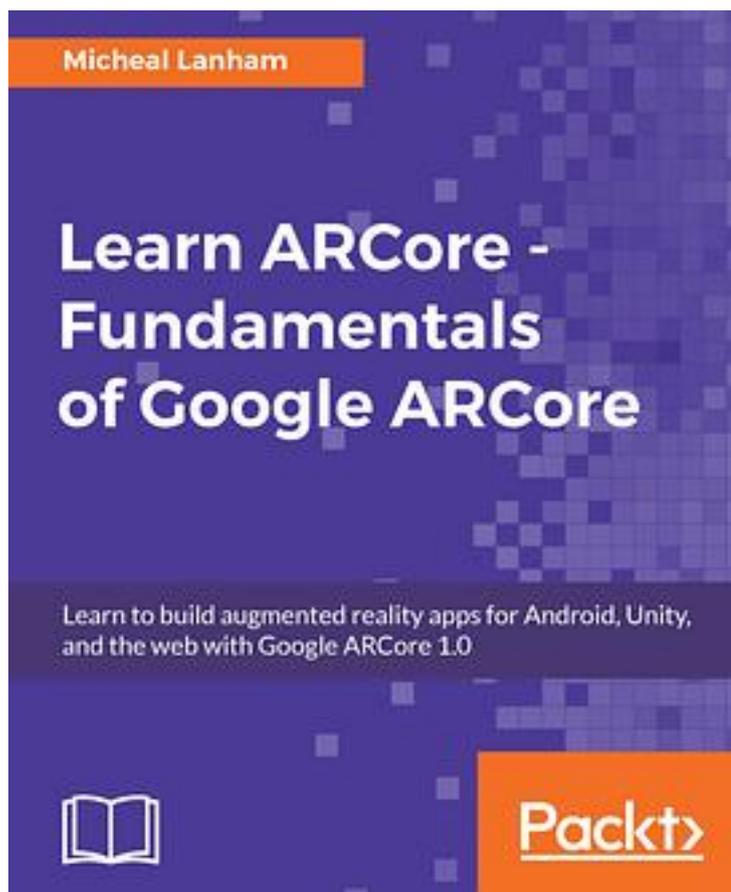


Learn ARCore - Fundamentals of Google ARCore



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Are you a mobile developer or web developer who wants to create immersive and cool Augmented Reality apps with the latest Google ARCore platform? If so, this book will help you jump right into developing with ARCore and will help you create a step by step AR app easily.

This book will teach you how to implement the core features of ARCore starting from the fundamentals of 3D rendering to more advanced concepts such as lighting, shaders, Machine Learning, and others.

We'll begin with the basics of building a project on three platforms: web, Android, and Unity. Next, we'll go through the ARCore concepts of motion tracking, environmental understanding, and light estimation. For each core concept, you'll work on a practical project to use and extend the ARCore feature, from learning the basics of 3D rendering and lighting to exploring more advanced concepts.

You'll write custom shaders to light virtual objects in AR, then build a neural network to recognize the environment and explore even grander applications by using ARCore in mixed reality. At the end of the book, you'll see how to implement motion tracking and environment learning, create animations and sounds, generate virtual characters, and simulate them on your screen.

作者介绍:

Micheal Lanham is a proven software and tech innovator with 20 years of experience. He has developed a broad range of software applications, including games, graphics, web, desktop, engineering, artificial intelligence, GIS, and Machine Learning applications for a variety of industries. He was introduced to Unity in 2006 and has been an avid developer, consultant, manager, and author of multiple Unity games, graphics projects, and books since. Micheal lives in Calgary, Canada, with his family.

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标签

增强现实

Unity

ARCore

评论

书的前半部分写的还不错，后半部分感觉就有点像凑数了，最近Packt出书的质量有点下降啊！但是，作为ARCore官方文档的补充还是不错的。

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