Cardboard VR Projects for Android

Develop mobile virtual reality apps using the native Google Cardboard SDK for Android

Jonathan Linowes
Matt Schoen

Cardboard Vr Projects For Android

Jonathan Tinney

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   Cardboard VR Projects for Android Jonathan Linowes,Matt Schoen,2016-05-17 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 practices and methodology needed to build effective stable and performant mobile VR applications In this book we begin by defining virtual reality VR and how Google Cardboard fits into the larger VR and Android ecosystem We introduce the underlying scientific and technical principles behind VR including geometry optics rendering and mobile software architecture We start with a simple example app that ensures your environment is properly set up to write build and run the app Then we develop a reusable VR graphics engine that you can build upon And from then on each chapter is a self contained project where you will build an example from a different genre of application including a 360 degree photo viewer an educational simulation of our solar system a 3D model viewer and a music visualizer Given the recent updates that were rolled out at Google I O 2016 the authors of Cardboard VR Projects for Android have collated some technical notes to help you execute the projects in this book with Google VR Cardboard Java SDK 0 8 released in May 2016 Refer to the article at https www packtpub com sites default files downloads GoogleVRUpdateGuideforCardbook pdf which explains the updates to the source code of the projects Style and approach This project based guide is written in a tutorial style project format where you will learn by doing It is accompanied by in depth explanations and discussions of various technologies and provides best practices and techniques   **Unity 2020 Virtual Reality Projects** Jonathan Linowes,2020-07-30 Explore the latest features of Unity and build VR experiences

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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   *Processing for Android* Andrés Colubri,2017-11-02 Learn how to use the Processing programming language and environment to create Android applications with ease This book covers the basics of the Processing language allowing users to effectively program interactive graphics in 2D and 3D It also details the application of these techniques to different types of Android devices smartphones tablets wearables and smartwatches Processing for Android walks you through the steps of taking an initial idea to a final app With this book you will be able to write engaging apps with interactive visuals driven by motion and location information obtained from the device s sensors including health data from the wearer like step count and heart rate An advantage of Processing for Android over more complex programming environments is the ability for users to focus on the interactions and visual output of their code rather than in the implementation details of the Android platform This book goes through a comprehensive series of hand on projects ranging from simple sketches to more complex projects involving sensors and integration with larger apps It also covers important aspects such as exporting your Processing projects as signed apps are ready to upload to the Google Play store and be share with the world What You ll Learn Write apps and live wallpapers for smartphones and tablets Design and implement interactive watch faces Create Virtual Reality experiences for Cardboard devices Integrate Processing sketches into larger apps and Android Studio Export projects as completed apps ready to distribute through Google Play Store Who This Book Is For Artists designers students researchers and hobbyists who are not necessarily Android experts but are looking to write mobile apps that make creative use of interactive graphics sensor data and virtual reality   **Virtual Reality Blueprints** Charles Palmer,John Williamson,2018-02-28 Are you new to virtual reality

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satisfactory VR experience on both desktop and mobile devices This report demonstrates limitations of developing a single threaded game engine for the web and how the emerging web standard of WebGL Workers will eventually alleviate performance constraints on rendering Future works projects are provided that can be used to extend the functionality of the engine that has been developed **Augmented and Virtual Reality in Libraries** Jolanda-Pieta van Arnhem,Christine Elliott,Marie Rose,2018-05-24 Augmented and Virtual Reality in Libraries is written for librarians by librarians understanding that diverse communities use libraries museums and archives for a variety of different reasons Many current books on this topic have a very technological focus on augmentation and are aimed towards computer programmers with advanced technology skills This book makes augmented reality virtual reality and mixed reality applications much more accessible to professionals without extensive technology backgrounds This innovative title touches on possible implementation projects and assessment needs for both academic and public libraries museums and archives 360 Degree Virtual Reality Cardboard Viewer , Virtual Reality Jack Challoner,2017 This book explores the realities of virtual reality explaining what VR is and how it works and even includes an app download for five exclusive VR experiences and a cardboard viewer with stickers so kids can make it their own Full color 8 1 2 x 10 15 16 Consumable **AMAZING IDEAS FROM RECYCLED CARDBOARD** DEREK. VANBOOVEN,2021 **Google Daydream VR Cookbook** Sam Keene,2019

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