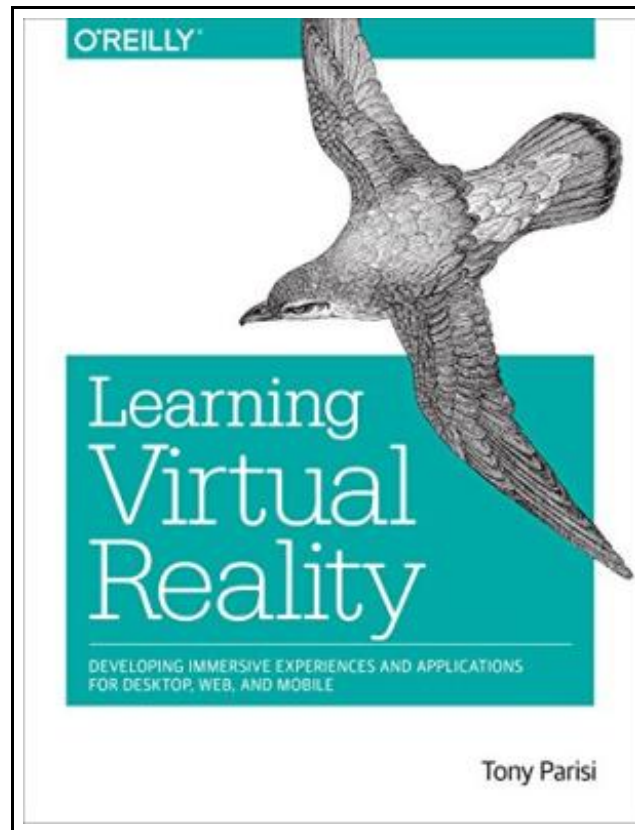# Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile

Filesize: 1020.93 KB

Reviews

A very awesome ebook with perfect and lucid information. It is really simplified but unexpected situations in the 50 % of your pdf. I am pleased to let you know that here is the greatest book i have study inside my very own lifestyle and can be he greatest ebook for at any time.
(Noah Bruen)

LEARNING VIRTUAL REALITY: DEVELOPING IMMERSIVE EXPERIENCES AND APPLICATIONS FOR DESKTOP, WEB, AND MOBILE

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 interface design techniques, including menus and 3D input Build up to a full application in the final chapter.

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

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

See Also

You Shouldn't Have to Say Goodbye: It's Hard Losing the Person You Love the Most

Sourcebooks, Inc. Paperback / softback. Book Condition: new. BRAND NEW, You Shouldn't Have to Say Goodbye: It's Hard Losing the Person You Love the Most, Patricia Hermes, Thirteen-year-old Sarah Morrow doesn't think much of the...

Read eBook »

Get Started in Massage: Teach Yourself

Hodder & Stoughton General Division. Paperback. Book Condition: new. BRAND NEW, Get Started in Massage: Teach Yourself, Denise Whichello Brown, Is this the right book for me? Starting by helping you to understand what's happening...

Read eBook »

Speak Up and Get Along!: Learn the Mighty Might, Thought Chop, and More Tools to Make Friends, Stop Teasing, and Feel Good about Yourself

Free Spirit Publishing Inc.,U.S. Paperback / softback. Book Condition: new. BRAND NEW, Speak Up and Get Along!: Learn the Mighty Might, Thought Chop, and More Tools to Make Friends, Stop Teasing, and Feel Good about...

Read eBook »

Studyguide for Creative Thinking and Arts-Based Learning : Preschool Through Fourth Grade by Joan Packer Isenberg ISBN: 9780131188310

2011. Softcover. Book Condition: New. 4th. 8.25 x 11 in. Never HIGHLIGHT a Book Again! Includes all testable terms, concepts, persons, places, and events. Cram101 Just the FACTS101 studyguides gives all of the outlines, highlights,...

Read eBook »

Learn em Good: Improve Your Child s Math Skills: Simple and Effective Ways to Become Your Child s Free Tutor Without Opening a Textbook

Createspace, United States, 2010. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.From a certified teacher and founder of an online tutoring website-a simple and...

Read eBook »