



Unity Virtual Reality Projects

By Jonathan Linowes

[Download now](#)

[Read Online](#) 

Unity Virtual Reality Projects By 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](#)

Unity Virtual Reality Projects

By *Jonathan Linowes*

Unity Virtual Reality Projects By *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.

Unity Virtual Reality Projects By Jonathan Linowes Bibliography

- Sales Rank: #219525 in Books
- Published on: 2015-09
- Released on: 2015-09-01
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .65" w x 7.50" l, 1.09 pounds
- Binding: Paperback
- 286 pages

 [Download Unity Virtual Reality Projects ...pdf](#)

 [Read Online Unity Virtual Reality Projects ...pdf](#)

Download and Read Free Online Unity Virtual Reality Projects By Jonathan Linowes

Editorial Review

About the Author

Jonathan Linowes

Jonathan Linowes is the owner of Parkerhill Reality Labs, a start-up VR/AR consultancy firm. He is a veritable VR and 3D graphics enthusiast, full-stack web developer, software engineer, successful entrepreneur, and teacher. He has a fine arts degree from Syracuse University and a master's degree from the MIT Media Lab. He has founded several successful start-ups and held technical leadership positions at major corporations, including Autodesk Inc.

Users Review

From reader reviews:

David Stokes:

Do you have favorite book? When you have, what is your favorite's book? Publication is very important thing for us to understand everything in the world. Each publication has different aim as well as goal; it means that guide has different type. Some people feel enjoy to spend their time for you to read a book. They can be reading whatever they take because their hobby is reading a book. How about the person who don't like examining a book? Sometime, particular person feel need book once they found difficult problem or maybe exercise. Well, probably you will require this Unity Virtual Reality Projects.

Tammara Dejesus:

Now a day people that Living in the era everywhere everything reachable by match the internet and the resources within it can be true or not involve people to be aware of each information they get. How people have to be smart in receiving any information nowadays? Of course the solution is reading a book. Reading through a book can help persons out of this uncertainty Information specially this Unity Virtual Reality Projects book since this book offers you rich details and knowledge. Of course the details in this book hundred pct guarantees there is no doubt in it you probably know this.

Michael Fischer:

The publication with title Unity Virtual Reality Projects posesses a lot of information that you can understand it. You can get a lot of advantage after read this book. This particular book exist new understanding the information that exist in this publication represented the condition of the world right now. That is important to yo7u to learn how the improvement of the world. This particular book will bring you with new era of the the positive effect. You can read the e-book on the smart phone, so you can read the item anywhere you want.

Mary Linkous:

That e-book can make you to feel relax. This kind of book Unity Virtual Reality Projects was colourful and of course has pictures on the website. As we know that book Unity Virtual Reality Projects has many kinds or variety. Start from kids until young adults. For example Naruto or Private investigator Conan you can read and believe you are the character on there. Therefore , not at all of book usually are make you bored, any it can make you feel happy, fun and relax. Try to choose the best book for you and try to like reading in which.

**Download and Read Online Unity Virtual Reality Projects By
Jonathan Linowes #CNKMXWVJ5HQ**

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

CNKMXWVJ5HQ: Unity Virtual Reality Projects By Jonathan Linowes