Google Cardboard

Paul Hackett

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/GoogleVRU pdateGuideforCardbook.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.

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/.

2D to VR with Unity5 and Google Cardboard Roberto Dillon,2017-04-07 The book provides an up-to-date introduction to the latest version of Unity and its workflow by guiding readers through various prototypes. These range from 2D to 3D game concepts for PC and mobile, will allow readers to get acquainted with several important concepts and allow them to become competent Unity developers able to learn at their own pace. The book starts by introducing Unity and proceeds in building a basic understanding of its main components by developing a first, simple 2D game before proceeding in developing a full casual game to development of a simple but immersive 3D game concept to be tested first on PC before exploring how to port it for mobile VR.using Google Cardboard.

<u>Google Cardboard</u> Clark,2016-10-15

Google Daydream VR Cookbook Sam Keene,2018-08-30 The
Complete, Up-to-Date Guide to Building AR and VR Games Google's
new ARCore and Daydream VR platforms enable you to deliver
advanced augmented and virtual reality games and apps on a wide
spectrum of modern Android devices. Now for the first time, there's a
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step-by-step tutorials and advice for building pro-quality AR/VR
games and apps. Keene presents his material as a cookbook of recipes to
get you up and running with VR/AR development as fast and as
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Optimize VR and AR game performance Whether you are a software
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from a different design field, this book is a great practical introduction to VR and AR.

Virtual & Augmented Reality For Dummies Paul Mealy,2018-07-11 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.

2D to VR with Unity5 and Google Cardboard Roberto Dillon,2017-04-07 The book provides an up-to-date introduction to the latest version of Unity and its workflow by guiding readers through various prototypes. These range from 2D to 3D game concepts for PC and mobile, will allow readers to get acquainted with several

important concepts and allow them to become competent Unity developers able to learn at their own pace. The book starts by introducing Unity and proceeds in building a basic understanding of its main components by developing a first, simple 2D game before proceeding in developing a full casual game to development of a simple but immersive 3D game concept to be tested first on PC before exploring how to port it for mobile VR.using Google Cardboard.

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.

Manual of Cardboard Construction for Third and Fourth Grades Charles A. Kunou,1902

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

Virtual and Augmented Reality in English Language Arts Education Clarice M. Moran,Mary F. Rice,2021-03-04 New times. Expanded worlds. Emerging possibilities. In Using Virtual Reality in English Language Arts Education, authors from multiple institutions across the United States and abroad share practical insights for teaching English language arts with virtual and augmented realities. These

chapters draw on multiple theories and ideas to share perspectives from practicing and prospective teachers, as well as young learners themselves, about how to use applications and tools to transform teaching and learning. Collectively, this book advances innovation for using virtual and augmented realities as educational, inclusive spaces for teaching English language arts and literacy subject matter while supporting learners in developing the mindset for creativity, innovation, and even emotional empathy.

Popular Culture and the Civic Imagination Henry Jenkins,Gabriel Peters-Lazaro,Sangita Shresthova,2020-02-04 How popular culture is engaged by activists to effect emancipatory political change One cannot change the world unless one can imagine what a better world might look like. Civic imagination is the capacity to conceptualize alternatives to current cultural, social, political, or economic conditions; it also requires the ability to see oneself as a civic agent capable of making change, as a participant in a larger democratic culture. Popular Culture and the Civic Imagination represents a call for greater clarity about what we're fighting for—not just what we're fighting against. Across more than thirty examples from social movements around the world, this casebook proposes "civic imagination" as a framework that can help us identify, support, and practice new kinds of communal participation. As the contributors demonstrate, young people, in particular, are turning to popular culture—from Beyoncé to Bollywood, from Smokey Bear to Hamilton, from comic books to VR—for the vernacular through which they can express their discontent with current conditions. A young activist uses YouTube to speak back against J. K. Rowling in the voice of Cho Chang in order to challenge the superficial representation of Asian Americans in children's literature. Murals in Los Angeles are employed to construct

a mythic imagination of Chicano identity. Twitter users have turned to #BlackGirlMagic to highlight the black radical imagination and construct new visions of female empowerment. In each instance, activists demonstrate what happens when the creative energies of fans are infused with deep political commitment, mobilizing new visions of what a better democracy might look like.

Learning Web-based Virtual Reality Srushtika Neelakantam,Tanay Pant,2017-03-02 Create web-based VR applications and deploy them to GitHub pages with this short, practical tutorial crammed with hands-on examples. This book covers topics such as VR, the WebVR API, and A-Frame. In Learning Web-based Virtual Reality, you will build a number of 3D VR-based applications. In these apps, you will be able to test the VR environments, walk through the virtual world, interact with the objects, and perceive these virtual realities with the help of Google Cardboard. By the end of the book, you will have a complete understanding of what WebVR is, knowledge of what VR devices are available, and the requirements to start working on WebVR. You will also be comfortable in using A-Frame and its various components to build your own VR projects. What You Will Learn Experience WebVR, the WebVR API, and WebVR libraries Make use of various pieces of VR hardware See popular WebVR projects Use A-Frame to build your own WebVR projects Who This Book Is For Developers who want to build and deploy web-based virtual reality technology. Understanding of HTML5, JavaScript, and CSS is required.

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 and Mixed Reality. Design and Interaction Jessie Y. C. Chen,Gino Fragomeni,2020-07-10 The 2 volume-set of LNCS 12190 and 12191 constitutes the refereed proceedings of the 12th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2020, which was due to be held in July 2020 as part of HCI International 2020 in Copenhagen, Denmark. The conference was held virtually due to the COVID-19 pandemic. A total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings from a total of 6326 submissions. The 71 papers included in these HCI 2020 proceedings were organized in topical sections as follows: Part I: design and user experience in VAMR; gestures and haptic interaction in VAMR; cognitive, psychological and health aspects in VAMR; robots in VAMR. Part II: VAMR for training, guidance and assistance in industry and business; learning, narrative, storytelling and cultural applications of VAMR; VAMR for health, well-being and medicine.

Virtual Reality Marketing Henry Stuart,2018-10-03 If a picture is worth a thousand words, then virtual reality (VR) is priceless. This book offers everything you need to know about the opportunities of VR for brands to better connect with consumers. VR is booming - by 2025, the industry is expected to become bigger than TV. Virtual Reality Marketing is a comprehensive exploration of all things VR, providing readers with everything they need to know about the current VR landscape, and the unprecedented opportunity it offers brands to create unique emotional connections with consumers. A truly practical guide, Virtual Reality Marketing covers all aspects of

the industry, including interactive and passive VR, 360 video, social VR marketing, and the role that influencers and bloggers are set to play in its development. It also looks to the future - exploring how VR is evolving and the changes it will undergo in the future. Packed with fascinating case studies, tips and strategies, and written by a recognized industry expert who has facilitated VR coverage for major international brands including Facebook, Audi, Google and Mercedes F1, this book is the leading resource for any reader looking to incorporate VR in their own marketing campaigns.

The Cardboard Kingdom Chad Sell,2018-06-05 Perfect for fans of Raina Telgemeier, Awkward, and All's Faire in Middle School, this graphic novel follows a neighborhood of kids who transform ordinary cardboard into fantastical homemade costumes as they explore conflicts with friends, family, and their own identity. A breath of fresh air, this tender and dynamic collection is a must-have. --Kirkus, Starred Welcome to a neighborhood of kids who transform ordinary boxes into colorful costumes, and their ordinary block into cardboard kingdom. This is the summer when sixteen kids encounter knights and rogues, robots and monsters--and their own inner demons--on one last quest before school starts again. In the Cardboard Kingdom, you can be anything you want to be--imagine that! The Cardboard Kingdom was created, organized, and drawn by Chad Sell with writing from ten other authors: Jay Fuller, David DeMeo, Katie Schenkel, Kris Moore, Molly Muldoon, Vid Alliger, Manuel Betancourt, Michael Cole, Cloud Jacobs, and Barbara Perez Marquez. The Cardboard Kingdom affirms the power of imagination and play during the most important years of adolescent identity-searching and emotional growth. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY KIRKUS REVIEWS * THE NEW YORK PUBLIC

LIBRARY * SCHOOL LIBRARY JOURNAL * A TEXAS BLUEBONNET 2019-20 MASTER LIST SELECTION There's room for everyone inside The Cardboard Kingdom, where friendship and imagination reign supreme. --Ingrid Law, New York Times bestselling author of Savvy A timely and colorful graphic novel debut that, like its many offbeat but on-point characters, marches to the beat of its own cardboard drum. --Tim Federle, award-winning author of Better Nate Than Ever

Virtual Reality Don Rauf,2015-12-15 This book introduces readers to the captivating world of virtual reality (VR), which is being hailed as the next frontier in technological user experience. Major tech companies such as Facebook and Microsoft are investing millions, if not billions, in VR. Perfect for students interested in the STEM disciplines, this book teaches them what virtual reality is, how it goes beyond just gaming and is being applied to solving real-world problems by creating virtual environments for users. Finally, readers learn about the bright future of virtual reality.

OPPORTUNITIES IN MEDIA INDUSTRY POST COVID-19 PANDEMIC VOL 2 Dr. Amit Chawla,Sayani Chawla,Neha Bhushan,2021-11-08 This book is designed to guide aspirants and beginners in the field of Mass Communication, especially those who are contemplating a professional career after the COVID-19 pandemic. It brings together media practitioners and eminent academicians from top media institutes so that they share their expertise and help newbies with available career choices in various sub-disciplines related to this field. The chapters in this book are written by top professors and scholars from SRFTI, AJK-MCRC Jamia Millia Islamia, IIMC, NIFT, Delhi University, Amity University, Sharda University, HP University, BIT - Durg, St. Xavier's - Kolkata, University of

Technology & Applied Sciences – OMAN, etc.; and from industry practitioners affiliated with NDTV, IGNCA - Ministry of Culture, Inshorts and many others. Screen reader support enabled.

The Cardboard Giants Paul Hackett,1952

Google Cardboard: Bestsellers in 2023 The year 2023 has witnessed a remarkable surge in literary brilliance, with numerous compelling novels enthralling the hearts of readers worldwide. Lets delve into the realm of popular books, exploring the fascinating narratives that have captivated audiences this year. The Must-Read : Colleen Hoovers "It Ends with Us" This touching tale of love, loss, and resilience has captivated readers with its raw and emotional exploration of domestic abuse. Hoover masterfully weaves a story of hope and healing, reminding us that even in the darkest of times, the human spirit can succeed. Uncover the Best : Taylor Jenkins Reids "The Seven Husbands of Evelyn Hugo" This captivating historical fiction novel unravels the life of Evelyn Hugo, a Hollywood icon who defies expectations and societal norms to pursue her dreams. Reids compelling storytelling and compelling characters transport readers to a bygone era, immersing them in a world of glamour, ambition, and self-discovery. Discover the Magic : Delia Owens "Where the Crawdads Sing" This captivating coming-of-age story follows Kya Clark, a young woman who grows up alone in the marshes of North Carolina. Owens weaves a tale of resilience, survival, and the transformative power of nature, captivating readers with its evocative prose and mesmerizing setting. These popular novels represent just a fraction of the literary treasures that have emerged in 2023. Whether you seek tales of romance, adventure, or personal growth, the world

of literature offers an abundance of captivating stories waiting to be discovered. The novel begins with Richard Papen, a bright but troubled young man, arriving at Hampden College. Richard is immediately drawn to the group of students who call themselves the Classics Club. The club is led by Henry Winter, a brilliant and charismatic young man. Henry is obsessed with Greek mythology and philosophy, and he quickly draws Richard into his world. The other members of the Classics Club are equally as fascinating. Bunny Corcoran is a wealthy and spoiled young man who is always looking for a good time. Charles Tavis is a quiet and reserved young man who is deeply in love with Henry. Camilla Macaulay is a beautiful and intelligent young woman who is drawn to the power and danger of the Classics Club. The students are all deeply in love with Morrow, and they are willing to do anything to please him. Morrow is a complex and mysterious figure, and he seems to be manipulating the students for his own purposes. As the students become more involved with Morrow, they begin to commit increasingly dangerous acts. The Secret History is a masterful and suspenseful novel that will keep you guessing until the very end. The novel is a cautionary tale about the dangers of obsession and the power of evil.

Google Cardboard Introduction

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