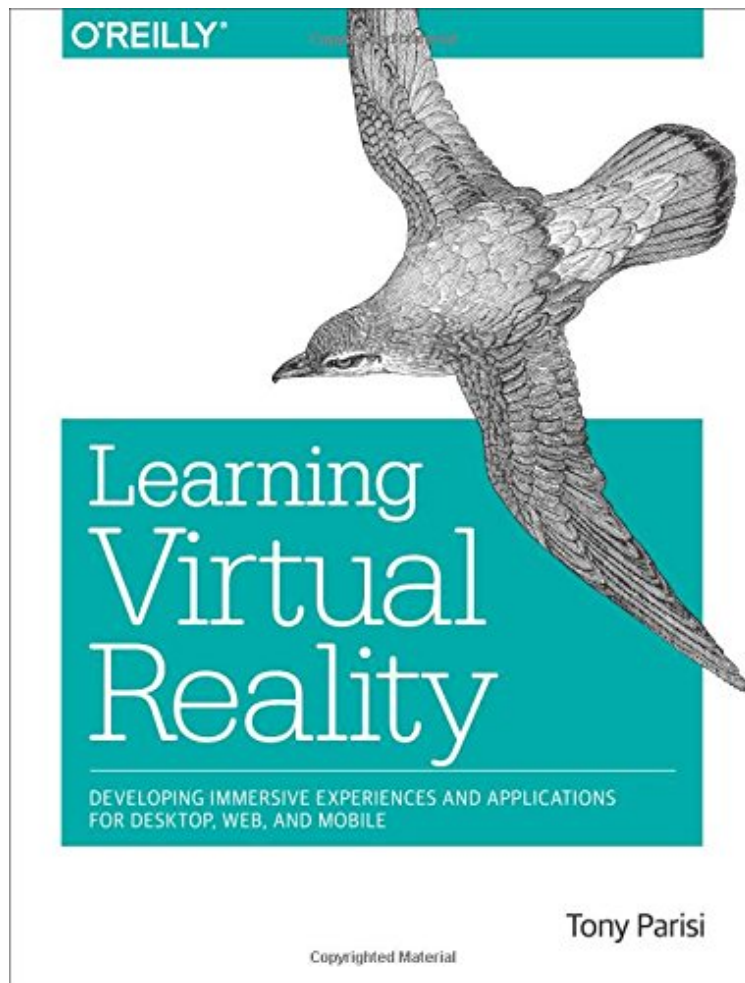


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Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile

Tony Parisi

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understand how to develop and learn about virtual reality.4 of 4 people found the following review helpful. Great overview of VR!By Keith V.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.0 of 0 people found the following review helpful. Five StarsBy Erick BeebeGreat book.

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. Youll explore the three go-to platformsOculusVR, Gear VR, and Cardboard VRas well as several VR development environments, programming tools, and techniques.If youre 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, youll 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 Samsungs 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 Googles Cardboard VRBring everything together to build a 360-degree panoramic photo viewer

About the AuthorTony Parisi is an entrepreneur and career CTO/software architect. He has developed international standards and protocols, created noteworthy software products, and started and sold technology companies. Tonys passion for innovating is exceeded only by his desire to build great products.Tony is a pioneer in virtual reality, the co-creator of the VRML and X3D ISO standards for networked 3D graphics, and continues to innovate in 3D technology. Tony is the co-organizer of the San Francisco WebGL Meetup, and the San Francisco WebVR Meetup, and a member of the Khronos COLLADA working group creating glTF, the new file format standard for 3D web and mobile applications. Tony is also the author of OReilly Medias books on WebGL: WebGL Up and Running (2012), and Programming 3D Applications in HTML5 and WebGL (2014).Tony is currently VP of Platform Products at WEVR, a virtual reality community and VR media player for aspiring and professional creatives.