



Oculus Rift in Action

By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton

[Download now](#)

[Read Online](#) 

Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton

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.

Table of Contents

1. Meet the Oculus Rift
2. PART 2 USING THE OCULUS C API
3. Creating your first Rift interactions
4. Pulling data out of the Rift: working with the head tracker
5. Sending output to the Rift: working with the display
6. Putting it all together: integrating head tracking and 3D rendering
7. Performance and quality
8. PART 3 USING UNITY
9. Unity: creating applications that run on the Rift
10. Unity: tailoring your application for the Rift
11. PART 4 THE VR USER EXPERIENCE
12. UI design for VR
13. Reducing motion sickness and discomfort
14. PART 5 ADVANCED RIFT INTEGRATIONS
15. Using the Rift with Java and Python
16. Case study: a VR shader editor
17. Augmenting virtual reality

 [Download Oculus Rift in Action ...pdf](#)

 [Read Online Oculus Rift in Action ...pdf](#)

Oculus Rift in Action

By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton

Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton

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.

Table of Contents

1. Meet the Oculus Rift
- PART 2 USING THE OCULUS C API

2. Creating your first Rift interactions
3. Pulling data out of the Rift: working with the head tracker
4. Sending output to the Rift: working with the display
5. Putting it all together: integrating head tracking and 3D rendering
6. Performance and quality

PART 3 USING UNITY

7. Unity: creating applications that run on the Rift
8. Unity: tailoring your application for the Rift

PART 4 THE VR USER EXPERIENCE

9. UI design for VR
10. Reducing motion sickness and discomfort

PART 5 ADVANCED RIFT INTEGRATIONS

11. Using the Rift with Java and Python
12. Case study: a VR shader editor
13. Augmenting virtual reality

Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton Bibliography

- Sales Rank: #675795 in Books
- Published on: 2015-09-03
- Original language: English
- Number of items: 1
- Dimensions: 9.20" h x 1.00" w x 7.30" l, .84 pounds
- Binding: Paperback
- 440 pages

 [Download Oculus Rift in Action ...pdf](#)

 [Read Online Oculus Rift in Action ...pdf](#)

Download and Read Free Online Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton

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.

Joshua Lippert:

In this 21st centuries, people become competitive in each way. By being competitive now, people have do something to make these people survives, being in the middle of the actual crowded place and notice by surrounding. One thing that at times many people have underestimated this for a while is reading. Sure, by reading a reserve your ability to survive increase then having chance to stand than other is high. For you who want to start reading a book, we give you this specific Oculus Rift in Action book as beginning and daily reading e-book. Why, because this book is more than just a book.

Richard Segers:

Do you have something that you enjoy such as book? The book lovers usually prefer to pick book like comic, limited story and the biggest one is novel. Now, why not attempting Oculus Rift in Action that give

your pleasure preference will be satisfied by reading this book. Reading habit all over the world can be said as the opportunity for people to know world far better then how they react toward the world. It can't be stated constantly that reading behavior only for the geeky person but for all of you who wants to possibly be success person. So , for all you who want to start studying as your good habit, you are able to pick Oculus Rift in Action become your starter.

Kelley Hardy:

You could spend your free time you just read this book this e-book. This Oculus Rift in Action is simple to deliver you can read it in the park your car, in the beach, train and soon. If you did not include much space to bring the particular printed book, you can buy the e-book. It is make you simpler to read it. You can save typically the book in your smart phone. So there are a lot of benefits that you will get when you buy this book.

**Download and Read Online Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton
#GNL12Y7BRK6**

Read Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton for online ebook

Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton 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 Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton books to read online.

Online Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton ebook PDF download

Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton Doc

Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton MobiPocket

Oculus Rift in Action By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton EPub