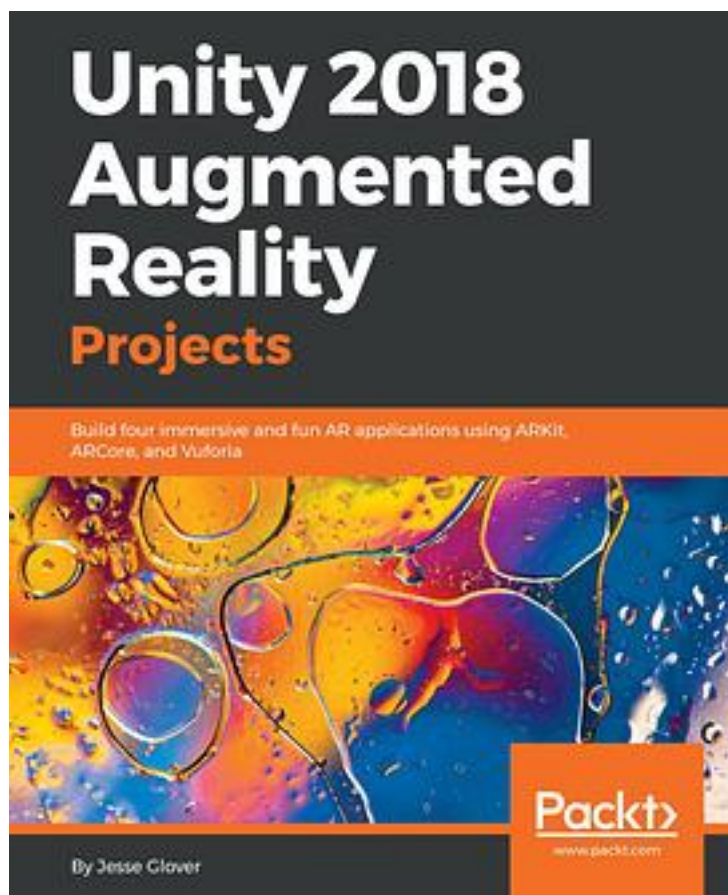


Unity 2018 Augmented Reality Projects



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出版者:

出版时间:2018-7

装帧:平装

isbn:9781788838764

Augmented Reality allows for radical innovations in countless areas. It magically blends the physical and virtual worlds, bringing applications from a screen into your hands. Meanwhile, Unity has now become the leading platform to develop augmented reality experiences, as it provides a great pipeline for working with 3D assets.

Using a practical and project-based approach, Unity 2018 Augmented Reality Projects educates you about the specifics of augmented reality development in Unity 2018.

This book teaches you how to use Unity in order to develop AR applications which can be experienced with devices such as HoloLens and Daydream. You will learn to integrate, animate, and overlay 3D objects on your camera feed, before gradually moving on to implementing sensor-based AR applications. In addition to this, you will explore the technical considerations that are especially important and possibly unique to AR. The projects in the book demonstrate how you can build a variety of AR experiences, whilst also giving insights into C# programming as well as the Unity 3D game engine via the interactive Unity Editor.

By the end of the book, you will be equipped to develop rich, interactive augmented reality experiences for a range of AR devices and platforms using Unity.

作者介绍:

Jesse Glover

Jesse Glover is a self-taught software developer and indie game developer who has worked with multiple game engines and has written many tutorials on the subject of game development over the past 8 years. He maintains a YouTube channel dedicated to game development made easy and writes for Zenva in his spare time to teach the ins and outs of game development with Unity, CryEngine, and Unreal Engine, just to name a few. Jesse has also written Unity Programming for Human Beings.

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标签

计算机

游戏编程

Unity

评论

如果不是有一个章节是介绍dll插件的写法，这本书肯定是一星。书中介绍的示例意义不大不说，还没有源码，而且整篇都是大图凑数，看得恶心了。

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书评

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