



# Oculus Rift in Action

By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton

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**Oculus Rift in Action** By Bradley Austin Davis, Karen Bryla, Phillips Alexander Benton

## Summary

*Oculus Rift in Action* introduces the powerful Oculus Rift headset and teaches you how to integrate its many features into 3D games and other virtual reality experiences. You'll start by understanding the capabilities of the Rift hardware. Then you'll follow interesting and instantly-relevant examples that walk you through programming real applications using the Oculus SDK. Examples are provided for both using the Oculus C API directly and for using Unity, a popular development and 3D graphics engine, with the Oculus Unity integration package.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

## About the Book

Virtual reality has long been the domain of researchers and developers with access to specialized hardware and proprietary tools. With the appearance of the Oculus Rift VR headset, the game has changed. Using standard programming tools and the intuitive Oculus SDKs, you can deliver powerful immersive games, simulations, and other virtual experiences that finally nail the feeling of being in the middle of the action.

*Oculus Rift in Action* teaches you how to create 3D games and other virtual reality experiences for the Oculus Rift. You'll explore the Rift hardware through examples of real applications using the Oculus SDK and both the Oculus C API and the Unity 3D graphics engine. Along the way, you'll get practical guidance on how to use the Rift's sensors to produce fluid VR experiences.

Experience with C++, C#, or another OO language is assumed.

## What's Inside

- Creating immersive VR
- Integrating the Rift with the Unity 3D SDK

- Implementing the mathematics of 3D
- Avoiding motion-sickness triggers

### About the Authors

**Brad Davis** is an active VR developer who maintains a great set of example Rift applications on Github. **Karen Bryla** is a freelance developer and writer. **Alex Benton** is a lecturer in 3D graphics at the University of Cambridge and a software engineer at Google.

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## **Editorial Review**

About the Author

**Brad Davis** is a software developer for High Fidelity, a startup working on open-source, social VR applications. He is an active participant in the Oculus VR developer forums. He maintains a set of example Rift applications on Github.

**Karen Bryla** is a freelance technical writer and developer.

**Phillips Alexander Benton** is an associate lecturer in Advanced 3D Graphics at the University of Cambridge and a senior software engineer at Google.

## **Users Review**

**From reader reviews:**

**Billy Anderson:**

As people who live in the particular modest era should be change about what going on or information even knowledge to make these people keep up with the era which can be always change and progress. Some of you maybe can update themselves by examining books. It is a good choice to suit your needs but the problems coming to an individual is you don't know what kind you should start with. This Oculus Rift in Action is our recommendation to cause you to keep up with the world. Why, since this book serves what you want and need in this era.

**Leslie Jasso:**

Exactly why? Because this Oculus Rift in Action is an unordinary book that the inside of the reserve waiting for you to snap the idea but latter it will jolt you with the secret the idea inside. Reading this book beside it was fantastic author who also write the book in such amazing way makes the content inside easier to understand, entertaining way but still convey the meaning entirely. So , it is good for you for not hesitating having this ever again or you going to regret it. This book will give you a lot of positive aspects than the other book have such as help improving your skill and your critical thinking technique. So , still want to hold off having that book? If I have been you I will go to the publication store hurriedly.

**Loren Benton:**

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**Brad Sharpe:**

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