Cardboard VR Projects for Android

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

Jonathan Linowes
Matt Schoen

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Oswald Campesato

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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

including first person interactions audio fireball games 360 degree media art gallery tours and VR storytelling Key Features Discover step by step instructions and best practices to begin your VR development journey Explore Unity features such as URP rendering XR Interaction Toolkit and ProBuilder Build impressive VR based apps and games that can be experienced using modern devices like Oculus Rift and Oculus Quest Book DescriptionThis third edition of the Unity Virtual Reality VR development guide is updated to cover the latest features of Unity 2019 4 or later versions the leading platform for building VR games applications and immersive experiences for contemporary VR devices Enhanced with more focus on growing components such as Universal Render Pipeline URP extended reality XR plugins the XR Interaction Toolkit package and the latest VR devices this edition will help you to get up to date with the current state of VR With its practical and project based approach this book covers the specifics of virtual reality development in Unity You ll learn how to build VR apps that can be experienced with modern devices from Oculus VIVE and others This virtual reality book presents lighting and rendering strategies to help you build cutting edge graphics and explains URP and rendering concepts that will enable you to achieve realism for your apps You ll build real world VR experiences using world space user interface canvases locomotion and teleportation 360 degree media and timeline animation as well as learn about important VR development concepts best practices and performance optimization and user experience strategies By the end of this Unity book you ll be fully equipped to use Unity to develop rich interactive virtual reality experiences What you will learn Understand the current state of virtual reality and VR consumer products Get started with Unity by building a simple diorama scene using Unity Editor and imported assets Configure your Unity VR projects to run on VR platforms such as Oculus SteamVR and Windows immersive MR Design and build a VR storytelling animation with a soundtrack and timelines Implement an audio fireball game using game physics and particle systems Use various software patterns to design Unity events and interactable components Discover best practices for lighting rendering and post processing Who this book is for Whether you re a non programmer unfamiliar with 3D computer graphics or experienced in both but new to virtual reality if you re interested in building your own VR games or applications this Unity book is for you Any experience in Unity will be useful but is not necessary   **Complete Virtual Reality and Augmented Reality Development with Unity** Jesse Glover,Jonathan Linowes,2019-04-17 This Learning Path makes you an expert developer of AR and VR applications by teaching you everything from the basic principles of AR application development to developing immersive and fun VR applications using Unity 3D and Unity 2018   *Android* Oswald Campesato,2017-05-11 No detailed description available for Android   <u>Unity Virtual Reality Projects</u> Jonathan Linowes,2018-05-24 If you are interested in Virtual Reality want to learn how it works and want to create your own VR experiences this book is for you We walk you through a series of tutorials and in depth discussions using the Unity game engine   <u>Britannica Book of the Year</u> ,2017   **Augmented Reality for Developers** Jonathan Linowes,Krystian Babilinski,2017-10-09 Build exciting AR applications on mobile and wearable devices with Unity 3D Vuforia ARToolKit

Microsoft Mixed Reality HoloLens Apple ARKit and Google ARCore About This Book Create unique AR applications from scratch from beginning to end with step by step tutorials Use Unity 3D to efficiently create AR apps for Android iOS and Windows platforms Use Vuforia ARTookKit Windows Mixed Reality and Apple ARKit to build AR projects for a variety of markets Learn best practices in AR user experience software design patterns and 3D graphics Who This Book Is For The ideal target audience for this book is developers who have some experience in mobile development either Android or iOS Some broad web development experience would also be beneficial What You Will Learn Build Augmented Reality applications through a step by step tutorial style project approach Use the Unity 3D game engine with the Vuforia AR platform open source ARToolKit Microsoft s Mixed Reality Toolkit Apple ARKit and Google ARCore via the C programming language Implement practical demo applications of AR including education games business marketing and industrial training Employ a variety of AR recognition modes including target images markers objects and spatial mapping Target a variety of AR devices including phones tablets and wearable smartglasses for Android iOS and Windows HoloLens Develop expertise with Unity 3D graphics UIs physics and event systems Explore and utilize AR best practices and software design patterns In Detail Augmented Reality brings with it a set of challenges that are unseen and unheard of for traditional web and mobile developers This book is your gateway to Augmented Reality development not a theoretical showpiece for your bookshelf but a handbook you will keep by your desk while coding and architecting your first AR app and for years to come The book opens with an introduction to Augmented Reality including markets technologies and development tools You will begin by setting up your development machine for Android iOS and Windows development learning the basics of using Unity and the Vuforia AR platform as well as the open source ARToolKit and Microsoft Mixed Reality Toolkit You will also receive an introduction to Apple s ARKit and Google s ARCore You will then focus on building AR applications exploring a variety of recognition targeting methods You will go through multiple complete projects illustrating key market sectors including business marketing education industrial training and gaming By the end of the book you will have gained the necessary knowledge to make quality content appropriate for a range of AR devices platforms and intended uses Style and approach This book adopts a practical step by step tutorial style approach The design principles and methodology will be explained by creating different modules of the AR app *Virtual Reality Beginner's Guide + Google Cardboard Inspired VR Viewer* Patrick Buckley,Frederic Lardinois,DODOcase,2014-10-28 Turn your smartphone into an interactive 3D viewer in under 5 minutes Inspired by Google Cardboard this affordable easy to assemble kit from DODOcase is truly amazing Fly through the Grand Canyon Explore London from your living room Create your own 360 degree photo spheres and watch videos on an immersive screen All you need is your smartphone to unleash the power of virtual reality Includes a guide to the technology and promise of virtual reality teaching you how to make the most of your new viewer revealing the science behind this revolutionary experience and sharing an exclusive interview with the creators of Google Cardboard Kit includes everything you need to

start exploring 3D applications and videos with your smartphone pre cut cardboard VR headset German designed biconvex lenses and NFC tag Touchscreen smartphone required Android 4 2 or iPhone iOS 7 or above recommended Maximum device size 3 x 6 For the full list of phones compatible with the Google Cardboard app visit http g co cardboard For viewer assembly instructions visit http www dodocase com pages vrkit1 Portions of this guide are modifications based on work created and shared by Google and used according to terms described in the Creative Commons 3 0 Attribution License at https creativecommons org licenses by 3 0 us   **Learning Virtual Reality** Tony Parisi,2015-10-26 As virtual reality approaches mainstream consumer use a vibrant development ecosystem has emerged in the past few years This hands on guide takes you through VR development essentials for desktop mobile and browser based applications You ll explore the three go to platforms OculusVR Gear VR and Cardboard VR as well as several VR development environments programming tools and techniques If you re an experienced programmer familiar with mobile development this book will help you gain a working knowledge of VR development through clear and simple examples Once you create a complete application in the final chapter you ll have a jumpstart on the next major entertainment medium Learn VR basics for UI design 3D graphics and stereo rendering Explore Unity3D the current development choice among game engines Create native applications for desktop computers with the Oculus Rift Develop mobile applications for Samsung s Gear VR with the Android and Oculus Mobile SDKs Build browser based applications with the WebVR Javascript API and WebGL Create simple and affordable mobile apps for any smartphone with Google s Cardboard VR Bring everything together to build a 360 degree panoramic photo viewer   **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   **Unity Virtual Reality Projects** Jonathan Linowes,2015-09-01 Explore the world of Virtual Reality by building immersive and fun VR projects using Unity 3D About This Book Learn the basic principles of virtual reality applications and get to know how they differ from games and desktop apps Build various types of VR experiences including diorama first person characters riding on rails 360 degree projections and social VR A project based guide that teaches you to use Unity to develop VR applications which can be experienced with devices such as the Oculus Rift or Google Cardboard 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 Blender while learning about world space and scale Build and run VR applications for consumer headsets including Oculus Rift and Google Cardboard Build interactive environments with physics gravity animations and lighting using the Unity engine Experiment with various user interface UI techniques that you can use in your VR applications Implement the first person and third person experiences that use only head motion gestures for input Create animated walkthroughs use 360 degree media and build multi user social VR experiences Learn about the technology and psychology of VR including rendering performance and VR motion sickness Gain introductory and advanced experience in Unity programming with the C language In Detail What is consumer virtual reality Wearing a head 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   **Virtual Reality Blueprints** Charles Palmer,John Williamson,2018-02-28 Are you new to virtual reality Do

you want to create exciting interactive VR applications There s no need to be daunted by the thought of creating interactive VR applications it s much easier than you think with this hands on project based guide that will take you through VR development essentials for desktop mobile and web based games   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 Technology Demos for an Experimental Computer Science Course* Cody James Jackson,2017 Virtual Reality VR technology has become relatively inexpensive and accessible for consumers in recent years In this project many small technical demonstrations of key VR concepts are presented These concepts and their supporting tech demos can be taught in a standalone computer science course or integrated into an existing game development computer graphics course to help the next generation of VR content creators get started in the field To encourage students to develop a holistic view of VR technology the technical demos are divided into two main groups the first of which emphasizes low level technical concepts and the second of which emphasizes high level design concepts These technical demos were created using the native Android OpenGL ES SDK for Google Cardboard the Unity SDK for Google Cardboard and the Unity SDK for OSVR   **Virtual Reality on the Web** Jonathan Tinney,2017 Consumer grade virtual reality VR headsets have led to a rise in the popularity of VR development Game engines such as Unity and Unreal Engine have developed Application Programming Interfaces API for rendering content to VR headsets allowing for the mass production of desktop ready VR experiences The release of the Cardboard platform for Android and iOS devices has allowed the mobile market to begin offering mobile VR games and applications albeit with less content due to limitations of the hardware The limitations present in mobile devices have stymied development of VR games for phones and tablets Little has been done in the way of creating a unified VR platform for desktop and mobile devices for this reason Through the use of the emerging technologies of WebVR and WebGL 2 0 The Mobile Virtual Reality Engine MVRE has been developed to confirm that a game engine can be built that provides a

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   360 Degree Virtual Reality Cardboard Viewer ,   *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   **AMAZING IDEAS FROM RECYCLED CARDBOARD** DEREK. VANBOOVEN,2021   *Everything You Need to Know About Virtual Reality* ,2017-09-07 A groundbreaking children s book that explains everything you need to know about virtual reality including how we see in 3D how a VR world is created how VR works on a smartphone how VR can feel real and even who uses VR Includes a make it yourself VR viewer that can be used with a smartphone to experience the wonders of VR Plus stickers to decorate your VR viewer Want to see the world without leaving your seat Fancy exploring the Roman Colosseum or hopping aboard the International Space Station Virtual reality is here are you be ready for it With DK and Curiscope s All About Virtual Reality you will be Learn everything you ve ever wanted to know about VR from aircraft simulators to the more recent developments such as Oculus Rift and Curiscope s Virtuali Tee an augmented reality t shirt Using the make it yourself VR viewer you can start experiencing virtual reality straight away with Curiscope s DK Virtual Reality app available on Apple and Android systems Use your VR viewer to explore 5 scopes and come face to face with a T Rex explore the inside of a volcano go back in time to the Colosseum in Ancient Rome visit the International Space Station and jump into a pond All About Virtual Reality has been developed with educational VR company Curiscope to create a perfect introduction to an out of this world digital experience IMPORTANT INFORMATION In order to experience virtual reality with this book you will need to ask a parent or guardian to download the DK Virtual Reality app from the App Store iOS or Google Play It is free of charge Links to the app can be found at www dk com virtualreality Minimum OS version iOS 8 3 and Android 4 4 4 The following phones support the app iPhone 6 6 Plus 6s 6s Plus 7 Samsung Galaxy S5 S6 S7 S8 Samsung Galaxy Note 4 5 Motorola Moto X Motorola Droid Turbo LG G3 G4 G5 G6 Google Pixel HTC One Nexus 5 Nexus 6 Sony Xperia Z3 Z5 If your phone is not on this list the app may still work Devices must have rear camera and support OpenGL ES 2 0 See device manufacturer for more information It is important to be sensible when using the virtual reality viewer Please read the safety tips in the book before assembling the viewer and using the virtual reality app   Google

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