Unity Virtual Reality Projects

Jonathan Linowes

[Click here](#) if your download doesn"t start automatically

Unity Virtual Reality Projects

Jonathan Linowes

Unity Virtual Reality Projects Jonathan Linowes

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, gravity, animations, and lighting using the Unity engine
- Experiment with various user interface (UI) techniques that you can use in your VR applications
- Implement the first-person and third-person experiences that use only head motion gestures for input
- Create animated walkthroughs, use 360-degree media, and build multi-user social VR experiences
- Learn about the technology and psychology of VR including rendering, performance and VR motion sickness
- Gain introductory and advanced experience in Unity programming with the C# language

In Detail

What is consumer "virtual reality"? Wearing a head-mounted display you view stereoscopic 3D scenes. You can look around by moving your head, and walk around using hand controls or motion sensors. You are engaged in a fully immersive experience. On the other hand, Unity is a powerful game development engine that provides a rich set of features such as visual lighting, materials, physics, audio, special effects, and animation for creating 2D and 3D games. Unity 5 has become the leading platform for building virtual reality games, applications and experiences for this new generation of consumer VR devices.

Using a practical and project-based approach, this book will educate you about the specifics of virtual reality development in Unity.

You will learn how to use Unity to develop VR applications which can be experienced with devices such as

the Oculus Rift or Google Cardboard. We will then learn how to engage with virtual worlds from a third person and first person character point of view. Furthermore, you will explore the technical considerations especially important and possibly unique to VR. The projects in the book will demonstrate how to build a variety of VR experiences. You will be diving into the Unity 3D game engine via the interactive Unity Editor as well as C-Sharp programming.

By the end of the book, you will be equipped to develop rich, interactive virtual reality experiences using Unity.

So, let's get to it!

Style and approach

This book takes a practical, project-based approach to teach specifics of virtual reality development in Unity. Using a reader-friendly approach, this book will not only provide detailed step-by-step instructions but also discuss the broader context and applications covered within.

⬇ Download Unity Virtual Reality Projects ...pdf

▤ Read Online Unity Virtual Reality Projects ...pdf

Download and Read Free Online Unity Virtual Reality Projects Jonathan Linowes

---

From reader reviews:

Mark Wolf:

This Unity Virtual Reality Projects are usually reliable for you who want to be described as a successful person, why. The explanation of this Unity Virtual Reality Projects can be one of the great books you must have will be giving you more than just simple reading food but feed you with information that maybe will shock your previous knowledge. This book is usually handy, you can bring it everywhere and whenever your conditions throughout the e-book and printed people. Beside that this Unity Virtual Reality Projects giving you an enormous of experience including rich vocabulary, giving you tryout of critical thinking that could it useful in your day action. So , let's have it and enjoy reading.

Laura Grier:

Spent a free a chance to be fun activity to do! A lot of people spent their down time with their family, or their very own friends. Usually they doing activity like watching television, planning to beach, or picnic within the park. They actually doing ditto every week. Do you feel it? Would you like to something different to fill your personal free time/ holiday? Could possibly be reading a book might be option to fill your no cost time/ holiday. The first thing you ask may be what kinds of e-book that you should read. If you want to test look for book, may be the publication untitled Unity Virtual Reality Projects can be excellent book to read. May be it might be best activity to you.

Kevin Masterson:

You are able to spend your free time to learn this book this guide. This Unity Virtual Reality Projects is simple to deliver you can read it in the park, in the beach, train in addition to soon. If you did not have much space to bring typically the printed book, you can buy the actual e-book. It is make you better to read it. You can save typically the book in your smart phone. Thus there are a lot of benefits that you will get when one buys this book.

Sherry Fitzgerald:

Is it an individual who having spare time subsequently spend it whole day by means of watching television programs or just lying down on the bed? Do you need something new? This Unity Virtual Reality Projects can be the answer, oh how comes? A book you know. You are consequently out of date, spending your spare time by reading in this brand new era is common not a nerd activity. So what these books have than the others?

Download and Read Online Unity Virtual Reality Projects Jonathan Linowes #H8PDGR16NA5

Read Unity Virtual Reality Projects by Jonathan Linowes for online ebook

Unity Virtual Reality Projects by Jonathan Linowes Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Unity Virtual Reality Projects by Jonathan Linowes books to read online.

Online Unity Virtual Reality Projects by Jonathan Linowes ebook PDF download

Unity Virtual Reality Projects by Jonathan Linowes Doc

Unity Virtual Reality Projects by Jonathan Linowes Mobipocket

Unity Virtual Reality Projects by Jonathan Linowes EPub