



Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile

By Tony Parisi

O'Reilly Media, Inc, USA. Paperback. Book Condition: new. BRAND NEW, Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile, Tony Parisi, Get a quick introduction to the technologies, tools, and techniques for programming Virtual Reality on the latest generation of desktop and mobile VR hardware. With this hands-on guide, you'll learn essential development and production concepts, including UI design, stereo rendering, 3D input, and programming VR applications for native desktop, mobile and the web. You don't have to be a game development wizard or have 3D graphics experience to get started. If you use HTML, CSS, and JavaScript for web development, and have some familiarity with mobile development for iOS or Android, this book will help you gain a working knowledge of virtual reality through clear and simple examples. Understand core virtual reality programming concepts Learn about emerging VR hardware platforms, including Oculus Rift, Samsung Gear VR, and Google Cardboard Learn the tools of the trade for developing VR: Unity3D for native desktop and mobile; Three.js and GLAM (GL and Markup) for web and browser-based mobile Create Unity 3D-based VR samples as you learn Create Web-based VR samples as you learn Develop working knowledge of user...



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