



Developing AR Games for iOS and Android

By Dominic Cushnan

Packt Publishing. Paperback. Book Condition: New. Paperback. 130 pages. Dimensions: 9.1in. x 7.4in. x 0.5in. Develop and deploy augmented reality apps using Vuforia SDK and Unity 3D Overview Deploy full augmented reality experiences on iOS and Android Build a fully-functional augmented reality game and deploy it on iOS and Android Achieve better trackable performance for a robust experience Understand the prefabs and components that make up Vuforia SDK Explore the Unity environment to maximize your game development experience In Detail While augmented reality has been around for years, it has never reached its full potential. Now, the vast majority of people are walking around with powerful smartphones that are perfectly suited to house the AR experience. This is the reason why the technology has become as popular as it is now. Augmented reality can deliver a level of immersion that is unrivalled by any other method of development, as it blends our reality with overlaid computer generated data. Developing AR Games for iOS and Android is a well-structured guide that introduces you to the augmented reality world using a step-by-step approach. It will help you understand how to create powerful AR apps using Unity as well as how to create immersive...



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