DEVELOPING VIRTUAL REALITY WITH **UE4**

UNREAL® ENGINE VR Cookbook

EPIC GAMES

UNREAL ENGINE

Mitch **McCAFFREY**

Praise for *Unreal® Engine VR Cookbook*

"I've been a fan of Mitch's work for quite some time. Back in early 2014, Mitch was exploring new locomotion mechanics in Unreal Engine for VR characters and sharing his findings, as well as numerous sample files, on the www.unrealengine.com forums in massive ongoing threads. Even in the early days of VR exploration, his work was helpful to many newcomers working to understand the issues of designing for a comfortable virtual experience. With his YouTube channel, *Mitch's VR Labs*, he helped thousands of people understand the foundations of locomotion and interaction mechanics with clear and concise UE4 videos. I'm thrilled that he has taken the time to bring all his knowledge and experience in working with Unreal Engine and virtual reality to the *Unreal® Engine VR Cookbook*. With the current attention and appetite for understanding how best to work in the exciting medium of virtual reality with Unreal Engine, I think Mitch is uniquely qualified to share this book with the world."

—**Luis Cataldi**, Unreal Engine Education, Epic Games, Inc.

Unreal Engine VR Cookbook: Developing Virtual Reality with UE4

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