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Jason Jerald

The VR Book Jason Jerald, 2015-09-01 Virtual reality (VR) potentially provides our minds with direct access to digital media in a way that at first seems to have no limits. However, creating compelling VR experiences is an incredibly complex challenge. When VR is done well, the results are brilliant and pleasurable experiences that go beyond what we can do in the real world. When VR is done badly, not only is the system frustrating to use, but sickness can result. Reasons for bad VR are numerous; some failures come from the limitations of technology, but many come from a lack of understanding perception, interaction, design principles, and real users. This book discusses such issues, focusing upon the human element of VR rather than technical implementation, for if we do not get the human element correct, then no amount of technology will make VR anything more than an interesting tool confined to research laboratories. Even when VR principles are fully understood, first implementations are rarely novel and never ideal due to the complex nature of VR and the countless possibilities. However, the VR principles discussed within enable us to intelligently experiment with the rules and iteratively design towards innovative experiences.

Virtual Reality ,

The Re-Emergence of Virtual Reality Leighton Evans, 2018-10-22 In this short book, Evans interrogates the implications of VR's re-emergence into the media mainstream, critiquing the notion of a VR revolution by analysing the development and ownership of VR companies while also exploring the possibilities of immersion in VR and the importance of immersion in the interest and ownership of VR enterprises. He assesses how the ideologies and desires of both computer programmers and major Silicon Valley industries may influence how VR worlds are conceived and experienced by users while also exploring the mechanisms that create the immersive experience that underpins interest in the medium.

Virtual Reality Technology Grigore C. Burdea, Philippe Coiffet, 2017-11-01 A groundbreaking Virtual Reality textbook is now even better Virtual reality is a very powerful and compelling computer application by which humans interact with computer-generated environments in a way that mimics real life and engages various senses. Although its most widely known application is in the entertainment industry, the real promise of virtual reality lies in such fields as medicine, engineering, oil exploration, and the military, to name just a few. Through virtual reality, scientists can triple the rate of oil discovery, pilots can dogfight numerically superior bandits, and surgeons can improve their skills on virtual (rather than real) patients. This Second Edition of the first comprehensive technical book on virtual reality provides updated and expanded coverage of the technology such as: Input and output interfaces including touch and force feedback Computing architecture (with emphasis on the rendering pipeline and task distribution) Object modeling (including physical and behavioral aspects) Programming for virtual reality (WorldToolKit, Java 3D, GHOST, and PeopleShop) An in-depth look at human factors issues, user performance, and sensorial conflict aspects of VR Traditional and emerging VR applications The new edition of Virtual Reality Technology is specifically designed for use as a textbook. Thus, it includes definitions, review questions, and a CD-ROM with video clips that reinforce the topics covered. The CD-ROM also contains a Laboratory Manual with homework and programming assignments in VRML and Java 3D, as follows: Introduction to VRML and Java 3D Sensor and Event Processing VRML and JavaScript Scene Hierarchy, Geometry, and Texture VRML PROTO and Glove Devices Viewpoint Control, Sound, and Haptic Effects The Second Edition will serve as a state-of-the-art resource for both undergraduate and graduate students in engineering, computer science, and other disciplines.

Understanding Virtual Reality William R. Sherman, Alan B. Craig, 2002-09-10

Understanding Virtual Reality arrives at a time when the technologies behind virtual reality have advanced to the point that it is possible to develop and deploy meaningful, productive virtual reality applications. The aim of this thorough, accessible exploration is to help you take advantage of this moment, equipping you with the understanding needed to identify and prepare for ways VR can be used in your field, whatever your field may be. By approaching VR as a communications medium, the authors have created a resource that will remain relevant even as the underlying technologies evolve. You get a history of VR, along with a good look at systems currently in use. However, the focus remains squarely on the application of VR and the many issues that arise in the application design and implementation, including hardware requirements, system integration, interaction techniques, and usability. This book also counters both exaggerated claims for VR and the view that would reduce it to entertainment, citing dozens of real-world examples from many different fields and presenting (in a series of appendices) four in-depth application case studies. * Substantive, illuminating coverage designed for technical and business readers and well-suited to the classroom. * Examines VR's constituent technologies, drawn from visualization, representation, graphics, human-computer interaction, and other fields, and explains how they are being united in cohesive VR systems. * Via a companion Web site, provides additional case studies, tutorials, instructional materials, and a link to an open-source VR programming system.

Mastering Oculus Rift Development Jack Donovan, 2017-02-06 Explore the new frontier of virtual reality with the Oculus Rift and bring the VR revolution to your own projects About This Book Create immersive 3D games especially designed for the Oculus Rift platform Build complex realistic virtual reality (VR) games with the Unity Engine Create striking VR environments with advanced graphical techniques Who This Book Is For This book is for aspiring indie developers and VR enthusiasts who want to bring their ideas into virtual reality with a new platform that provides an unprecedented level of realism and immersion. What You Will Learn Increase immersion with 3D audio and intuitive interfaces Create group VR experiences using multi-player networking Design fun and engaging mechanics that utilize VR principles Explore the best ways to navigate and interact using the Oculus Rift Design intuitive ways to navigate and interact with scenes in VR Add stunning realism to a scene with three-dimensional audio Invent mechanics and features that take full advantage of VR hardware In Detail Virtual reality (VR) is changing the world of gaming and entertainment as we know it. VR headsets such as the Oculus Rift immerse players in a virtual world by tracking their head movements and simulating depth, giving them the feeling that they are actually present in the environment. We will first use the Oculus SDK in the book and will then move on to the widely popular Unity Engine, showing you how you can add that extra edge to your VR games using the power of Unity. In this book, you'll learn how to take advantage of this new medium by designing around each of its unique features. This book will demonstrate the Unity 5 game engine, one of most widely-used engines for VR development, and will take you through a comprehensive project that covers everything necessary to create and publish a complete VR experience for the Oculus Rift. You will also be able to identify the common perils and pitfalls of VR development to ensure that your audience has the most comfortable experience possible. By the end of the book, you will be able to create an advanced VR game for the Oculus Rift, and you'll have everything you need to bring your ideas into a new reality. Style and approach This book takes a step-by-step tutorial approach with illustrative examples to help you implement the projects on your own. The book lets you first get to grips with the Oculus SDK and then moves on to the Unity Engine to add realistic graphics and features in your games.

Unreal Engine 4 Virtual Reality Projects Kevin Mack, Robert Ruud, 2019-04-30 The key problem with VR development is understanding how to set up a project and running it

on your desktop or mobile VR device. With this book, you will not only learn the specifics of virtual reality development in Unreal but also build immersive and fun VR projects that can be experienced on your VR devices.

Virtual Reality for Beginners! Murray Ramirez, 2016-11-26 Virtual Reality for Beginners! How to Understand, Use & Create with VR Are You Ready To Learn All About VR? If So You've Come To The Right Place... Here's A Preview Of What This Virtual Reality Book Contains... An Introduction To Virtual Reality VR Through Time - The History And Growth Of Virtual Reality Getting Started With VR - What You'll Need To Get Going The Science of VR Trends In The VR Industry Google Cardboard Explored Sony PlayStation VR Explored HTC Vive Explored Oculus Rift Explored Samsung Gear VR Explored Bonus: Google Daydream View Explored VR And Beyond! 2016+ Verdict The Next Big Thing And Much, Much More! Download Your Copy Now And Get Started Now!

Virtual Reality Samuel Greengard, 2019-09-10 A comprehensive overview of developments in augmented reality, virtual reality, and mixed reality—and how they could affect every part of our lives. After years of hype, extended reality—augmented reality (AR), virtual reality (VR), and mixed reality (MR)—has entered the mainstream. Commercially available, relatively inexpensive VR headsets transport wearers to other realities—fantasy worlds, faraway countries, sporting events—in ways that even the most ultra-high-definition screen cannot. AR glasses receive data in visual and auditory forms that are more useful than any laptop or smartphone can deliver. Immersive MR environments blend physical and virtual reality to create a new reality. In this volume in the MIT Press Essential Knowledge series, technology writer Samuel Greengard offers an accessible overview of developments in extended reality, explaining the technology, considering the social and psychological ramifications, and discussing possible future directions. Greengard describes the history and technological development of augmented and virtual realities, including the latest research in the field, and surveys the various shapes and forms of VR, AR, and MR, including head-mounted displays, mobile systems, and goggles. He examines the way these technologies are shaping and reshaping some professions and industries, and explores how extended reality affects psychology, morality, law, and social constructs. It's not a question of whether extended reality will become a standard part of our world, he argues, but how, when, and where these technologies will take hold. Will extended reality help create a better world? Will it benefit society as a whole? Or will it merely provide financial windfalls for a select few? Greengard's account equips us to ask the right questions about a transformative technology.

The changing face of VR: Pushing the boundaries of experience across multiple industries Jordan Frith, Michael Saker, 2022-09-20 VR occupies an interesting place in the media ecosystem. On the one hand, it is an emerging, 'cutting-edge' technology backed by billions of USD by major corporations. On the other hand, VR is older than the World Wide Web and older than social networking sites. After many years of hype and unfulfilled potential, VR is now finally on the precipice of widespread adoption and has begun to be used in novel ways throughout various industries. This edited collection brings together a diverse group of authors to analyse the current state of VR, while recognizing that these many different use-cases will likely become even more important with the increased investment in the technology. To examine the current state of VR across multiple sites and industries, we compiled a group of practitioners and academics to both examine VR practices and theorize new uses of VR. The book also focuses on an inclusive analysis and includes authors from South America, North America, Europe, Australia, and Asia, and the topics range from analyses of VR use in live events to the ethics of nature-based VR apps to the social practices involved in using public VR at museum exhibits. As we argue in the introduction, this book is one of the first to bring together authors from different backgrounds and disciplines to chart just how widely VR

has already spread. And maybe most importantly, the topics covered in this book will only become more relevant as VR continues to grow, especially in the wake of the growth of the supposed Metaverse.

Cases on Immersive Virtual Reality Techniques Yang, Kenneth C.C.,2019-04-12 As virtual reality approaches mainstream consumer use, new research and innovations in the field have impacted how we view and can use this technology across a wide range of industries. Advancements in this technology have led to recent breakthroughs in sound, perception, and visual processing that take virtual reality to new dimensions. As such, research is needed to support the adoption of these new methods and applications. Cases on Immersive Virtual Reality Techniques is an essential reference source that discusses new applications of virtual reality and how they can be integrated with immersive techniques and computer resources. Featuring research on topics such as 3D modeling, cognitive load, and motion cueing, this book is ideally designed for educators, academicians, researchers, and students seeking coverage on the applications of collaborative virtual environments.

Virtual Reality Filmmaking Celine Tricart,2017-11-13 Virtual Reality Filmmaking presents a comprehensive guide to the use of virtual reality in filmmaking, including narrative, documentary, live event production, and more. Written by Celine Tricart, a filmmaker and an expert in new technologies, the book provides a hands-on guide to creative filmmaking in this exciting new medium, and includes coverage on how to make a film in VR from start to finish. Topics covered include: The history of VR; VR cameras; Game engines and interactive VR; The foundations of VR storytelling; Techniques for shooting in live action VR; VR postproduction and visual effects; VR distribution; Interviews with experts in the field including the Emmy-winning studios Felix & Paul and Oculus Story Studio, Wevr, Viacom, Fox Sports, Sundance's New Frontier, and more.

The Immersive Enclosure Paul Roquet,2022-05-24 Winner, 2023 Lewis Mumford Award for Outstanding Scholarship in the Ecology of Technics, Media Ecology Association Although virtual reality promises to immerse a person in another world, its true power lies in its ability to sever a person's spatial situatedness in this one. This is especially clear in Japan, where the VR headset has been embraced as a way to block off existing social environments and reroute perception into more malleable virtual platforms. Is immersion just another name for enclosure? In this groundbreaking analysis of virtual reality, Paul Roquet uncovers how the technology is reshaping the politics of labor, gender, home, and nation. He examines how VR in Japan diverged from American militarism and technoutopian visions and became a tool for renegotiating personal space. Individuals turned to the VR headset to immerse themselves in three-dimensional worlds drawn from manga, video games, and genre literature. The Japanese government promised VR-operated robots would enable a new era of remote work, targeting those who could not otherwise leave home. Middle-aged men and corporate brands used VR to reimagine themselves through the virtual bodies of anime-styled teenage girls. At a time when digital platforms continue to encroach on everyday life, The Immersive Enclosure takes a critical look at these attempts to jettison existing social realities and offers a bold new approach for understanding the media environments to come.

Virtual Reality Systems John Vince,1995-09

VR Developer Gems William R. Sherman,2019-06-07 This book takes the practicality of other Gems series such as Graphics Gems and Game Programming Gems and provide a quick reference for novice and expert programmers alike to swiftly track down a solution to a task needed for their VR project. Reading the book from cover to cover is not the expected use case, but being familiar with the territory from the Introduction and then jumping to the needed explanations is how the book will mostly be used. Each chapter (other than Introduction) will contain between 5 to 10 tips, each of which is a self-

contained explanation with implementation detail generally demonstrated as pseudo code, or in cases where it makes sense, actual code. Key Features Sections written by veteran virtual reality researchers and developers Usable code snippets that readers can put to immediate use in their own projects. Tips of value both to readers entering the field as well as those looking for solutions that expand their repertoire.

Unreal Engine VR Cookbook Mitch McCaffrey, 2017-02-09 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. "With his YouTube channel, Mitch's VR Lab, Mitch has helped thousands of people understand the foundations of locomotion and interaction mechanics with clear and concise UE4 videos. I'm thrilled that he has taken the time to bring all his knowledge and experience in working with Unreal Engine and Virtual Reality to the Unreal® Engine VR Cookbook.... Mitch is uniquely qualified to share this book with the world." —Luis Cataldi, Unreal Engine Education, Epic Games, Inc. For game developers and visualization specialists, VR is the next amazing frontier to conquer—and Unreal Engine 4 is the ideal platform to conquer it with. Unreal® Engine VR Cookbook is your complete, authoritative guide to building stunning experiences on any Unreal Engine 4-compatible VR hardware. Renowned VR developer and instructor Mitch McCaffrey brings together best practices, common interaction paradigms, specific guidance on implementing these paradigms in Unreal Engine, and practical guidance on choosing the right approaches for your project. McCaffrey's tested "recipes" contain step-by-step instructions, while empowering you with concise explanations of the underlying theory and math. Whether you're creating first-person shooters or relaxation simulators, the techniques McCaffrey explains help you get immediate results, as you gain "big picture" knowledge and master nuances that will help you succeed with any genre or project. Understand basic VR concepts and terminology Implement VR logic with Blueprint visual scripting Create basic VR projects with Oculus Rift, HTC Vive, Gear VR, Google VR, PSVR, and other environments Recognize and manage differences between seated and standing VR experiences Set up trace interactions and teleportation Work with UMG and 2D UIs Implement character inverse kinematics (IK) for head and hands Define effective motion controller interaction Help users avoid motion sickness Optimize VR applications Explore the VR editor, community resources, and more If you're ready to master VR on Unreal Engine 4, this is the practical resource you've been searching for! Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

Virtual & Augmented Reality For Dummies Paul Mealy, 2018-06-08 An easy-to-understand primer on Virtual Reality and Augmented Reality Virtual Reality (VR) and Augmented Reality (AR) are driving the next technological revolution. If you want to get in on the action, this book helps you understand what these technologies are, their history, how they're being used, and how they'll affect consumers both personally and professionally in the very near future. With VR and AR poised to become mainstream within the next few years, an accessible book to bring users up to speed on the subject is sorely needed—and that's where this handy reference comes in! Rather than focusing on a specific piece of hardware (HTC Vive, Oculus Rift, iOS ARKit) or software (Unity, Unreal Engine), *Virtual & Augmented Reality For Dummies* offers a broad look at both VR and AR, giving you a bird's eye view of what you can expect as they continue to take the world by storm. * Keeps you up-to-date on the pulse of this fast-changing technology * Explores the many ways AR/VR are being used in fields such as healthcare, education, and entertainment * Includes interviews with designers, developers, and technologists currently working in the fields of VR and AR Perfect for both potential content creators and content consumers, this book will change the way you approach and contribute to these emerging technologies.

Virtual Reality Harvey P. Newquist,1995 Introduces the concepts and images of virtual reality with 3-D art and 3-D glasses and explains how virtual reality is used by scientists, pilots, and architects

Building Virtual Reality with Unity and Steam VR Jeff W Murray,2017-06-14 The golden age of virtual reality is here; take the first step into V.R. programming and development with Jeff W. MurrayBuilding Virtual Reality with Unity and SteamVR. Murray explores some of the topical issues surrounding virtual reality; including V.R. sickness, telepresence, performance issues and practical ways to diminish these detrimental effects to make a more comprehensive experience. Building Virtual Reality also grants readers a hands-on approach with the Unity game engine and programming. The example projects and sample C# code found in the text are compatible with all SteamVR supported virtual reality head mounted displays that are currently available. This text is the essential survival guide to VR and VR development for any reader. Author Bio: Jeff W. Murray has written two books: Game Development for iOS with Unity3D, C# Game Programming Cookbook for Unity3D, both published by CRC Press. In his game development career spanning over 14 years, he has worked with some of the world Murray Key features: Discusses some of the key issues facing virtual reality and provides helpful tips for making better V.R. experiences. Develop V.R. applications with practical examples geared to work with both the Oculus Rift and HTC Vive, as well as open source virtual reality (OSVR) headsets like the HDK. Find out how to build both standing and seated experiences. Tips on optimizing performance with the Unity Profilers. Explore examples specifically for HTC Vive Controllers and picking up and throwing physics objects, including haptic feedback. Discover how to build user interfaces for virtual reality, as well as discussing some best practices for V.R. based user interface design. Written by a games industry veteran who has been a V.R. developer since the first Oculus development kit.

Virtual Reality and Augmented Reality Bruno Arnaldi,Pascal Guitton,Guillaume Moreau,2018-03-15 Virtual and Augmented Reality have existed for a long time but were stuck to the research world or to some large manufacturing companies. With the appearance of low-cost devices, it is expected a number of new applications, including for the general audience. This book aims at making a statement about those novelties as well as distinguishing them from the complexes challenges they raise by proposing real use cases, replacing those recent evolutions through the VR/AR dynamic and by providing some perspective for the years to come.

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