1.	Record Nr.	UNINA9910959371003321
	Autore	Sherman William R., author
	Titolo	VR developer gems / / William R. Sherman
	Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2019 London : , : Bloomsbury Publishing (UK), , 2023
	ISBN	9781315157764 1315157764 9781351654609 1351654608 9781351654616 1351654616
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (695 pages)
	Disciplina	006.8
	Soggetti	Video games - Design Video games - Programming Games development and programming
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Cover -- Half Title -- Title Page -- Copyright Page -- Contents -- Preface -- Editor -- List of Contributors -- Section I: The Medium of VR -- 1 VR as a Medium -- 2 VR and Media of Attraction: Design Lessons from History -- Section II: VR with Game Engines -- 3 Getting Started with SteamVR and Unity -- 4 UniCAVE: A Distributed Rendering System for Unity3D -- 5 Using the Kinect for Head-Tracked Perspective and Pointing in Stationary VR Displays -- 6 The Vehicle Pattern for Simplifying Cross-Platform Virtual Reality Development -- 7 WebXR: Virtual Reality… in the Browser -- 8 Greyhouse: Building the Neighborhood Coffee Shop in Unreal Engine for VR -- 9 Bridging Scientific Visualization and Unreal VR -- Section III: Interaction -- 10 Brownboxing: The Secret to Rapid VR Prototyping -- 11 Bi-Manual Interaction for Manipulation, Volume Selection, and Travel: Using the Leap Motion, Game Controllers and Mobile Devices -- 12 Effortless 3D Selection through Progressive Refinement -- 13 Travel in Virtual Reality

| Sommario/riassunto | 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 snipits 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. |

2.

Record Nr.	UNINA9910892609703321
Titolo	Westfalische Zeitschrift : Zeitschrift fur vaterlandische Geschichte und Altertumskunde / hrsg. vom Verein fur Geschichte und Altertumskunde Westfalens
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Descrizione fisica	Online-Ressource
Classificazione	330 NA 1000 Westfalen Geschichte Landesbeschreibungen
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Soggetti	Zeitschrift Westfalen
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