Introduction to Software Process Improvement


**Introduction to Software Process Improvement**

Create engaging Augmented Reality (AR) applications with Unity 3D that can be experienced with devices such as HoloLens and Daydream Key. Features Learn the principles of AR application development Work with the most popular sensors used in AR games and applications across Android, Apple and Windows Build experiences with interactive objects, physics, UI, animations, and C# scripting Book Description 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. What you will learn Build and run AR applications for specific headsets, including HoloLens and Daydream Create 3D scenes with Unity and other 3D tools while learning about world space and scale Move around your AR scenes using locomotion and teleportation Create filters or overlays that work in tandem with facial recognition software Use GPS, geolocation services, and the camera feed to create a fitness application Integrate AR and VR concepts together in a single application Who this book is for Unity 2018 Augmented Reality Projects is for you if you're a game developer familiar with 3D computer graphics and interested in building your own AR games or applications. Any experience in Unity and C# is an advantage.

**Unity 2018 Augmented Reality Projects**

Written as the successor to Virtual World Design: Creating Immersive Virtual Environments, this book carries the ideas brought forward in its predecessor to new levels of virtual world design exploration and experimentation. Written by an Emmy award-winning designer with 22 years of experience creating virtual environments for television and online communities, Extending Virtual Worlds: Advanced Design for Virtual Environments explores advanced topics such as multi-regional design, game-based sims, and narrative structure for environments. The book provides bedrock knowledge and practical examples of how to leverage design concepts within the intertwined structures of physics engines, level of detail (LOD) systems, and advanced material editors. It also shows designers new ways
to influence the experience of virtual world visitors through immersive narrative and storytelling. With over 150 illustrations and 10 step-by-step projects that include the necessary 3D models and modular components, it delivers hours of stimulating creative challenges for people working in public virtual worlds or on private grids. By using this book, novices and advanced users will deepen their understanding of game design and how it can be applied to creating game-based virtual environments. It also serves as a foundational text for class work in distance learning, simulation, and other learning technologies that use virtual environments.

**Planning Health Promotion Programs**


**Game Design Workshop**

Refine your Python programming skills and build professional grade applications with this comprehensive guide Key Features Create manageable code that can run in various environments with different sets of dependencies Implement effective Python data structures and algorithms to write optimized code Discover the exciting new features of Python 3.7 Book Description Python is a dynamic programming language that’s used in a wide range of domains thanks to its simple yet powerful nature. Although writing Python code is easy, making it readable, reusable, and easy to maintain is challenging. Complete with best practices, useful tools, and standards implemented by professional Python developers, the third edition of Expert Python Programming will help you overcome this challenge. The book will start by taking you through the new features in Python 3.7. You'll then learn the advanced components of Python syntax, in addition to understanding how to apply concepts of various programming paradigms, including object-oriented programming, functional programming, and event-driven programming. This book will also guide you through learning the best naming practices, writing your own distributable Python packages, and getting up to speed with automated ways of deploying your software on remote servers. You'll discover how to create useful Python extensions with C, C++, Cython, and CFFI. Furthermore, studying about code management tools, writing clear documentation, and exploring test-driven development will help you write clean code. By the end of the book, you will have become an expert in writing efficient and maintainable Python code. What you will
learn Explore modern ways of setting up repeatable and consistent development environments Package Python code effectively for community and production use Learn modern syntax elements of Python programming such as f-strings, enums, and lambda functions Demystify metaprogramming in Python with metaclasses Write concurrent code in Python Extend Python with code written in different languages Integrate Python with code written in different languages Who this book is for This book will appeal to you if you’re a programmer looking to take your Python knowledge to the next level by writing efficient code and learning the latest features of version 3.7 and above.

**Building Hypermedia APIs with HTML5 and Node**

A game design document (GDD) is a software design document that serves as a blueprint from which your game is to be built. It helps you define the scope of your game and sets the general direction for the project, keeping the entire team on the same page. This is a companion piece, intended to accompany the Lazy Designer series. There are two sections -- a sample planning document followed by a "how it went" discussion on the actual implementation.

**Easy Robot Game**

Many organizations that have improved process maturity through Capability Maturity Model Integration (CMMI®) now also want greater agility. Conversely, many organizations that are succeeding with Agile methods now want the benefits of more mature processes. The solution is to integrate CMMI and Agile. Integrating CMMI® and Agile Development offers broad guidance for melding these process improvement methodologies. It presents six detailed case studies, along with essential real-world lessons, big-picture insights, and mistakes to avoid. Drawing on decades of process improvement experience, author Paul McMahon explains how combining an Agile approach with the CMMI process improvement framework is the fastest, most effective way to achieve your business objectives. He offers practical, proven techniques for CMMI and Agile integration, including new ways to extend Agile into system engineering and project management and to optimize performance by focusing on your organization’s unique, culture-related weaknesses.
The Big Red Book - Bite Sized - Mobile Engagement

This textbook is a systematic guide to the steps in setting up a Capability Maturity Model Integration (CMMI) improvement initiative. Readers will learn the project management practices necessary to deliver high-quality software solutions to the customer on time and on budget. The text also highlights how software process improvement can achieve specific business goals to provide a tangible return on investment. Topics and features: supplies review questions, summaries and key topics for each chapter, as well as a glossary of acronyms; describes the CMMI model thoroughly, detailing the five maturity levels; provides a broad overview of software engineering; reviews the activities and teams required to set up a CMMI improvement initiative; examines in detail the implementation of CMMI in a typical organization at each of the maturity levels; investigates the various tools that support organizations in improving their software engineering maturity; discusses the SCAMPI appraisal methodology.

The Essential Guide

The authors discuss the four main tasks of game design--imagining a game, defining how it works, describing its internal elements, and explaining it to others.

Level Up! The Guide to Great Video Game Design

Agile software development approaches have had significant impact on industrial software development practices. Today, agile software development has penetrated to most IT companies across the globe, with an intention to increase quality, productivity, and profitability. Comprehensive knowledge is needed to understand the architectural challenges involved in adopting and using agile approaches and industrial practices to deal with the development of large, architecturally challenging systems in an agile way. Agile Software Architecture focuses on gaps in the requirements of applying architecture-centric approaches and principles of agile software development and demystifies the agile architecture paradox. Readers will learn how agile and architectural cultures can co-exist and support each other according to the context. Moreover, this book will also provide useful leads for future research in architecture and agile to bridge
such gaps by developing appropriate approaches that incorporate architecturally sound practices in agile methods. Presents a consolidated view of the state-of-art and state-of-practice as well as the newest research findings Identifies gaps in the requirements of applying architecture-centric approaches and principles of agile software development and demystifies the agile architecture paradox Explains whether or not and how agile and architectural cultures can co-exist and support each other depending upon the context Provides useful leads for future research in both architecture and agile to bridge such gaps by developing appropriate approaches, which incorporate architecturally sound practices in agile methods.

**The Big Red Book - Bite Sized - Workforce Management**


**Extending Virtual Worlds**

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren’t sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers’s wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

**The Big Red Book - Bite Sized - CIM Platform**

This text is about achieving usability in product user interface design through a process called Usability Engineering. The techniques presented include not only UI requirements analysis, but also organizational and
managerial strategies.

**Agile Software Architecture**

With this concise book, you’ll learn the art of building hypermedia APIs that don’t simply run on the Web, but that actually exist in the Web. You’ll start with the general principles and technologies behind this architectural approach, and then dive hands-on into three fully-functional API examples. Too many APIs rely on concepts rooted in desktop and local area network patterns that don’t scale well—costly solutions that are difficult to maintain over time. This book shows system architects and web developers how to design and implement human- and machine-readable web services that remain stable and flexible as they scale. Learn the H-Factors for representing application metadata across all media types and formats Understand the four basic design elements for authoring hypermedia types Convert a simple read-only XML-based media type into a successful API design Examine the challenges and advantages of designing a hypermedia type with JSON Use HTML5’s rich set of hypermedia controls in the API design process Learn the details of documenting, publishing, and registering media type designs and link-relation types

**Rapid Instructional Design**

An ideal textbook for instructional designers in training, Real World Instructional Design emphasizes the collaborative, iterative nature of instructional design. Positing instructional design as a process of simultaneous rather than sequential tasks with learner-centered outcomes, this volume engages with the essential building blocks of systematically designed instruction: learner needs and characteristics, goals and objectives, instructional activities, assessments, and formative evaluations. Key features include a Designer’s Toolkit that includes tips and approaches that practitioners use in their work; vignettes and narrative case studies that illustrate the complexities and iterative nature of instructional design; and forms, templates, and questionnaires to support students in applying the chapter content. With updated examples, this streamlined second edition presents a timeless approach to instructional design.

**ICT Infrastructure Management**

A Comprehensive Introductory Guide to the Genesys© Platform and the
Web-Based Training

Are your virtual training tools ready for a tune-up? You've discovered the best way to reach remote audiences without boarding a single plane. And you've learned that an effective virtual training program is relatively short, highly relevant, and extremely engaging. Now you need the tried-and-true tools that will make your next program an all-out success. Virtual Training Tools and Templates: An Action Guide to Live Online Learning offers proven resources for delivering top-notch virtual training programs. Make expert trainer Cindy Huggett’s professional array of virtual tools your own, and discover new perspectives from a range of training trailblazers. You’ll find their real-world lessons learned and get full access to their secrets of the trade. Starting with a simple four-step process (get started, get ready, get buy-in, and get going), Huggett helps you select the right technology, then offers detailed sections on how to design content, develop activities, and work with both facilitators and producers. And if you’re wondering how to prepare participants and evaluate program results, Huggett does not disappoint. Follow along as she guides you with new and relevant tips, tools, and templates every step of the way. A virtual training pioneer, Huggett wrote this book for you---instructional designers, facilitating trainers, learning coordinators, and training managers. And she continues to experiment with creative techniques and hone her skills so you can jump in with confidence. This complete guide builds on the author's popular The Virtual Training Guidebook---use them together or on their own to delve into Huggett's holistic approach to virtual training.

Artificial Intelligence for Customer Relationship Management


Systematic Software Testing

This research monograph brings AI to the field of Customer Relationship Management (CRM) to make a customer experience with a product or
service smart and enjoyable. AI is here to help customers to get a refund for a canceled flight, unfreeze a banking account or get a health test result. Today, CRM has evolved from storing and analyzing customers’ data to predicting and understanding their behavior by putting a CRM system in a customers’ shoes. Hence advanced reasoning with learning from small data, about customers’ attitudes, introspection, reading between the lines of customer communication and explainability need to come into play. Artificial Intelligence for Customer Relationship Management leverages a number of Natural Language Processing (NLP), Machine Learning (ML), simulation and reasoning techniques to enable CRM with intelligence. An effective and robust CRM needs to be able to chat with customers, providing desired information, completing their transactions and resolving their problems. It introduces a systematic means of ascertaining a customers’ frame of mind, their intents and attitudes to determine when to provide a thorough answer, a recommendation, an explanation, a proper argument, timely advice and promotion or compensation. The author employs a spectrum of ML methods, from deterministic to statistical to deep, to predict customer behavior and anticipate possible complaints, assuring customer retention efficiently. Providing a forum for the exchange of ideas in AI, this book provides a concise yet comprehensive coverage of methodologies, tools, issues, applications, and future trends for professionals, managers, and researchers in the CRM field together with AI and IT professionals.

**Real World Instructional Design**

What they don’t teach you in Project Management School builds on the existing book of knowledge on project governance and management. The book brings the author’s tacit knowledge and his knowledge rooted in context to bear on this subject. The book provides deep insights and shares experience on how projects are delivered in the real world. Emphasis is on the mathematics of project management. There are several topics that are not taught in project management schools – metrics, managing onshore-offshore delivery, managing staffing pyramid, managing cash flow in projects, comprehensive project governance plan, and also comprehensive coverage of tools and templates like MS Project Professional, Requirement Traceability Matrix and EVA.

**Communication for Behavior Change**

The classic guide to instructional design, fully updated for the new ways we
learn Rapid Instructional Design is the industry standard guide to creating effective instructional materials, providing no-nonsense practicality rather than theory-driven text. Beginning with a look at what "instructional design" really means, readers are guided step-by-step through the ADDIE model to explore techniques for analysis, design, development, intervention, and evaluation. This new third edition has been updated to cover new applications, technologies, and concepts, and includes many new templates, real-life examples, and additional instructor materials. Instruction delivery has expanded rapidly in the nine years since the second edition’s publication, and this update covers all the major advances in the field. The major instructional models are expanded to apply to e-learning, MOOCs, mobile learning, and social network-based learning. Informal learning and communities of practice are examined, as well. Instructional design is the systematic process by which instructional materials are designed, developed, and delivered. Designers must determine the learner’s current state and needs, define the end goals of the instruction, and create an intervention to assist in the transition. This book is a complete guide to the process, helping readers design efficient, effective materials. Learn the ins and outs of the ADDIE model Discover shortcuts for rapid design Design for e-learning, Millennials, and MOOCs Investigate methods for emerging avenues of instruction This book does exactly what a well-designed course should do, providing relevant guidance for anyone who wants to know how to apply good instructional design. Eminently practical and fully up-to-date, Rapid Instructional Design is the one-stop guide to more effective instruction.

**Level Up!**

Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren’t sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience. Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game’s pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including: Developing your game design from
the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems – including detailed rules for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples Level Up! 2nd Edition is includes all-new content, an introduction by David “God of War” Jaffe and even a brand-new chili recipe –making it an even more indispensable guide for video game designers both “in the field” and the classroom. Grab your copy of Level Up! 2nd Edition and let’s make a game!

**Game Design Theory Fundamentals**


**Game Design: Theory and Practice, Second Edition**

“There’s an incredible amount of depth and thinking in the practices described here, and it’s impressive to see it all in one place.” —Win Treese, coauthor of Designing Systems for Internet Commerce The Practice of Cloud System Administration, Volume 2, focuses on “distributed” or “cloud” computing and brings a DevOps/SRE sensibility to the practice of system administration. Unsatisfied with books that cover either design or operations in isolation, the authors created this authoritative reference centered on a comprehensive approach. Case studies and examples from Google, Etsy, Twitter, Facebook, Netflix, Amazon, and other industry giants are explained in practical ways that are useful to all enterprises. The new companion to the best-selling first volume, The Practice of System and Network Administration, Second Edition, this guide offers expert coverage of the following and many other crucial topics: Designing and building modern web and distributed systems Fundamentals of large system design Understand the new software engineering implications of cloud administration Make systems that are resilient to failure and grow and scale dynamically Implement DevOps principles and cultural changes IaaS/PaaS/SaaS and virtual platform selection Operating and running systems using the latest DevOps/SRE strategies Upgrade production systems with zero down-time What and how to automate; how to decide what not to automate On-call best practices that improve uptime Why distributed systems require
fundamentally different system administration techniques Identify and resolve resiliency problems before they surprise you Assessing and evaluating your team’s operational effectiveness Manage the scientific process of continuous improvement A forty-page, pain-free assessment system you can start using today

**Creating Games**

As experienced teachers of novice game designers, the authors have discovered patterns in the way that students grasp game design - the mistakes they make as well as the methods to help them to create better games. Each exercise requires no background in programming or artwork, releasing beginning designers from the intricacies of electronic game production and allowing them to learn what works and what doesn’t work in a game system. Additionally, these exercises teach important skills in system design: the processes of prototyping, playtesting, and redesigning.

**The Big Red Book - Bite Sized - Intelligent Workload Distribution**

One of the biggest challenges in chip and system design is determining whether the hardware works correctly. That is the job of functional verification engineers and they are the audience for this comprehensive text from three top industry professionals. As designs increase in complexity, so has the value of verification engineers within the hardware design team. In fact, the need for skilled verification engineers has grown dramatically--functional verification now consumes between 40 and 70% of a project’s labor, and about half its cost. Currently there are very few books on verification for engineers, and none that cover the subject as comprehensively as this text. A key strength of this book is that it describes the entire verification cycle and details each stage. The organization of the book follows the cycle, demonstrating how functional verification engages all aspects of the overall design effort and how individual cycle stages relate to the larger design process. Throughout the text, the authors leverage their 35 plus years experience in functional verification, providing examples and case studies, and focusing on the skills, methods, and tools needed to complete each verification task. Comprehensive overview of the complete verification cycle Combines industry experience with a strong emphasis on functional verification fundamentals Includes real-world case studies
Andrew Rollings and Ernest Adams on Game Design

The way in which architectural decisions are made changes when more agile development methods are used. This chapter focuses on architectural decisions and how they are made in industrial settings. From our literature research and experience, we have constructed three axes on which the architectural decision process of projects or companies can be projected. We evaluate this framework with five industrial case studies in which we have participated. In all of the cases, the differences between two points in time (phases) were evaluated. These differences helped us identify what aspects influence the efficiency of the project/company. The presented Triple-A Framework can be used in other projects to help locate places where the architectural process can be improved when the agility of a project changes.

Comprehensive Functional Verification


Quality Management System Handbook for Product Development Companies

Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O'Reilly
books from Google—Site Reliability Engineering and The Site Reliability Workbook—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that’s supportive of such change. You’ll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for, respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively

**Building Secure and Reliable Systems**

“Both burgeoning game designers and devoted gamers should consider [Game Design: Theory & Practice] an essential read.” — Computer Gaming World “Ultimately, in both theory and practice, Rouse’s Game Design bible gets the job done. Let us pray.” - Next Generation magazine In the second edition to the acclaimed Game Design: Theory & Practice, designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project. Detailed analysis of successful games is interwoven with concrete examples from Rouse’s own experience. This second edition thoroughly updates the popular original with new chapters and fully revised text.

**Integrating CMMI and Agile Development**

Gain an in-depth understanding of software testing management and process issues that are critical for delivering high-quality software on time and within budget. Written by leading experts in the field, this book offers those involved in building and maintaining complex, mission-critical software systems a flexible, risk-based process to improve their software testing capabilities. Whether your organization currently has a well-defined testing process or almost no process, Systematic Software Testing provides unique insights into better ways to test your software. This book describes how to use a preventive method of testing, which parallels the software development lifecycle, and explains how to create and subsequently use test plans, test design, and test metrics. Detailed instructions are presented to help you decide what to test, how to prioritize tests, and when testing is
complete. Learn how to conduct risk analysis and measure test effectiveness to maximize the efficiency of your testing efforts. Because organizational structure, the right people, and management are keys to better software testing, Systematic Software Testing explains these issues with the insight of the authors—more than 25 years of experience."

**The Usability Engineering Lifecycle**

This book commemorates the 65th birthday of Dr. Boris Kovalerchuk, and reflects many of the research areas covered by his work. It focuses on data processing under uncertainty, especially fuzzy data processing, when uncertainty comes from the imprecision of expert opinions. The book includes 17 authoritative contributions by leading experts.

**The Big Red Book - Bite Sized - Genesys Voice Portal**

Quality Management System Handbook for Product Development Companies describes a systematic approach for quality management and continuous improvement via a formal management system. The approach centers on a high-level process for defining a QMS from essential prerequisites to improvement mechanisms. The book outlines the five major QMS

**What They Don't Teach You in Project Management School**

The book demonstrates how to create RADIO DRAMAS that encourage people to make positive behavioral changes to improve their lives. It provides instructions, examples, and samples on the creation of serial or stand-alone radio dramas that will attract the attention of audiences. The book teaches people how to: • Create RADIO DRAMAS that will appeal to a select audience • Create characters that represent and attract the target audience • Introduce subtle and convincing ways to improve the standard of living of the audience • Conduct design workshops for preparing design documents that help script writers create ‘convincing’ dramas containing the behavior-change message accurately

**Writing and Producing Radio Dramas**
Access Free Sample Design Document Template For Web Application

This all-new edition of Web-Based Training is filled with practical charts, tables, and checklists that shows you how to design winning training programs for delivering instruction on the Web. Well grounded in the time-tested principles of great instructional design and adult education, Web-Based Training takes a step back from the whirlwind of technical guides and offers a extensively-researched handbook. For everyone seeking to learn more about the subject, Driscoll gives you illustrative examples from a wide range of organizations large and small. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Complete Virtual Reality and Augmented Reality Development with Unity

A no-nonsense game development theory guide that summarizes techniques and processes that game developers use every day to help them plan and execute their creative visions. The hints, tips and insider shortcuts contained in this book are derived from over a decade of indie game development and hosting video game programming classes. We have aggregated some of the best practices and lessons from many educational resources that are only available to those who teach game design to students in a lab setting. You can now enjoy this 140+ page guide full of vivid imagery and colorful depictions that will prepare you for all of the concepts you will encounter in the awesome world of video game development. Save yourself some headaches and read through this guide and then use it as a reference throughout your development process!

Uncertainty Modeling


Virtual Training Tools and Templates

Throughout the world, the media is used in various ways to promote social awareness and initiate social development. Of all the available means of communication, radio is still the one with the maximum reach in most developing countries. This book, the first in a three-book series titled Communication for Behavior Change, offers extremely practical guidance on how to design, write, and produce radio dramas aimed at motivating social change. Written by a leading teacher and practitioner of
Access Free Sample Design Document Template For Web Application

Entertainment–Education, it is the only available book which provides complete and hands-on instructions for creating successful radio serial dramas for behavior change. The text is interspersed with examples which show how entertainment and education have been woven together to create awareness programs that are both popular and effective. Extracts from several successful scripts from many countries are also provided to demonstrate what has previously clicked with the audience.

**Agile Software Architecture**

Get close and comfortable with Unity and build applications that run on HoloLens, Daydream, and Oculus Rift Key Features Build fun augmented reality applications using ARKit, ARCore, and Vuforia Explore virtual reality by developing more than 10 engaging projects Learn how to integrate AR and VR concepts together in a single application Book Description Unity is the leading platform to develop mixed reality experiences because it provides a great pipeline for working with 3D assets. Using a practical and project-based approach, this Learning Path educates you about the specifics of AR and VR development using Unity 2018 and Unity 3D. You’ll learn to integrate, animate, and overlay 3D objects on your camera feed, before moving on to implement sensor-based AR applications. You’ll explore various concepts by creating an AR application using Vuforia for both macOS and Windows for Android and iOS devices. Next, you’ll learn how to develop VR applications that can be experienced with devices, such as Oculus and Vive. You’ll also explore various tools for VR development: gaze-based versus hand controller input, world space UI canvases, locomotion and teleportation, timeline animation, and multiplayer networking. You’ll learn the Unity 3D game engine via the interactive Unity Editor and C# programming. By the end of this Learning Path, you’ll be fully equipped to develop rich, interactive mixed reality experiences using Unity. This Learning Path includes content from the following Packt products: Unity Virtual Reality Projects - Second Edition by Jonathan Linowes Unity 2018 Augmented Reality Projects by Jesse Glover What you will learn Create 3D scenes to learn about world space and scale Move around your scenes using locomotion and teleportation Create filters or overlays that work with facial recognition software Interact with virtual objects using eye gaze, hand controllers, and user input events Design and build a VR storytelling animation with a soundtrack and timelines Create social VR experiences with Unity networking Who this book is for If you are a game developer familiar with 3D computer graphics and interested in building your
own AR and VR games or applications, then this Learning Path is for you. Any prior experience in Unity and C# will be an advantage. In all, this course teaches you the tools and techniques to develop engaging mixed reality applications.

**The Practice of Cloud System Administration**

Creating Games offers a comprehensive overview of the technology, content, and mechanics of game design. It emphasizes the broad view of a games team and teaches you enough about your teammates' areas so that you can work effectively with them. The authors have included many worksheets and exercises to help get your small indie team off the ground.

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