



Virtual Reality Blueprints (Paperback)

By Charles Palmer, John Williamson

Packt Publishing Limited, United Kingdom, 2018. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.Join the virtual reality revolution by creating immersive 3D games and applications with Cardboard VR, Gear VR, OculusVR, and HTC Vive About This Book * Build robust, immersive VR experiences that are easy on the eye. *Code 3D games and applications using Unity and native interfaces. *Get to grips with the Google Cardboard, GearVR, Oculus Rift, and HTC Vive (SteamVR) platforms and make use of their unique features. Who This Book Is For If you are a game developer and a VR enthusiast who now wants to get stuck into the VR app development process and create VR apps for different platforms-such as mobile, web, and desktop-then this is the book for you. Familiarity with the Unity game engine and the C# language are key to getting the most from this book. What You Will Learn * Use Unity assets to create object simulation *Implement simple touch controls in your application *Apply artificial intelligence for player and character interaction *Add scripts for movement, tracking, scoring, and life *Deploy your games on multiple VR platforms In Detail Are you new to virtual...



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