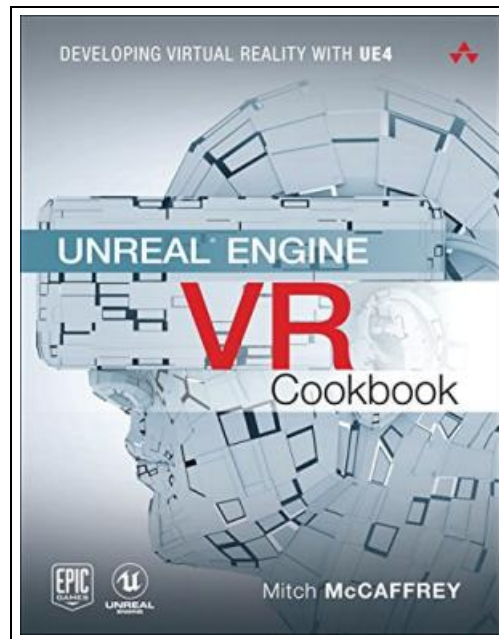# Unreal Engine VR Cookbook: Developing Virtual Reality with UE4 (Paperback)

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This pdf might be well worth a study, and a lot better than other. It really is simplistic but excitement inside the fifty percent in the book. Its been printed in an exceedingly straightforward way which is just after i finished reading this ebook through which really modified me, modify the way i believe.

(Derick Brekke)

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

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...

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