



## Learn ARCore - Fundamentals of Google ARCore: Create next generation Augmented Reality and Mixed Reality apps with ARCore (Paperback)

By Micheal Lanham

Packt Publishing Limited, United Kingdom, 2018. Paperback. Condition: New. Language: N/A. Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Build immersive Augmented Reality Applications efficiently About This Book \* Learn to use the power of ARCore to build an immersive augmented reality and mixed reality apps. \* Extend your application by combining ARCore with shaders, Machine Learning and more. \* Take your Augmented reality app to the next level by combining it with Mixed Reality. Who This Book Is For This book is for web and mobile developers who have broad programming knowledge on Java or JavaScript or C# and want to develop Augmented Reality applications. No previous AR development, 3D, or 3D math experience is needed. What You Will Learn \* Build and deploy your Augmented Reality app to the Android, Web, and Unity platforms \* Implement ARCore to identify and visualize objects as point clouds, planes, surfaces, and/or meshes \* Explore advanced concepts of environmental understanding using Google ARCore and OpenGL ES with Java \* Create light levels from ARCore and create a C# script to watch and propagate lighting changes across the scene \* Develop graphics shaders that react to changes in lighting and map the environment to...



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