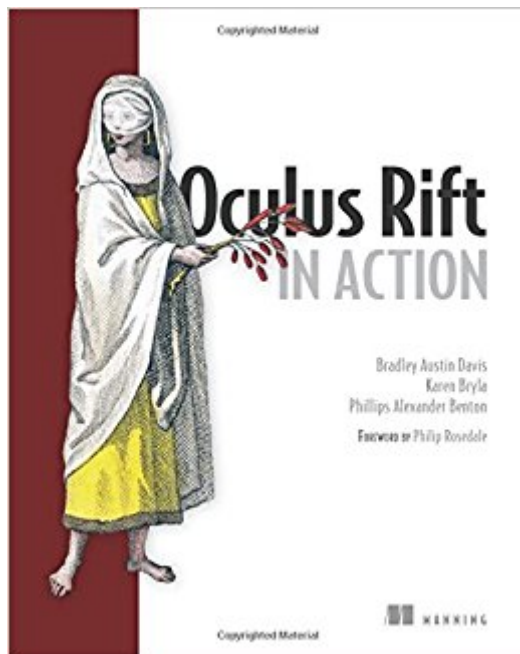


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Oculus Rift In Action



Synopsis

SummaryOculus Rift in Action introduces the powerful Oculus Rift headset and teaches you how to integrate its many features into 3D games and other virtual reality experiences. You'll start by understanding the capabilities of the Rift hardware. Then you'll follow interesting and instantly-relevant examples that walk you through programming real applications using the Oculus SDK. Examples are provided for both using the Oculus C API directly and for using Unity, a popular development and 3D graphics engine, with the Oculus Unity integration package.Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.About the BookVirtual reality has long been the domain of researchers and developers with access to specialized hardware and proprietary tools. With the appearance of the Oculus Rift VR headset, the game has changed. Using standard programming tools and the intuitive Oculus SDKs, you can deliver powerful immersive games, simulations, and other virtual experiences that finally nail the feeling of being in the middle of the action.Oculus Rift in Action teaches you how to create 3D games and other virtual reality experiences for the Oculus Rift. You'll explore the Rift hardware through examples of real applications using the Oculus SDK and both the Oculus C API and the Unity 3D graphics engine. Along the way, you'll get practical guidance on how to use the Rift's sensors to produce fluid VR experiences.Experience with C++, C#, or another OO language is assumed.What's InsideCreating immersive VRIntegrating the Rift with the Unity 3D SDKImplementing the mathematics of 3DAvoiding motion-sickness triggersAbout the AuthorsBrad Davis is an active VR developer who maintains a great set of example Rift applications on Github. Karen Bryla is a freelance developer and writer. Alex Benton is a lecturer in 3D graphics at the University of Cambridge and a software engineer at Google.Table of ContentsPART 1 GETTING STARTEDMeet the Oculus RiftPART 2 USING THE OCULUS C APICreating your first Rift interactionsPulling data out of the Rift: working with the head trackerSending output to the Rift: working with the displayPutting it all together: integrating head tracking and 3D renderingPerformance and qualityPART 3 USING UNITYUnity: creating applications that run on the RiftUnity: tailoring your application for the RiftPART 4 THE VR USER EXPERIENCEUI design for VRReducing motion sickness and discomfortPART 5 ADVANCED RIFT INTEGRATIONSUsing the Rift with Java and PythonCase study: a VR shader editorAugmenting virtual reality

Book Information

Paperback: 440 pages

Publisher: Manning Publications; 1 edition (September 3, 2015)

Language: English

ISBN-10: 1617292192

ISBN-13: 978-1617292194

Product Dimensions: 7.3 x 1 x 9.2 inches

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

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Customer Reviews

Brad Davis is a software developer for High Fidelity, a startup working on open-source, social VR applications. He is an active participant in the Oculus VR developer forums. He maintains a set of example Rift applications on Github. Karen Bryla is a freelance technical writer and developer. Phillips Alexander Benton is an associate lecturer in Advanced 3D Graphics at the University of Cambridge and a senior software engineer at Google.

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