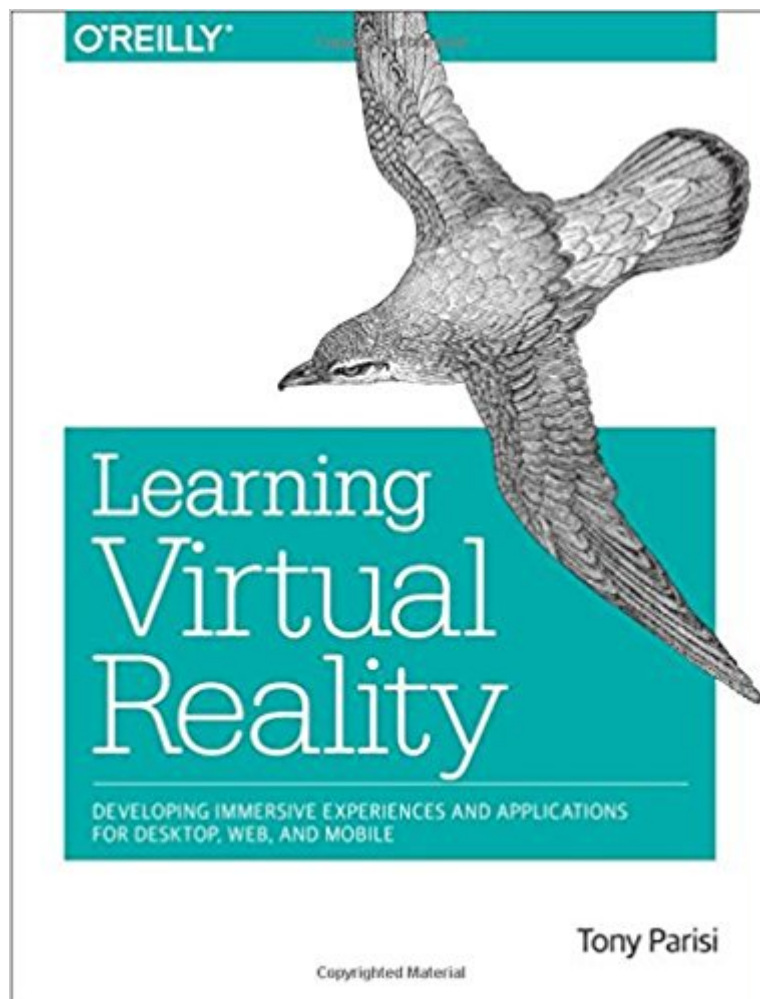# Learning Virtual Reality: Developing Immersive Experiences And Applications For Desktop, Web, And Mobile

Synopsis

As virtual reality approaches mainstream consumer use, a vibrant development ecosystem has emerged in the past few years. This hands-on guide takes you through VR development essentials for desktop, mobile, and browser-based applications. Youâ ™ll explore the three go-to platformsâ ”OculusVR, Gear VR, and Cardboard VRâ ”as well as several VR development environments, programming tools, and techniques.If youâ ™re an experienced programmer familiar with mobile development, this book will help you gain a working knowledge of VR development through clear and simple examples. Once you create a complete application in the final chapter, youâ ™ll have a jumpstart on the next major entertainment medium.Learn VR basics for UI design, 3D graphics, and stereo renderingExplore Unity3D, the current development choice among game enginesCreate native applications for desktop computers with the Oculus RiftDevelop mobile applications for Samsungâ ™s Gear VR with the Android and Oculus Mobile SDKsBuild browser-based applications with the WebVR Javascript API and WebGLCreate simple and affordable mobile apps for any smartphone with Googleâ ™s Cardboard VRBring everything together to build a 360-degree panoramic photo viewer

Book Information

Paperback: 172 pages

Publisher: O'Reilly Media; 1 edition (November 20, 2015)

Language: English

ISBN-10: 1491922834

ISBN-13: 978-1491922835

Product Dimensions: 7 x 0.3 x 9.2 inches

Shipping Weight: 12.6 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 starsÂ Â See all reviewsÂ (13 customer reviews)

Best Sellers Rank: #138,677 in Books (See Top 100 in Books)   #135 inÂ Books > Textbooks > Computer Science > Graphics & Visualization   #186 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia   #393 inÂ Books > Computers & Technology > Graphics & Design

Customer Reviews

Incredibly well written and easy to understand, this book covers everything you need to get up to speed with VR development. It includes a primer on graphic development and all the technology that has come together to make VR happen. From the perspective of someone who has been active

in the VR space for the last year, I can say that this book does an amazing job laying down all the foundations of VR development. I passed a copy on to my programmers who are more seasoned in VR dev and even they were able to get value out of it as well. Highly recommended for anyone interested in VR.

I purchased this book for a friend who just got interested in virtual reality. I've been working in the VR for several years and Learning Virtual Reality is a a great overview for hobbyist and hardcore developers alike to understand what VR is all about. It's easy to read and digest and even includes some code to get you off running. I highly recommend this book if your someone who wants to understand how to develop and learn about virtual reality.

Fantastic overview of building VR applications for Oculus Rift, Gear VR, Google Cardboard, and VR using the web stack. Essential reading if you want a proper primer on the major technologies and considerations behind high-impact virtual reality.

Learning VR lays out an unbiased comprehensive overview of the current state of VR hardware, and supporting software. He walks through the significant VR platforms, and discusses the development options for each. For each platform, he does a dive into a sample development project. The samples are easy to understand. All the code is provided, making it straightforward to quickly get started having fun! The writing style is friendly and easy going, making it painless to consume the dry technical concepts.

An excellent introduction to the broad landscape of virtual reality. I used the book to jumpstart my own VR development and even as platform to develop my own intro to VR course. The author has a great way of distilling the most important concepts and draws from years of experience to give the reader a great understanding of the VR space.

The perfect holistic introduction to Virtual Reality geared towards all audiences both non tech and tech. Very well written and i have been recommending it to everyone who has any interest or questions regarding VR.

This book is short. The contents of the book could be put in a wiki. It's almost all just instructions. It's also has no real substance. For $30 it's garbage.

Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile Learning: 25 Learning Techniques for Accelerated Learning - Learn Faster by 300%! (Learning, Memory Techniques, Accelerated Learning, Memory, E Learning, ... Learning Techniques, Exam Preparation) Mobile Computing Principles: Designing and Developing Mobile Applications with UML and XML Virtual Reality - die digitale Welt wird zur Wirklichkeit: Augmented Reality, VR-Brillen, Cardboards, Cyberspace (German Edition) Augmented Reality for Beginners!: Principles & Practices for Augmented Reality & Virtual Computers Designing Mobile Payment Experiences: Principles and Best Practices for Mobile Commerce Mobile Apps Made Simple: The Ultimate Guide to Quickly Creating, Designing and Utilizing Mobile Apps for Your Business - 2nd Edition (mobile application, ... programming, android apps, ios apps) Quaternions and Rotation Sequences: A Primer with Applications to Orbits, Aerospace and Virtual Reality Mobile Design and Development: Practical concepts and techniques for creating mobile sites and web apps (Animal Guide) Real Virtual en la estetica y la teoria de las artes/Real Virtual in the Esthetic and the Theory of the Arts (Paidos Estetica / Ethetics) (Spanish Edition) Virtual Law: Navigating the Legal Landscape of Virtual Worlds ColonografÃa por TC: Principios y prÃ¡ctica de la colonoscopia virtual: Principios y prÃ¡ctica de la colonoscopia virtual (Spanish Edition) Learn: Cognitive Psychology - How to Learn, Any Skill or Subject in 21 Days! (Learn, Learning Disability, Learning Games, Learning Techniques, Learning ... Learning, Cognitive Science, Study) Python: Learn Web Scraping with Python In A DAY! - The Ultimate Crash Course to Learning the Basics of Web Scraping with Python In No Time (Web Scraping ... Python Books, Python for Beginners) Web 2.0: Concepts and Applications (Desktop App Programming) Programming C# 6.0: Create Windows Desktop and Web Applications Developing Cross Platform Mobile Applications with Cordova CLI Haptics for Virtual Reality and Teleoperation (Intelligent Systems, Control and Automation: Science and Engineering) The Archaic Revival: Speculations on Psychedelic Mushrooms, the , Virtual Reality, UFOs, Evolution, Shamanism, the Rebirth of the Goddess, and the End of History Gender Swapped by the Game (Gender Swap, Virtual Reality, Erotica) (EroticRPG Book 1)