Unity Virtual Reality Projects

By Jonathan Linowes

Packt Publishing Limited, United Kingdom, 2015. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.Explore the world of Virtual Reality by building immersive and fun VR projects using Unity 3D About This Book * Learn the basic principles of virtual reality applications and get to know how they differ from games and desktop apps * Build various types of VR experiences, including diorama, first-person characters, riding on rails, 360 degree projections, and social VR * A project-based guide that teaches you to use Unity to develop VR applications, which can be experienced with devices such as the Oculus Rift or Google Cardboard Who This Book Is For If you re a non-programmer unfamiliar with 3D computer graphics, or experienced in both but new to virtual reality, and are interested in building your own VR games or applications then this book is for you. Any experience in Unity is an advantage. What You Will Learn * Create 3D scenes with Unity and Blender while learning about world space and scale * Build and run VR applications for consumer headsets including Oculus Rift and Google Cardboard * Build interactive environments with physics,...

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Reviews

Basically no terms to clarify. It is actually writter in basic terms rather than confusing. I found out this ebook from my dad and i suggested this book to find out.
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