



Augmented Reality Game Development

By Micheal Lanham

Packt Publishing - ebooks Account. Paperback. Condition: New. 334 pages. Dimensions: 9.2in. x 7.5in. x 0.8in. **Key Features** Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro-level AR games like Pokemon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry **Book Description** The heyday of location-based augmented reality games is upon us. They have been around for a few years, but the release of Pokemon Go was a gamechanger that catalyzed the market and led to a massive surge in demand. Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality (AR) mobile games and meet this demand! If you are keen to develop virtual reality games with the latest Unity 5 toolkit, then this is the book for you. The genre of location-based AR games introduces a new platform and technical challenges, but this book will help simplify those challenges and show how to maximize your game audience. This book will take you on a journey through building a location-based AR game that addresses the core technical...



READ ONLINE
[5.24 MB]

Reviews

Simply no words and phrases to clarify. It really is full of knowledge and wisdom You wont feel monotony at at any moment of the time (that's what catalogs are for relating to when you question me).

-- Paolo Spinka

A must buy book if you need to adding benefit. It can be rally exciting through reading time. I am pleased to let you know that this is the greatest publication we have read through during my very own life and may be he best publication for possibly.

-- Mr. Kade Rippin