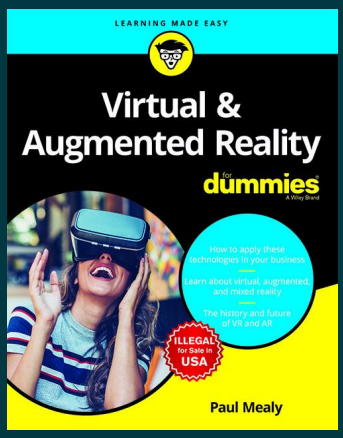
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Virtual & Augmented Reality For Dummies

By Paul Mealy

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Description

For such a large-scale technology revolution that is about to happen in the VR/AR space, there are very few books that address Virtual Reality outside of programing language specific "How to program VR applications." There is a huge market for a book that offers an easy to understand primer on Virtual Reality and Augmented Reality and how it will affect the future. Rather than focus on a specific piece of hardware (HTC Vive, Oculus Rift, iOS ARKit), or software (Unity, Unreal Engine), the book functions to offer a broad look at VR/AR/MR -- what they are, a history of the technologies, how they are being used currently, how they will affect the reader both professionally and personally in the future, and where things could go from here.

About the Author

Paul Mealy

Paul Mealy brings over 16 years of experience developing, managing and speaking within the interactive industry, with his primary focus on the intersection of design and technology. Mr. Mealy is currently employed as Director of Interactive at a Seattle-based interactive agency. His resume includes founding startups focused on educational mobile app development to virtual reality design and development. In addition, he has worked with virtual reality since the release of the Oculus Rift Development Kit 1 in 2013

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