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Autore	Linowes Jonathan
Titolo	Unity virtual reality projects : learn virtual reality by developing more than 10 engaging projects with unity 2018 // Jonathan Linowes
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Descrizione fisica	1 online resource (492 pages)
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Lingua di pubblicazione	Inglese
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Sommario/riassunto	<p>Explore the latest features of Unity 2018 to create immersive VR projects for Oculus Rift, HTC Vive, Daydream and Gear VR About This Book A project-based guide to teach you how to develop immersive and fun VR applications using Unity 3D Build experiences with interactable objects, physics, UI, animations, C# scripting, and other Unity features Explore the world of VR by building experiences such as diorama, first-person characters, 360-degree projections, social VR, audio fireball game, and VR storytelling Who This Book Is For If you're a non-programmer unfamiliar with 3D computer graphics, or experienced in both but new to virtual reality, and are interested in building your own VR games or applications, then this book is for you. Any experience in Unity is an advantage. What You Will Learn Create 3D scenes with Unity and other 3D tools while learning about world space and scale Build and run VR applications for specific headsets, including Oculus, Vive, and Daydream Interact with virtual objects using eye gaze, hand controllers, and user input events Move around your VR scenes using locomotion and teleportation Implement an audio fireball game using physics and particle systems Implement an art gallery tour with teleportation and data info Design and build a VR storytelling animation with a soundtrack and timelines Create social VR experiences with Unity networking In Detail Unity has become the leading platform for building virtual reality games, applications, and experiences for this new generation of consumer VR devices. Unity Virtual Reality Projects</p>

walks you through a series of hands-on tutorials and in-depth discussions on using the Unity game engine. With its practical and project-based approach, this book will get you up to speed with the specifics of Virtual Reality development in Unity. You will learn how to use Unity to develop VR applications that can be experienced with devices such as Oculus, Daydream, and Vive. Among the many topics and projects, you will explore gaze-based versus hand controller input, world space UI canvases, locomotion and teleportation, software design patterns, 360-degree media, timeline animation, and multiplayer networking. You will learn the Unity 3D game engine via the interactive Unity Editor as well as C# programming. By the end of the book, you will be fully equipped to develop rich, interactive virtual reality experiences using Unity. Style and approach A practical step-by-step guide to building ...

2. Record Nr.	UNINA9910973865203321
Autore	Schipke Alfred
Titolo	The Eastern Caribbean Economic and Currency Union : : Macroeconomics and Financial Systems / / Alfred Schipke, Aliona Cebotari, Nita Thacker
Pubbl/distr/stampa	Washington, D.C. : , : International Monetary Fund, , 2013
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Descrizione fisica	1 online resource (547 p.)
Altri autori (Persone)	CebotariAliona ThackerNita
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Currency
Debt Management
Debt restructuring
Debt
Debts, External
Debts, Public
Depository Institutions
Expenditure
Expenditures, Public
Exports and Imports
Finance
Finance: General
Financial markets
Financial Risk Management
Foreign Exchange
Foreign exchange
General Financial Markets: General (includes Measurement and Data)
International economics
Investment & securities
Micro Finance Institutions
Mortgages
National Government Expenditures and Related Policies: General
Public debt
Public finance & taxation
Public Finance
Revenue administration
Revenue
Sovereign Debt
Taxation
Taxation, Subsidies, and Revenue: General
St. Lucia

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Nota di contenuto

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Offshore Financial Centers: To Be or Not to Be?; PART VI: MONETARY AND EXCHANGE RATE ISSUES; 15 The Role of the Eastern Caribbean Central Bank; 16 The Optimal Exchange Rate Regime in the OECS/ECCU: A Medium-Term View; PART VII: EXTERNAL SECTOR; 17 External Competitiveness; PART VIII: THE ROLE OF THE PRIVATE SECTOR; 18 Impediments to Developing the Private Sector PART IX: MACROECONOMIC STATISTICS 19 Macroeconomic Statistics for Policymaking; Index;

Sommario/riassunto

The Eastern Caribbean Economic and Currency Union (OECS/ECCU) is one of four currency unions in the world. As in other parts of the world in the aftermath of the global economic and financial crisis, the region is at a crossroads, facing the major challenges of creating jobs, making growth more inclusive, reforming the banking system, and managing volatility, while grappling with high public debt and persistent low economic growth. Policymakers have the critical task of implementing strong reforms to strengthen the monetary union while also laying the foundation for accelerating growth. This Handbook provides a comprehensive analysis of the key issues in the OECS/ECCU, including its organization and economic and financial sector linkages, and provides policy recommendations to foster economic growth.
