vol 2 : General Issues, 8th ed)" document.

Save PDF »