Free Rift Quest Guide

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Oculus Quest 2 and Rift S User Guide Curtis Campbell 2021-02-25 The Oculus Quest 2 and Rift S introduction is a significant improvement and addition to the Oculus series. Many additional and improved features present in the newly produced Oculus Quest 2 and Rift S than in their predecessors. Readers stand a lot to gain from having this book and reading it thoroughly. This guide contains a lot of information that will set you on your way to operating the Quest 2 and Rift S devices perfectly. For a start, this guide will discuss the relationship between Oculus Quest 2 and Rift S. Furthermore, readers will also learn necessary safety measures in handling the Oculus Quest 2 and Rift S headset and how to operate the App. Here are the lists of things you will learn in this guide: All about Oculus Quest 2 and Rift S and the affinity between them Steps on activating the Oculus app on your PC? Amount of space needed to utilize the Oculus Quest 2 and Oculus Rift S on your PC? Steps on setting up your Oculus Quest 2 and Oculus Rift S Steps on modifying the language of the Oculus app? Steps on connecting your Oculus to a WI-FI/ Local area network All about IPD and steps on modifying the IPD on your Oculus quest 2 or Oculus Rift S Steps on using eye shades while making use of your Oculus Quest 2 and Oculus Rift S Steps on switching on/off your Oculus Quest 2 and Rift S headset Varieties of Oculus Quest 2 and Rift S headset LED indicator and their connotation Varieties of Oculus Quest 2 and Rift S charging color and their connotation Oculus Quest 2 and Rift S controllers color and their meaning Steps on using the Oculus touch controllers Steps on manually connecting and disconnecting the Oculus touch controllers Steps on making use of the Oculus Quest 2 and Rift S controller button Practical steps on tackling the Oculus Quest 2 and Rift S controller problems Steps on connecting a gamepad All about Oculus Quest 2 Elite strap with battery and it functions Steps on casting the Oculus Quest 2 view on your Pc Steps on live streaming to Facebook, via the Oculus Rift S and Oculus Quest 2 Steps on transferring files, photos, videos, and music from your computer to Oculus Rift S and Quest 2 Steps on joining a public party on Oculus Quest 2 and Rift S Steps on hosting a private party Amount of partakers required to join a private party Steps on blocking your friend from your private party on Oculus Quest 2 and Rift S Steps on setting security pattern and password Steps on making use of the Oculus Rift S and Quest 2 with a MAC Steps on setting up Guardian Steps on making use of your headset with your Oculus Rift S and Quest 2 All about sensor tracking and steps on initiating a sensor tracker for your Oculus headset Procedures to initiate your Xbox One controller to use with Oculus Rift S and Quest 2 Methods to view the status of the Oculus devices when connected Steps on modifying the bandwidth limit for your Oculus Rift S Steps on modifying your room lighting preferences for your Oculus Rift S and Quest 2 Steps on modifying your graphic performance preferences for your Oculus How to cash in an Oculus Quest 2 and Oculus Rift S promo code Steps on locating the content you have downloaded for your Oculus device Precautionary measures to apply for your Oculus Quest 2 and Rift S And many more.... This is just a few of what is contained in this User Manual, and you can Download FREE with Kindle UnlimitedSo what are you waiting for? Scroll up and Click the Orange - BUY NOW WITH 1-CLICK BUTTON- on the top right corner and Download Now!!! You won't regret you did See you inside!!!

Experience on Demand: What Virtual Reality Is, How It Works, and What It Can Do Jeremy Bailenson 2018-01-30 " If you want to understand the most immersive new communications medium to come along since cinema… I' d suggest starting with Mr. Bailenson' s [book]." —Wall Street Journal Virtual reality is able to effectively blur the line between reality and illusion, granting us access to any experience imaginable. These experiences, ones that the brain is convinced are real, will soon be available everywhere. In Experience on Demand, Jeremy Bailenson draws upon two decades spent researching the psychological effects of VR to help readers understand its upsides and possible downsides. He offers expert guidelines for interacting with VR, and describes the profound ways this technology can be put to use to hone our performance, help us recover from trauma, improve our learning, and even enhance our empathic and imaginative capacities so that we treat others and ourselves better.

The Ultimate Roblox Book: An Unofficial Guide, Updated Edition David Jagneaux 2022-02-01 Build and create your own Roblox world with this updated, easy-to-use guide. Roblox, the largest user-generated online gaming platform that allows users to create and share their own game worlds and gaming creations, has taken the digital world by storm! With updated screenshots and instructions, The Ultimate Roblox Book, Updated Edition provides brand-new information on game changes and the latest features so you can make the most out of your Roblox game. With everything from instructions for playing the games to tips on creating your own worlds to the basics of coding, this updated guide gives you all the tools you need to get started.

Unity 2020 Virtual Reality Projects Jonathan Linowes 2020-07-30 Explore the latest features of Unity and build VR experiences including first-person interactions, audio fireball games, 360-degree media, art gallery tours, and VR storytelling Key FeaturesDiscover step-by-step instructions and best practices to begin your VR development journeyExplore Unity features such as URP rendering, XR Interaction Toolkit, and ProBuilderBuild impressive VR-based apps and games that can be experienced using modern devices like Oculus Rift and Oculus QuestBook Description This third edition of the Unity Virtual Reality (VR) development guide is updated to cover the latest features of Unity 2019.4 or later versions - the leading platform for building VR games, applications, and immersive experiences for contemporary VR devices. Enhanced with more focus on growing components, such as Universal Render Pipeline (URP), extended reality (XR) plugins, the XR Interaction Toolkit package, and the latest VR devices, this edition will help you to get up to date with the current state of VR. With its practical and project-based approach, this book covers the specifics of virtual reality development in Unity. You'll learn how to build VR apps that can be experienced with modern devices from Oculus, VIVE, and others. This virtual reality book presents lighting and rendering strategies to help you build cutting-edge graphics, and explains URP and rendering concepts that will enable you to achieve realism for your apps. You'll build real-world VR experiences using world space user interface canvases, locomotion and teleportation, 360-degree media, and timeline animation, as well as learn about important VR development concepts, best practices, and performance optimization and user experience strategies. By the end of this Unity book, you'll be fully equipped to use Unity to develop rich, interactive virtual reality experiences. What you will learnUnderstand the current state of virtual reality and VR consumer productsGet started with Unity by building a simple diorama scene using Unity Editor and imported assetsConfigure your Unity VR projects to run on VR platforms such as Oculus, SteamVR, and Windows immersive MRDesign and build a VR storytelling animation with a soundtrack and timelinesImplement an audio fireball game using game physics and particle systemsUse various software patterns to design Unity events and interactable componentsDiscover best practices for lighting, rendering, and post-processingWho this book is for Whether you're a non-programmer unfamiliar with 3D computer graphics or experienced in both but new to virtual reality, if you're interested in building your own VR games or applications, this Unity book is for you. Any experience in Unity will be useful but is not necessary.

Oculus Rift Allan Ernsbury 2020-12-09 Oculus Rift 2020-2021 Everything You Need to Know about Virtual Reality.Virtual reality. VR has been a hot topic for many people as of late. Many of us ended up being interested in VR, but it was limited for a while.But, the Oculus Rift has come back with ewer versions. It's an update of the popular headset from 2014, and it's even better than ever. But, what can you do with the Oculus Rift? Is it more than just a device for a couple of games? The answer is yes. It's actually become a great way for you to experience gaming both in a virtual sense, but also is wonderful for a lot of other fun things that you can do too. In this book, you'll learn about the following with the Oculus rift: What it is Why you should consider it The benefits of the Oculus Rift The different things you can do with it Setting Up Your Oculus Rift Troubleshooting the Oculus Rift The Best things to do with the Oculus Rift and much more! If you've been on the fence regarding this, just know that you're not alone. Lots of people do have a bit of trouble with understanding the VR aspects of things, and you might've wanted to try the Oculus Rift, but had no idea where to begin. Thankfully, this book is a great place for you to begin with your Oculus rift adventure, especially if you're curious about whether or not this is worth it. If you've been interested in VR, or the different aspects of it, and have wanted to try the Rift, now is a good time to do it. VR is the future, and there are so many cool things down the pipeline that you can do with this VR headset, so you'll be able to take your gaming to the next level with this amazing piece of technology! Download your copy of " Oculus Rift " by scrolling up and clicking "Buy Now With 1-Click" button.

Oculus Quest 2 and Oculus Rift S User Guide For Seniors Antonio Seaman 2021-01-02 You are one step away from getting all you need to know to maximize the use of your Oculus Quest 2 or Oculus Rift S if only you can make the decision by purchasing this manual.This guide gives the reader the basic and necessary knowledge of operating the Oculus Quest 2 and Oculus Rift S. In this book, several distinct features are adequately explained. The author's step-by-step approach makes it easier for beginners to grasp and learn how to operate this fantastic device. The manual gives readers, especially newbies, a thorough understanding of the latest feature and designs of the Oculus Quest 2 and Oculus Rift S.Some preview of what you will get in this manual include: How to use the Oculus Quest and Rift S Controllers How to setup the Oculus Quest 2 and Oculus Rift SHow to turn on/off your Oculus Quest 2 and Rift S Headset Different Oculus Quest 2 and Rift S Headset lights and their MeaningDifferent Oculus Quest 2 and Rift S Charging Colors and their Meaning Oculus Quest 2 and Rift S Controllers Colors and their meaningSetting Pattern and Security for the Oculus Quest 2How to use the Oculus Touch controllersPairing and Unpairing the Oculus Touch ManuallyUsing the Oculus Quest 2 and Rift S Controllers Button Solving Oculus Quest 2 and Rift S Controller ProblemsHow to Connect your Gamepad to Oculus Quest 2How to maximize the battery life of the Oculus Quest 2 and Rift SThe Oculus Quest 2 Elite strap with battery and how it worksHow to Cast the Oculus Quest 2 View to your PC How to live-stream to Facebook with the Oculus Quest 2Turning ON and OFF the Hand tracking on Oculus Quest 2 and Rift SHow to Transfer Files (Photos/Video) from your computer to the Oculus Quest 2 headsetHow to join a public party on Oculus Quest 2 and Rift SHow to Block a friend from your party on Oculus Quest 2 and Rift SAnd Lots MoreScroll up and click the BUY NOW WITH 1-CLICK button to get started

Rain and Fire: A Guide to the Last Dragon Chronicles Chris d'Lacey 2011-01-20 This intriguing and entertaining guide will not only appeal to all fans of best-selling series The Last Dragon Chronicles, but will also appeal to everyone with an interest in dragons! In a collaborative work between Chris and his wife Jay, the book features character profiles, information on backgrounds and settings in the series, and explores relevant themes such as climate change. It includes stunning illustrations and photographs and is a book that everyone can enjoy, dip into, and indulge their passion for dragons! The Last Dragon Chronicles: The Fire Within Icefire Fire Star The Fire Eternal Dark Fire

Virtual Reality Therapy for Anxiety Elizabeth McMahon 2021-11-22 Practical, down to earth, clearly written, and easy for therapists to understand and apply, Virtual Reality Therapy for Anxiety is a useful guide for any clinician treating anxiety, regardless of setting (in-office or via telehealth), theoretical orientation, or level of training. Written by an experienced psychologist who has used multiple VR systems since 2010, it' s the only up to date, clinically informed, evidence-based training manual available. Easy-to-understand concepts and diagrams explain anxiety and its treatment, and the book incorporates research findings and clinical expertise. VRT is described step by step with multiple case examples, and an extended case-vignette chapter presents a session-by-session treatment protocol of a complex case with transcript excerpts. Key findings and quotations from research are also presented. After completing the guide, therapists and other mental health professionals will understand the unique clinical benefits of VR, be prepared to use VR in therapy comfortably and effectively either in the office or remotely, and will have expertise in a new, needed, and empirically validated treatment for a common clinical problem.

Apex Legends: Pathfinder's Quest (Lore Book) Respawn Entertainment 2021-02-02 Explore the world of the hit game through the eyes of the lovable robot, Pathfinder, as he chronicles his journey throughout the various environs of the Outlands to interview his fellow Legends -- all in the hope of finally locating his mysterious creator. The rich history of Apex Legends is explained by the characters that helped to shape it, as are their unique bonds of competition and camaraderie.

Learning Virtual Reality Tony Parisi 2015-10-26 As virtual reality approaches mainstream consumer use, a vibrant development ecosystem has emerged in the past few years. This hands-on guide takes you through VR development essentials for desktop, mobile, and browser-based applications. You' ll explore the three go-to platforms—OculusVR, Gear VR, and Cardboard VR—as well as several VR development environments, programming tools, and techniques. If you' re an experienced programmer familiar with mobile development, this book will help you gain a working knowledge of VR development through clear and simple examples. Once you create a complete application in the final chapter, you' ll have a jumpstart on the next major entertainment medium. Learn VR basics for UI design, 3D graphics, and stereo rendering Explore Unity3D, the current development choice among game engines Create native applications for desktop computers with the Oculus Rift Develop mobile applications for Samsung' s Gear VR with the Android and Oculus Mobile SDKs Build browser-based applications with the WebVR Javascript API and WebGL Create simple and affordable mobile apps for any smartphone with Google' s Cardboard VR Bring everything together to build a 360-degree panoramic photo viewer

Oculus Quest 2 Complete Guide Kenneth I Egbunu 2020-11-05 If you're looking for the closest thing to a self-contained VR gaming console, the Oculus Quest 2 is your choice. The compact headset replaces Facebook's 18-month-old Oculus Quest, but it reminds me more than ever that there are some really excellent games on the platform. VR can be an amazing escape, a workout or both. Over the last year at home, VR gaming has become an even bigger part of my life.Despite existing in a company-controlled walled garden (and increasingly Facebook-oriented login and data policies), the Quest has turned into quite a destination for the best VR games.This complete user guide book with tips and tricks will help you to make the most of your new Oculus Quest 2. It contains specific step-by-step instructions that are well organized and easy to read.Here is a preview of what you will learn: -How do I create an account to use with my device?-How do I create an avatar for my account on Oculus?-How do I set up my Oculus Quest 2 headset?-How do I Connect my Oculus app Quest 2 or Quest to Wi-Fi?-How do I set an unlock pattern for my Oculus Quest 2 or Quest?-How do I transfer Files from my Oculus Quest to my Quest 2?-How do I attach the lanyards to my Oculus Quest 2 or Quest controller?-How do I use the touch controllers with my Oculus Quest 2 or Quest?-How do I set up gamepad with Oculus Quest 2 or Quest?-What is the Oculus Quest 2 Elites strap with Battery and how does it work?-How can I keep my Oculus Quest 2 or Quest safe and in good condition?-How do I adjust and clean the straps for my Oculus-How do I download new content for my Oculus Quest 2 or Quest?-How can I use the internet with my Oculus Quest 2 or Quest?-How do I live-stream to Facebook using my Oculus Quest 2 or Quest?-How do I use apps on Oculus Quest 2 or Quest with members of my party?-How do I use the mixed Reality capture tool with my Oculus Quest 2 or Quest?-How do I use Voice commands on Oculus Quest 2, Quest or Go?-What gesture can I use with hand tracking for Oculus Quest 2 and Quest?-Tips & Tricks for Quest 2 OwnersKindly Scroll Up and Hit the Buy button to add this book in your Library!

SketchUp to LayOut Matt Donley 2021-05-26 Create beautiful 3D models and presentations with SketchUp Pro and LayOut. SketchUp to LayOut, 2nd edition is a complete beginner's guide for learning SketchUp and LayOut. Effortlessly turn your ideas into 3D models using SketchUp, then document them in SketchUp's companion drawing program, LayOut. Even if you've never designed in 3D before, this

book will guide you step by step.In addition to developing a complete understanding of SketchUp and LayOut basics, you'll learn advanced topics that will build upon your new skills: Learn the five steps to creating scenes in SketchUp that will give you full control over the look of your SketchUp models in LayOut.Master the most important modeling concepts, such as model organization, object visibility, tag theory, and level of detail, to become more efficient and enable faster editing of your projects.Discover several advanced techniques to develop custom workflows that work best for you and your preferences. The only book you'll need to master SketchUp & LayOut!

Getting Started with React VR John Gwinner 2017-11-30 Create amazing 360 and virtual reality content that runs directly in your browsers with JavaScript and React VR 2.0 About This Book A practical guide to developing virtual reality experiences targeting web and mobile browsers Create customized 3D graphics for your virtual reality experiences with Three.js Explore the ReactVR library to create objects that seem real and see how they move in the Virtual world Import free models into VR and include those in your code Who This Book Is For This book is for web developers who want to use their existing skill set of HTML, CSS, and JavaScript to create virtual reality experiences. What You Will Learn Use Blender 2.79 to make virtual reality objects for Web VR. Import free models into VR and how to include those in your code Build a Virtual Museum with interactive art pieces Create your first VR App and customizing it Build animations by procedurally changing an object's position, using timers and Animated APIs Incorporate React Native code and JavaScript code in your VR world In Detail This book takes you on a journey to create intuitive and interactive Virtual Reality experiences by creating your first VR application using React VR 2.0.0. It starts by getting you up to speed with Virtual Reality (VR) and React VR components. It teaches you what Virtual Reality (VR) really is, why it works, how to describe 3D objects, the installation of Node.js (version 9.2.0) and WebVR browser. You will learn 3D polygon modeling, texturing, animating virtual objects and adding sound to your VR world. You will also discover ways to extend React VR with new features and native Three.js. You will learn how to include existing high-performance web code into your VR app. This book will also take you through upgrading and publishing your app. By the end of this book, you'll have a deep knowledge of Virtual Reality and a full-fledged working VR app to add to your profile! Style and approach A step-by-step practical guide to help readers build their first VR application.

Oculus Quest 2 Guide Michael F Jordan 2021-02-16 One of the hottest VR headsets at the moment is the Oculus Quest 2. This VR headset provides an untethered VR experience that's simply remarkable to anyone who's able to get their hands on them. But before you start to enjoy your Oculus Quest 2, you'll have to set it up. This guide gives the reader the basic and necessary knowledge of operating the Oculus Quest 2 and Oculus Rift S. In summary you'll get help for -Setting up Oculus 2 -Over 50 tips and tricks -Troubleshooting -Maximizing battery -Setting up security AND LOTS MORE Scroll up and hit the BUY button now!

The Quest 2008

Oculus Quest 2 and Rift S User Guide Curtis Campbell 2021-02-25 The Oculus Quest 2 and Rift S introduction is a significant improvement and addition to the Oculus series. Many additional and improved features present in the newly produced Oculus Quest 2 and Rift S than in their predecessors. Readers stand a lot to gain from having this book and reading it thoroughly. This guide contains a lot of information that will set you on your way to operating the Quest 2 and Rift S devices perfectly. For a start, this guide will discuss the relationship between Oculus Quest 2 and Rift S. Furthermore, readers will also learn necessary safety measures in handling the Oculus Quest 2 and Rift S headset and how to operate the App. Here are the lists of things you will learn in this guide: All about Oculus Quest 2 and Rift S and the affinity between them Steps on activating the Oculus app on your PC? Amount of space needed to utilize the Oculus Quest 2 and Oculus Rift S on your PC? Steps on setting up your Oculus Quest 2 and Oculus Rift S Steps on modifying the language of the Oculus app? Steps on connecting your Oculus to a WI-FI/ Local area network All about IPD and steps on modifying the IPD on your Oculus quest 2 or Oculus Rift S Steps on using eye shades while making use of your Oculus Quest 2 and Oculus Rift S Steps on switching on/off your Oculus Quest 2 and Rift S headset Varieties of Oculus Quest 2 and Rift S headset LED indicator and their connotation Varieties of Oculus Quest 2 and Rift S charging color and their connotation Oculus Quest 2 and Rift S controllers color and their meaning Steps on using the Oculus touch controllers Steps on manually connecting and disconnecting the Oculus touch controllers Steps on making use of the Oculus Quest 2 and Rift S controller button Practical steps on tackling the Oculus Quest 2 and Rift S controller problems Steps on connecting a gamepad All about Oculus Quest 2 Elite strap with battery and it functions Steps on casting the Oculus Quest 2 view on your Pc Steps on live streaming to Facebook, via the Oculus Rift S and Oculus Quest 2 Steps on transferring files, photos, videos, and music from your computer to Oculus Rift S and Quest 2 Steps on joining a public party on Oculus Quest 2 and Rift S Steps on hosting a private party Amount of partakers required to join a private party Steps on blocking your friend from your private party on Oculus Quest 2 and Rift S Steps on setting security pattern and password Steps on making use of the Oculus Rift S and Quest 2 with a MAC Steps on setting up Guardian Steps on making use of your headset with your Oculus Rift S and Quest 2 All about sensor tracking and steps on initiating a sensor tracker for your Oculus headset Procedures to initiate your Xbox One controller to use with Oculus Rift S and Quest 2 Methods to view the status of the Oculus devices when connected Steps on modifying the bandwidth limit for your Oculus Rift S Steps on modifying your room lighting preferences for your Oculus Rift S and Quest 2 Steps on modifying your graphic performance preferences for your Oculus How to cash in an Oculus Quest 2 and Oculus Rift S promo code Steps on locating the content you have downloaded for your Oculus device Precautionary measures to apply for your Oculus Quest 2 and Rift S And many more.... This is just a few of what is contained in this User Manual, and you can Download FREE with Kindle UnlimitedSo what are you waiting for? Scroll up and Click the Orange - BUY NOW WITH 1-CLICK BUTTON- on the top right corner and Download Now!!! You won't regret you did See you inside!!!

2021 Guide to Oculus Quest 2 For Senior Citizens Harris Miller 2021-02-03 You ca Make the most of your Oculus Quest 2 if only you can make the decision to buy this bookThis extensive and comprehensive guide shows you how to fully harness all operations of the new oculus quest 2In this book, you will learn; How to set your new oculus quest 2. How to operate the device. How to maintain it. This book also includes an honest review about this new oculus quest 2 and some of the pros and cons of owning this device.Just scroll up and hit the BUY NOW WITH 1-CLICK BUTTON

Unreal Engine Virtual Reality Quick Start Guide Jessica Plowman 2019-02-27 Unreal Engine VR Quick Start Guide introduces designers to the guidelines and design processes necessary to build interactive VR experiences. Learn to use User Experience design techniques and Blueprint programming to create virtual reality gameplay for HTC Vive, Oculus Rift, PSVR, and Windows Mixed Reality headsets.

The Simple Oculus Quest User Guide for Beginners Clayton M Rines 2019-11-25 The Oculus Quest packs a hefty 6DOF tracking ability, which makes it the standalone VR Headsets that can do this. This Facebook gadget opens a new vista that brings you into a whole new world of gaming and other applications. The standalone feature gives it a seamless flow with no glitches as might have been experienced in other VR headsets. This headset comes with a unique feature that gives you the ability to mirror your screen onto a TV or your smartphone.This guide is for both newbies and pros. It is written in the most basic language to help you set up your device without any hassles. It can get a bit confusing on how to set up and maximize the user experience of this device; this book has got you covered every step of the way. In this book, you will learn how to;-Unbox, set up and register your device-Using the Lanyards-Setting up and pairing the headset-Activating the Guardian-Linking up via Wi-Fi-Troubleshooting -And a whole lot more!Get started with this book today to become a VR Pro in under 1 hour! Get your copy now.

Dragon Age: Inquisition - Strategy Guide GamerGuides.com 2015-11-12 Improved & Updated: September 2020! This is the Dragon Age. A tear has ripped open the heavens and demons pour forth to ravage the land. You are caught up in this destruction, the only survivor complete with a mark on your hand. This mark is the only thing that can close the Breach and save Thedas. Heralded as a savior, you begin an Inquisition by assembling an army of powerful allies to put a stop to the chaos. Only you can decide the fate of Thedas. You are the Inquisitor! Allow us to lead you through the lands of Thedas and uncover the secrets behind the Breach. This guide for Dragon Age: Inquisition offers a detailed walkthrough of the main story and all side quests associated with each region, detailing easily missed features and hidden lore secrets along the way. The guide also covers all three main DLC: Jaws of Hakkon, The Descent, and Trespasser, and all dialogue choices throughout the game. Inside this guide you will find: - A Walkthrough for all main story quests, detailing the consequences of your choices along the way. - Walkthrough for all DLC content, covering Jaws of Hakkon, The Descent and Trespasser. - Exploration sections for each region, including side quests, requisitions, collections and companion quests. - Comprehensive section on Dialogue Choices, covering both approval and romance options for companions. - Breakdown of Specialization Trainers including where to find them and how to complete their missions. - Crafting section covering key locations for potions, tonics, grenades, and other materials. - An Equipment section, detailing where to find some of the best weapons and armor. - A Mounts section with descriptions of how to acquire them and when they become available. - Overview of Multiplayer - including basic starting tips, coverage of characters, challenges, and loot.

The Rough Guide to Singapore (Travel Guide eBook) Rough Guides 2016-09-01 The Rough Guide to Singapore is the ultimate travel guide to this constantly evolving city-state, with clear maps and detailed coverage of all the best attractions. Discover Singapore's highlights with stunning photography and accounts of everything from the magnificent new National Gallery and historic Botanic Gardens to the dazzling temples of Chinatown and the hilltop walks of the Southern Ridges. Find detailed practical advice on what to do and see in Singapore, with up-to-date reviews of the best hotels, restaurants, hawker places, bars, clubs and shops, for every budget. There's also a detailed description of the island's rich traditional Chinese, Malay and Indian cuisines to help you order the tastiest food. Explore every corner of downtown Singapore and off the beaten track, with easy to use maps to help ensure you don't miss the unmissable. Make the most of your stay with The Rough Guide to Singapore.

Oculus Quest Users Guide Henry A White 2019-06-03 MASTER YOUR OCULUS QUEST IN 60 MINUTES!"BONUS" - Buy a paperback copy of this book and receive the Kindle version for FREE via Kindle Matchbook.Oculus Quest is Facebook's first standalone headset that offers 6DOF tracking on both the head and hands. Practically, that means that the headset has the same full tracking capabilities typically reserved for high-end VR headsets that are hooked up to a computer or game console. Because Quest has full 6DOF tracking, it opens the door to significantly more immersive and interactive content than on a headset like Oculus Go, which is only suitable for mostly static, seated experiences because it has more limited tracking abilities.Given that it's a standalone, Quest's biggest advantage is its low friction experience. When you put the headset on, you see a pass-through video view of the world around you which makes it easy to pick up your controllers. From there, setting up your Guardian-the boundary around you playspace-is as easy as pointing your controller at the ground and tracing an outline around the available space, and then you're good to go.If you have the Oculus Quest, this book will help you with a collection of ACTIONABLE tips and tricks. It contains specific step-by-step instructions that are well organized and easy to read.Scroll Up and Hit the Buy button to add this book in your Library!

Digital Storytelling 4e Carolyn Handler Miller 2019-11-04 This fourth edition of Digital Storytelling: A creator's guide to interactive entertainment dives deeply into the world of interactive storytelling, a form of storytelling made possible by digital media. Carolyn Handler Miller covers both the basics – character development, structure and the use of interactivity – and the more advanced topics, such as AI (Artificial Intelligence), narratives using AR and VR, and Social Media storytelling. The fourth edition also includes a greatly expanded section on immersive media, with chapters on the exciting new world of the world of XR (AR, VR, and mixed reality), plus immersion via large screens, escape rooms and new kinds of theme park experiences. This edition covers all viable forms of New Media, from video games to interactive documentaries. With numerous case studies that delve into the processes and challenges of developing works of interactive narrative, this new edition illustrates the creative possibilities of digital storytelling. The book goes beyond using digital media for entertainment and covers its employment for education, training, information and promotion, featuring interviews with some of the industry's biggest names. Key Features: A large new section covering various forms of immersive media, including VR, AR and Mixed Reality Breakthroughs in interactive TV and Cinema The use of VR, AR and mixed reality in gaming New forms of voice-enabled storytelling and gaming Stories told via mobile apps and social media Developing Digital Storytelling for different types of audiences

TV Guide 2007

The Rough Guide to Singapore (Travel Guide with Free eBook) Rough Guides 2019-07-01 World-renowned 'tell it like it is' guidebook Discover Singapore with this comprehensive, entertaining, 'tell it like it is' Rough Guide, packed with comprehensive practical information and our experts' honest and independent recommendations. Whether you plan to discover the historic ethnic enclave of Little India, enjoy a rooftop drink at Marina Bay Sands, indulge in an Orchard Road shopping spree or sample street food at bustling hawker centres, The Rough Guide to Singapore will help you discover the best places to explore, sleep, eat, drink and shop along the way. Features of The Rough Guide to Singapore: - Detailed regional coverage: provides in-depth practical information for each step of all kinds of trip, from intrepid off-the-beaten-track adventures, to chilled-out breaks in popular tourist areas. Regions covered include: The Colonial District, Little India, Chinatown, Marina Bay, Orchard Road, Northern Singapore, Eastern Singapore, Western Singapore, Sentosa. - Honest independent reviews: written with Rough Guides' trademark blend of humour, honesty and expertise, and recommendations you can truly trust, our writers will help you get the most from your trip to Singapore. - Meticulous mapping: always full-colour, with clearly numbered, colour-coded keys. Find your way around Arab Street's hip cafés and boutiques, the surviving nineteenth-century streets of Chinatown, and many more locations without needing to get online. - Fabulous full-colour photography: features a richness of inspirational colour photography, including the colourful Botanic Gardens and the golden-domed Sultan Mosque. - Things not to miss: Rough Guides' rundown of Little India's, Chinatown's, Arab Street's and the Colonial District's best sights and top experiences. - Itineraries: carefully planned routes will help you organise your trip, and inspire and inform your on-the-road experiences. - Basics section: packed with essential pre-departure information including getting there, getting around, accommodation, food and drink, health, the media, festivals, sports and outdoor activities, culture and etiquette, shopping and more. - Background information: comprehensive Contexts chapter provides fascinating insights into Singapore, with coverage of history, religion, ethnic groups, environment, wildlife and books. About Rough Guides: Rough Guides have been inspiring travellers for over 35 years, with over 30 million copies sold globally. Synonymous with practical travel tips, quality writing and a trustworthy 'tell it like is' ethos, the Rough Guides list includes more than 260 travel guides to 120+ destinations, gift-books and phrasebooks.

The Relationship Economy John R. DiJulius 2019-10-08 Creating Authentic Customer Connections in a High-Tech World In The Relationship Economy, author John DiJulius teaches business leaders about the importance of relationship building in the digital age. He argues that in spite of (and because of) the advances in tech, we've become a less connected society. We have dramatically evolved away from face-to-face communication, and the skill of building rapport is evaporating. This means that customer personalization and relationships are more important now than ever—and they will be the key to success for businesses moving forward. As he aptly states, " Being able to build true sustainable relationships is the biggest competitive advantage in a world where automation, artificial intelligence, and machine learning are eliminating the human experience, which is what creates the emotional connections that build true customer loyalty." This book reminds readers of the importance of personal connections and shows them how to attain meaningful, lasting relationships with their customers.

Metaverse Investing Guide for Beginners Vitali Lazar 2022-06-25 Top 5 Beginner-Friendly Strategies to Get You Into Metaverse Investing Today! - Bring in a Fortune and Finally Reach Financial Freedom With This Book That Will Hand You the Keys to Do So I'm sure you've heard about the Metaverse and how much money it can bring you, but you aren't sure where to start. It can be overwhelming to try and figure out where to put your money when it comes to cryptocurrencies and digital assets. With so many options available, it can be hard to know which ones are worth investing in. The Metaverse is a cutting-edge blockchain platform that is quickly gaining popularity. It offers unique opportunities for investment and wealth creation that are unavailable anywhere else! It is still a relatively new platform, which means there are plenty of opportunities for investors who are willing to take a chance. That's why we've put together this guide - to show you the best ways to create wealth in the Metaverse! With this guide, you can become a millionaire through investing in altcoins, non-fungible tokens, decentralized finance, and blockchain gaming. There has never been a better time to get involved in this exciting new technology. You'll discover: Fool-proof strategies to easily bring in wealth!   The keys to unlocking all the potential of the Metaverse.   Investing in crypto made easy and simple!   Super investing tactics that are perfect even for absolute beginners.   How to get yourself ahead of the competition and take your spot at the top!   And so much more! So whether you're just starting out or you're already well-versed in the world of crypto, these strategies will help you take your investments to the next level. Scroll up, Click on " Buy Now" , and Start Investing Today!

Virtual Reality for Beginners! Murray Ramirez 2016-11-26 Virtual Reality for Beginners! How to Understand, Use & Create with VR Are You Ready To Learn All About VR? If So You've Come To The Right Place... Here's A Preview Of What This Virtual Reality Book Contains... An Introduction To Virtual Reality VR Through Time - The History And Growth Of Virtual Reality Getting Started With VR - What You'll Need To Get Going The Science of VR Trends In The VR Industry Google Cardboard Explored Sony PlayStation VR Explored HTC Vive Explored Oculus Rift Explored Samsung Gear VR Explored Bonus: Google Daydream View Explored VR And Beyond! 2016+ Verdict The Next Big Thing And Much, Much More! Download Your Copy Now And Get Started Now!

Dagon H. P. Lovecraft 2020-09-02 The man is addicted to morphine, and can think of nothing but death. Only morphine has made his life barely tolerable. He is in this fragile mental state because of the things that happened in the past; because of the things he was forced to encounter. During the First World War he ended up alone on an island – an island that was pure horror. 'Dagon' is a horror short story written by H. P. Lovecraft. It was first published in 1917. H.P. Lovecraft (1890– 1937) was an American horror writer. His best known works include 'The Call of Cthulhu' and 'the Mountains of Madness'. Most of his work was originally published in pulp magazines, and Lovecraft rose into fame only after his death at the age of 46. He has had a great influence in both horror and science fiction genres.

Digital Play Therapy Jessica Stone 2020-07-16 Digital Play Therapy focuses on the responsible integration of technology into play therapy. With a respect for the many different modalities and approaches under the play therapy umbrella, this book incorporates therapist fundamentals, play therapy tenets, and practical information for the responsible integration of digital tools into play therapy treatment. Written in a relatable manner, this book provides both the foundation and practical information for confident use of digital tools and brings play therapy, and therapy in general, forward into the 21st century. Digital Play Therapy provides a solid grounding both for clinicians who are brand new to the incorporation of digital tools as well as to those who have already begun to witness the powerful therapeutic dynamic of digital play therapy.

Pygmalion's Spectacles Stanley G. Weinbaum 2016-04-21 Here is the story that presented virtual reality to the world. Dan Berk meets an Elfin professor who has invented a pair of goggles that allow the wearer to enter completely into the action of a story. Sometimes it can be hard to remember that it isn't real, or is it?

Fluent in 3 Months Benny Lewis 2014-03-11 Benny Lewis, who speaks over ten languages—all self-taught—runs the largest language-learning blog in the world, Fluent In 3 Months. Lewis is a full-time "language hacker," someone who devotes all of his time to finding better, faster, and more efficient ways to learn languages. Fluent in 3 Months: How Anyone at Any Age Can Learn to Speak Any Language from Anywhere in the World is a new blueprint for fast language learning. Lewis argues that you don't need a great memory or "the language gene" to learn a language quickly, and debunks a number of long-held beliefs, such as adults not being as good at language learners as children.

Seven Wonders Book 5: The Legend of the Rift Peter Lerangis 2016-03-08 Percy Jackson meets Indiana Jones in the final installment of the New York Times bestselling epic adventure Seven Wonders! Jack, Marco, Cass, and Aly's quest to find the seven magic orbs buried beneath each of the Seven Wonders of the Ancient World has hit a perilous snag. King Uhla'ar has kidnapped Aly and taken her and an orb back through a rift in time. A giant, merciless behemoth guards the opening, and so Jack and his friends realize that their only hope to rescue Aly is to rush to find the rest of the lost Loculi. This mission takes them around the world—to the Temple of Artemis to fend off a mighty army and then to the Lighthouse of Alexandria, where they wind up swallowed in the belly of a beast. But before all is said and done, they must return to where it all began, to Atlantis, to save Aly, themselves…and the world. Don't miss The Legend of the Rift, the epic finale to Peter Lerangis's earth-shattering, New York Times bestselling adventure series, Seven Wonders.

Healing Your Rift with God Paul Sibcy 2011-08-02 God, says Paul Sibcy, is everything that is. All of us—faithful seekers or otherwise—have some area of confusion, hurt, or denial around this word, or our personal concept of God, that keeps us from a full expression of our spirituality. Healing Your Rift with God is a guidebook for finding your own personal rifts with God and healing them. Sibcy explains the nature of a spiritual rift, how this wound can impair your life, and how such a wound may be healed by the earnest seeker, with or without help from a counselor or teacher. Healing Your Rift with God will also assist those in the helping professions who wish to facilitate what the author calls ultimate healing. The book includes many personal stories from the author's life, teaching, and counseling work, and its warm narrative tone creates an intimate author– reader relationship that inspires the healing process.

Quest For The Jade Sea Pascal James Imperato 2018-02-12 In this fascinating story of colonial competition around Lake Rudolf, a remote body of water in northern Kenya, Pascal James Imperato examines the political and diplomatic aspects of colonial competition for the lake as well as the many expeditions that traveled there. Although the chief competitors for the lake included the British, Italians, the French, Russians, and Ethiopians, its colonial fate was decided by Great Britain and Ethiopia. The role of Ethiopia as a late nineteenth-century colonial power unfolds as Imperato provides unique insights and analyses of Ethiopian colonial policy and its effects on the peoples who inhabited the region of the lake. }The last of the major African lakes to be visited by European travelers in the late nineteenth century, Lake Rudolf lies in the eastern arm of the great Rift Valley in present-day northern Kenya, near the Ethiopian border. Also known as Lake Turkana, Lake Rudolf is a large saltwater body two hundred miles long and forty miles wide. Fed by the Omo River that flows south from the Ethiopian highlands, it is surrounded by an inhospitable landscape of extinct volcanoes, wind-driven semidesert, and old lava flows. Because of the greenish hue of its waters, it has long been called the Jade Sea. Quest for the Jade Sea examines the fascinating story of colonial competition around this remote lake. Pascal James Imperatos account yields important insights into European colonial policies in East Africa in the late nineteenth century and how these policies came into conflict with a powerful indigenous and independent African state, Ethiopia, which itself was engaged in imperial expansion.Although the chief competitors for the lake included the British, Italians, the French, Russians, and Ethiopians, its colonial fate was decided by Great Britain and Ethiopia. The role of Ethiopia as a late nineteenth-century colonial power unfolds as Imperato provides unique insights and analyses of Ethiopian colonial policy and its effects on the peoples who inhabited the region of the lake. As well as examining the political and diplomatic aspects of colonial competition for Lake Rudolf, Quest for the Jade Sea focuses on the expeditions that traveled there. Many of these were the field expressions of colonial policy; others were undertaken in the interest of scientific and geographical discovery. Whatever the impetus, their success required courage and much suffering on the part of those who led them. Whether as willing agents of larger colonial designs, soldiers intent on promoting their military careers, or explorers who wished to advance scientific knowledge, expedition leaders left behind not only fascinating chronicles of their experiences and discoveries but also parts of the larger story of colonial competition around an East African lake.

The History of the Future Blake J. Harris 2019-02-19 The dramatic, larger-than-life true story behind the founding of Oculus and its quest for virtual reality, by the bestselling author of Console Wars. Drawing on over a hundred interviews with the key players driving this revolution, The History of the Future weaves together a rich, cinematic narrative that captures the breakthroughs, breakdowns and human drama of trying to change the world. The result is a super accessible and supremely entertaining look at the birth of a game-changing new industry. From iconic books like Neuromancer to blockbuster films like The Matrix, virtual reality has long been hailed as the ultimate technology. But outside of a few research labs and military training facilities, this tantalizing vision of the future was nothing but science fiction. Until 2012, when Oculus founder Palmer Luckey—then just a rebellious teenage dreamer living alone in a camper trailer—invents a device that has the potential to change everything. With the help of a videogame legend, a serial entrepreneur and many other colorful characters, Luckey's scrappy startup kickstarts a revolution and sets out to bring VR to the masses. As with most underdog stories, things don't quite go according to plan. But what happens next turns out to be the ultimate entrepreneurial journey: a tale of battles won and lost, lessons learned and neverending twists and turns—including an unlikely multi-billion-dollar acquisition by Facebook's Mark Zuckerberg, which shakes up the landscape in Silicon Valley and gives Oculus the chance to forever change our reality. Drawing on over a hundred interviews with the key players driving this revolution, The History of the Future weaves together a rich, cinematic narrative that captures the breakthroughs, breakdowns and human drama of trying to change the world. The result is a super accessible and supremely entertaining look at the birth of a game-changing new industry.

Distance Counseling and Supervision Daniel G. Williamson 2020-12-15 *Requests for digital versions from ACA can be found on www.wiley.com. *To purchase print copies, please visit the ACA website here *Reproduction requests for material from books published by ACA should be directed to permissions@ counseling.org

Teaching the Global Middle Ages Geraldine Heng 2022-10-28 While globalization is a modern phenomenon, premodern people were also interconnected in early forms of globalism, sharing merchandise, technology, languages, and stories over long distances. Looking across civilizations, this volume takes a broad view of the Middle Ages in order to foster new habits of thinking and develop a multilayered, critical sense of the past. The essays in this volume reach across disciplinary lines to bring insights from music, theater, religion, ecology, museums, and the history of disease into the literature classroom. The contributors provide guidance on texts such as the Thousand and One Nights, Sunjata, Benjamin of Tudela's Book of Travels, and the Malay Annals and on topics such as hotels, maps, and camels. They propose syllabus recommendations, present numerous digital resources, and offer engaging class activities and discussion questions. Ultimately, they provide tools that will help students evaluate popular representations of the Middle Ages and engage with the dynamics of past, present, and future world relationships.

Oculus Rift in Action Alex Benton 2015-08-12 Summary Oculus Rift in Action introduces the powerful Oculus Rift headset and teaches you how to integrate its many features into 3D games and other virtual reality experiences. You'll start by understanding the capabilities of the Rift hardware. Then you'll follow interesting and instantly-relevant examples that walk you through programming real applications using the Oculus SDK. Examples are provided for both using the Oculus C API directly and for using Unity, a popular development and 3D graphics engine, with the Oculus Unity integration package. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Virtual reality has long been the domain of researchers and developers with access to specialized hardware and proprietary tools. With the appearance of the Oculus Rift VR headset, the game has changed. Using standard programming tools and the intuitive Oculus SDKs, you can deliver powerful immersive games, simulations, and other virtual experiences that finally nail the feeling of being in the middle of the action. Oculus Rift in Action teaches you how to create 3D games and other virtual reality experiences for the Oculus Rift. You'll explore the Rift hardware through examples of real applications using the Oculus SDK and both the Oculus C API and the Unity 3D graphics engine. Along the way, you'll get practical guidance on how to use the Rift's sensors to produce fluid VR experiences. Experience with C++, C#, or another OO language is assumed. What's Inside Creating immersive VR Integrating the Rift with the Unity 3D SDK Implementing the mathematics of 3D Avoiding motion-sickness triggers About the Authors Brad Davis is an active VR developer who maintains a great set of example Rift applications on Github. Karen Bryla is a freelance developer and writer. Alex Benton is a lecturer in 3D graphics at the University of Cambridge and a software engineer at Google. Table of Contents PART 1 GETTING STARTED Meet the Oculus Rift PART 2 USING THE OCULUS C API Creating your first Rift interactions Pulling data out of the Rift: working with the head tracker Sending output to the Rift: working with the display Putting it all together: integrating head tracking and 3D rendering Performance and quality PART 3 USING UNITY Unity: creating applications that run on the Rift Unity: tailoring your application for the Rift PART 4 THE VR USER EXPERIENCE UI design for VR Reducing motion sickness and discomfort PART 5 ADVANCED RIFT INTEGRATIONS Using the Rift with Java and Python Case study: a VR shader editor Augmenting virtual reality

Discovering the City of Sodom Steven Collins 2016-03-15 Like many modern-day Christians, Dr. Collins struggled with what seemed to be a clash between his belief in the Bible and the research regarding ancient history--a crisis of faith that inspired him to embark on an expedition that has led to one of the most exciting finds in recent archaeology.