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CARDBOARD VR PROJECTS FOR ANDROID



Packt Publishing Limited, United Kingdom, 2016. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book. 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...

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- Authored by Jonathan Linowes, Matt Schoen
- Released at 2016



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