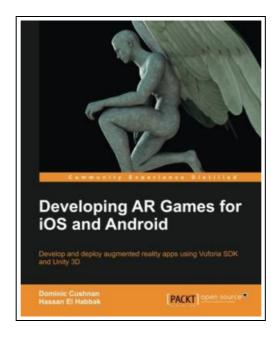# Developing AR Games for iOS and Android

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Reviews

Comprehensive guide! Its this sort of very good go through. It generally is not going to price too much. Its been designed in an remarkably basic way which is simply following i finished reading this pdf where really changed me, affect the way i really believe.
(Prof. Jeremie Blanda DDS)

DEVELOPING AR GAMES FOR IOS AND ANDROID

Packt Publishing. Paperback. Condition: New. 130 pages. Dimensions: 9.1in. x 7.4in. x 0.5in.Develop and deploy augmented reality apps using Vuforia SDK and Unity 3D Overview Deploy full augmented reality experiences on iOS and Android Build a fully-functional augmented reality game and deploy it on iOS and Android Achieve better trackable performance for a robust experience Understand the prefabs and components that make up Vuforia SDK Explore the Unity environment to maximize your game development experience In Detail While augmented reality has been around for years, it has never reached its full potential. Now, the vast majority of people are walking around with powerful smartphones that are perfectly suited to house the AR experience. This is the reason why the technology has become as popular as it is now. Augmented reality can deliver a level of immersion that is unrivalled by any other method of development, as it blends our reality with overlaid computer generated data. Developing AR Games for iOS and Android is a well-structured guide that introduces you to the augmented reality world using a step-by-step approach. It will help you understand how to create powerful AR apps using Unity as well as how to create immersive experiences for users. Developing AR Games for iOS and Android examines the structures of Vuforia and Unity and how they work together to create augmented reality. The book will introduce you to the structure of the Unity environment and how Vuforia facilitates creating AR apps. You will also see how easy it is to build a whole world in Unitys Editor. You will go through the process of using Vuforia prefabs like the AR camera and Image Target in Unity, where you can build the AR experience in a what-you-see-is-what-you-get fashion. In Developing AR Games for iOS and Android, you will learn...

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