



Oculus Rift in Action

By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton

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Summary

Oculus 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 Book

Virtual 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 Inside

- Creating immersive VR
- Integrating the Rift with the Unity 3D SDK

- Implementing the mathematics of 3D
- Avoiding motion-sickness triggers

About the Authors

Brad 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.

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Editorial Review

About the Author

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.

Users Review

From reader reviews:

Jennifer Burritt:

What do you in relation to book? It is not important along with you? Or just adding material when you really need something to explain what yours problem? How about your extra time? Or are you busy man or woman? If you don't have spare time to perform others business, it is gives you the sense of being bored faster. And you have free time? What did you do? All people has many questions above. The doctor has to answer that question due to the fact just their can do this. It said that about reserve. Book is familiar in each person. Yes, it is proper. Because start from on jardín de infancia until university need this Oculus Rift in Action to read.

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