Unity Virtual Reality Projects

Jonathan Linowes

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:

Joyce Matchett:

Information is provisions for folks to get better life, information currently can get by anyone on everywhere. The information can be a understanding or any news even a concern. What people must be consider whenever those information which is inside the former life are hard to be find than now's taking seriously which one would work to believe or which one typically the resource are convinced. If you receive the unstable resource then you obtain it as your main information it will have huge disadvantage for you. All of those possibilities will not happen with you if you take Unity Virtual Reality Projects as the daily resource information.

Fred Simpson:

Within this era which is the greater individual or who has ability to do something more are more valuable than other. Do you want to become one of it? It is just simple way to have that. What you have to do is just spending your time little but quite enough to possess a look at some books. One of many books in the top list in your reading list is actually Unity Virtual Reality Projects. This book and that is qualified as The Hungry Mountains can get you closer in becoming precious person. By looking upward and review this reserve you can get many advantages.

Thomas Morgan:

You will get this Unity Virtual Reality Projects by check out the bookstore or Mall. Only viewing or reviewing it could possibly to be your solve difficulty if you get difficulties to your knowledge. Kinds of this publication are various. Not only by means of written or printed but additionally can you enjoy this book by simply e-book. In the modern era like now, you just looking by your mobile phone and searching what your problem. Right now, choose your ways to get more information about your publication. It is most important to arrange you to ultimately make your knowledge are still up-date. Let's try to choose right ways for you.

Mark Klein:

Do you like reading a guide? Confuse to looking for your best book? Or your book seemed to be rare? Why so many problem for the book? But just about any people feel that they enjoy for reading. Some people likes looking at, not only science book and also novel and Unity Virtual Reality Projects or even others sources were given expertise for you. After you know how the good a book, you feel want to read more and more. Science guide was created for teacher or students especially. Those textbooks are helping them to bring their knowledge. In other case, beside science publication, any other book likes Unity Virtual Reality Projects to make your spare time much more colorful. Many types of book like here.

Download and Read Online Unity Virtual Reality Projects Jonathan Linowes #LMIY6XQCUG7

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