Cardboard VR Projects for Android (Paperback)

Filesize: 5.58 MB

Reviews

Complete guideline for ebook enthusiasts. It really is loaded with knowledge and wisdom Once you begin to read the book, it is extremely difficult to leave it before concluding.
(Delilah Hansen)

CARDBOARD VR PROJECTS FOR ANDROID (PAPERBACK)

To save **Cardboard VR Projects for Android (Paperback)** PDF, you should access the link listed below and download the document or have access to other information which are in conjuction with CARDBOARD VR PROJECTS FOR ANDROID (PAPERBACK) ebook.

Packt Publishing Limited, United Kingdom, 2016. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book. Develop mobile virtual reality apps using the native Google Cardboard SDK for Android About This Book * Learn how to build practical applications for Google s popular DIY VR headset * Build a reusable VR graphics engine on top of the Cardboard Java SDK and OpenGL ES graphics libraries * The projects in this book will showcase a different aspect of Cardboard development-from 3D rendering to handling user input Who This Book Is For The book is for established Android developers with a good knowledge level of Java. No prior OpenGL or graphics knowledge is required. No prior experience with Google Cardboard is expected, but those who are familiar with Cardboard and are looking for projects to expand their knowledge can also benefit from this book. What You Will Learn * Build Google Cardboard virtual reality applications * Explore the ins and outs of the Cardboard SDK Java classes and interfaces, and apply them to practical VR projects * Employ Android Studio, Android SDK, and the Java language in a straightforward manner * Discover and use software development and Android best practices for mobile and Cardboard applications, including considerations for memory management and battery life * Implement user interface techniques for menus and gaze-based selection within VR * Utilize the science, psychology, mathematics, and technology behind virtual reality, especially those pertinent to mobile Cardboard VR experiences * Understand Cardboard VR best practices including those promoted by Google Design Lab. In Detail Google Cardboard is a low-cost, entry-level media platform through which you can experience virtual reality and virtual 3D environments. Its applications are as broad and varied as mobile smartphone applications themselves. This book will educate you on the best...

   Read Cardboard VR Projects for Android (Paperback) Online
   Download PDF Cardboard VR Projects for Android (Paperback)

You May Also Like

[PDF] The Birds Christmas Carol (Paperback)

Follow the web link beneath to read "The Birds Christmas Carol (Paperback)" PDF document.

Save eBook »

[PDF] Homespun Tales (Paperback)

Follow the web link beneath to read "Homespun Tales (Paperback)" PDF document.

Save eBook »

[PDF] The Flag-Raising (Paperback)

Follow the web link beneath to read "The Flag-Raising (Paperback)" PDF document.

Save eBook »

[PDF] The Preschool Inclusion Toolbox: How to Build and Lead a High-Quality Program (Paperback)

Follow the web link beneath to read "The Preschool Inclusion Toolbox: How to Build and Lead a High-Quality Program (Paperback)" PDF document.

Save eBook »

[PDF] Crochet: Learn How to Make Money with Crochet and Create 10 Most Popular Crochet Patterns for Sale: (Learn to Read Crochet Patterns, Charts, and Graphs, Beginner s Crochet Guide with Pictures) (Paperback)

Follow the web link beneath to read "Crochet: Learn How to Make Money with Crochet and Create 10 Most Popular Crochet Patterns for Sale: (Learn to Read Crochet Patterns, Charts, and Graphs, Beginner s Crochet Guide with Pictures) (Paperback)" PDF document.

Save eBook »

[PDF] No Friends?: How to Make Friends Fast and Keep Them (Paperback)

Follow the web link beneath to read "No Friends?: How to Make Friends Fast and Keep Them (Paperback)" PDF document.

Save eBook »