

(Read free ebook) Unreal Engine VR Cookbook: Developing Virtual Reality with UE4 (Game Design)

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Mitch McCaffrey

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#391635 in Books McCaffrey Mitch 2017-02-16Original language:English 9.00 x .70 x 7.00l, .0 #File Name: 0134649176288 pagesUnreal Engine VR Cookbook Developing Virtual Reality with Ue4 | File size: 65.Mb

Mitch McCaffrey : Unreal Engine VR Cookbook: Developing Virtual Reality with UE4 (Game Design) before purchasing it in order to gage whether or not it would be worth my time, and all praised Unreal Engine VR Cookbook: Developing Virtual Reality with UE4 (Game Design):

6 of 6 people found the following review helpful. I good read, I was worries that the book would ...By nrm21122A good read, was worried that the book would repeat the same thing multiple times for each of the different VR headsets. With only 288 pages and: Vive, Rift, GearVR, PSVR among others there is not a lot of space to cover real content. Luckily, I was wrong.The first chapter covers the different systems and provides a few tables that discuss the key difference in the APIs. There are a few pages in chapter 2 that talk about gear VR setup, since it does have a few extra steps when compared to the other systems. Once that is done however the text gets right to the heart of VR

development Topics include creating interfaces for your objects, tracing, creating interactive objects, teleportation along with other movement options, Unreal Motion Graphics (UMG), Kinematics and that is only the first 40% or so of the book. Later on you will learn about optimization, working with motion controllers, even go into the render pipeline and different shader options. Appendix chapters cover using the editor in VR mode and online resources for more information I am happy with the book overall, but keep in mind this is a cookbook, so you are not building a game like most books. Here each chapter will teach you the key elements; tracking, rendering menu interaction ect that go into making a game. The nice thing about this text is that you are also told why/how something works were many text simple say do this then this. 0 of 0 people found the following review helpful. A Very Informative Book By Keith Williamson This book is pretty much what I have been looking for. I have always been interested in virtual reality. Thanks. 1 of 1 people found the following review helpful. Great book! Covers the creation of key interaction and ... By R. Downing Great book! Covers the creation of key interaction and locomotion systems for VR.

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!

About the Author Mitch McCaffrey is an independent game developer and the Creator of the community VR Template for UE4. He is also Creator of the very popular YouTube tutorial series "Mitch's VR Lab." Mitch has been a very active member of the UE4 VR community and instrumental in teaching VR best practices through his Unreal Engine forum posts, VR Templates, and Youtube channel for some time.