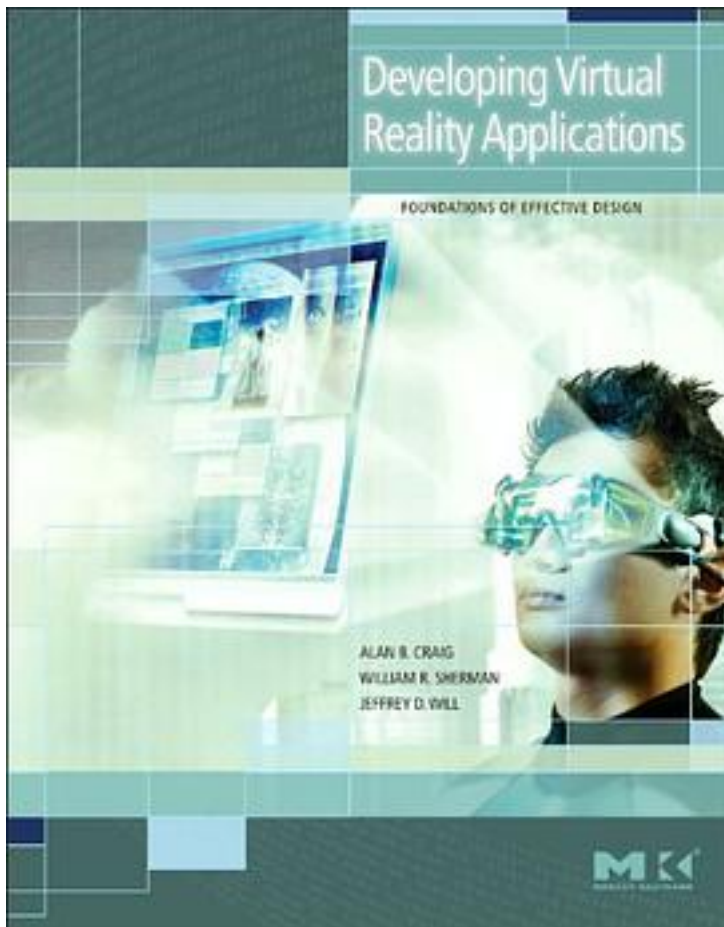


Developing Virtual Reality Applications



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Virtual Reality systems enable organizations to cut costs and time, maintain financial and organizational control over the development process, digitally evaluate products before having them created, and allow for greater creative exploration. In this book, VR developers Alan Craig, William Sherman, and Jeffrey Will examine a comprehensive

collection of current, unique, and foundational VR applications in a multitude of fields, such as business, science, medicine, art, entertainment, and public safety among others. An insider's view of what works, what doesn't work, and why, *Developing Virtual Reality Applications* explores core technical information and background theory as well as the evolution of key applications from their genesis to their most current form. Developmental techniques are cross-referenced between different applications linking information to describe overall VR trends and fundamental best practices. This synergy, coupled with the most up to date research being conducted, provides a hands-on guide for building applications, and an enhanced, panoramic view of VR development. *Developing Virtual Reality Applications* is an indispensable one-stop reference for anyone working in this burgeoning field.

Dozens of detailed application descriptions provide practical ideas for VR development in ALL areas of interest! Development techniques are cross referenced between different application areas, providing fundamental best practices! Includes a media-rich companion website with hours of footage from application demonstrations

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