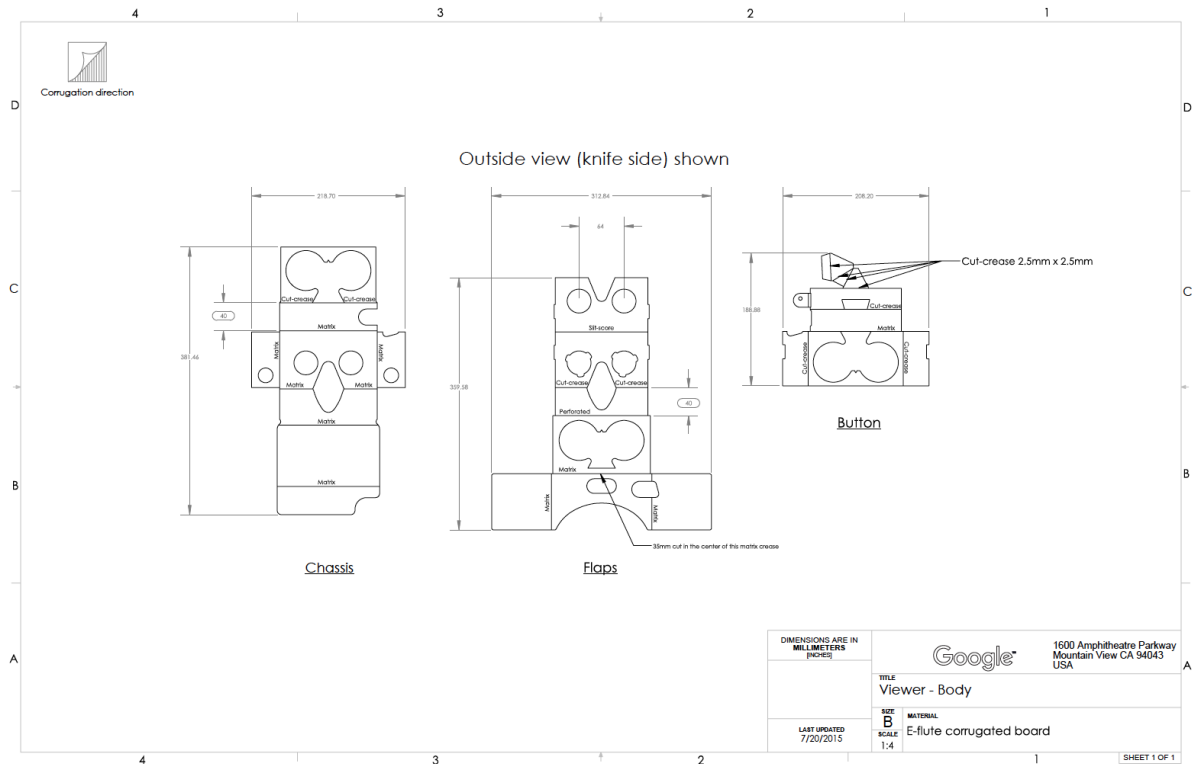


Chapter 1: Virtual Reality for Everyone





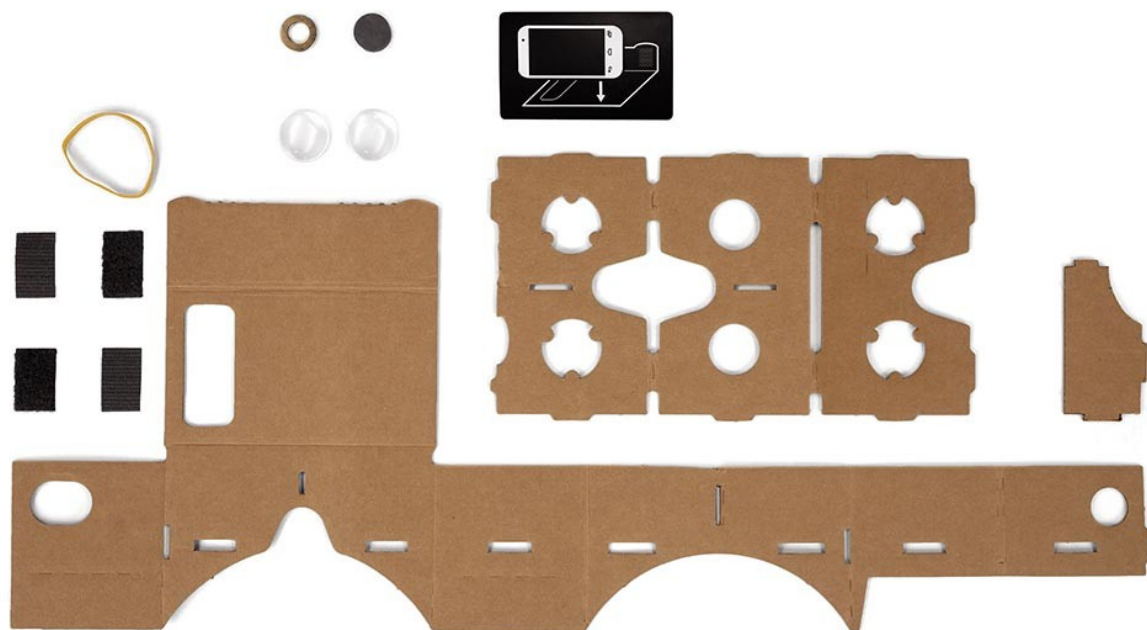


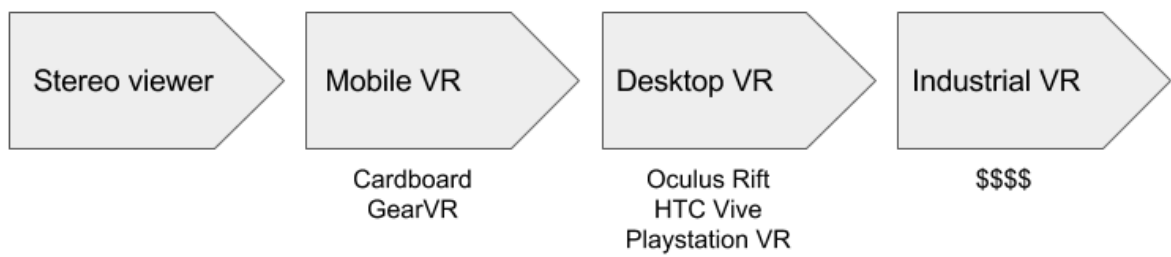
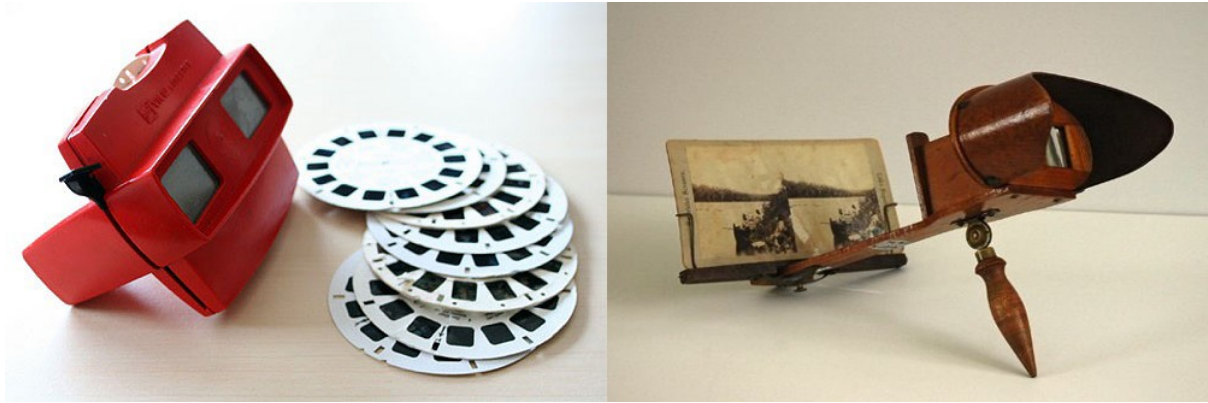


Find this Cardboard symbol on
your viewer

TROUBLESHOOTING TIPS

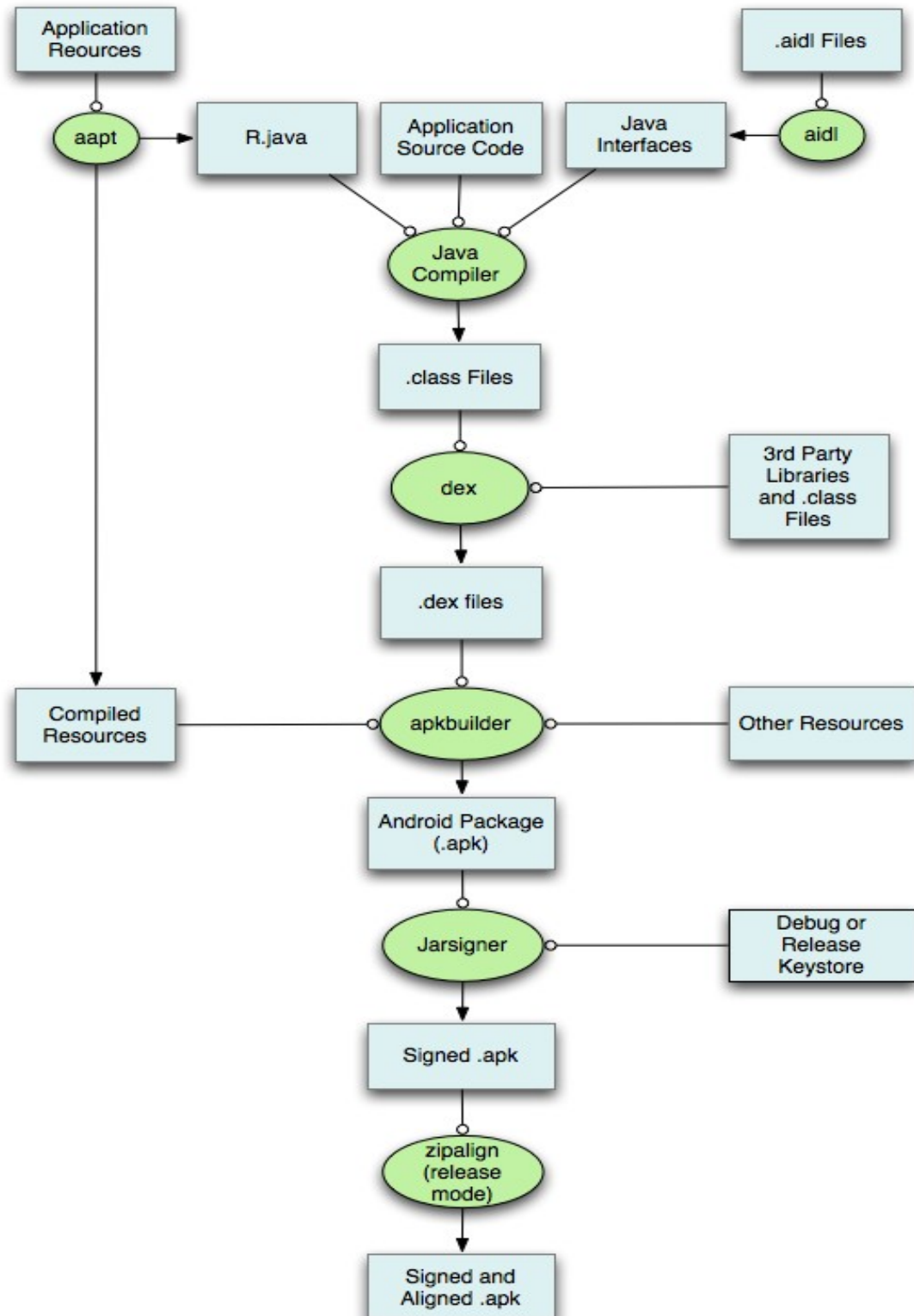


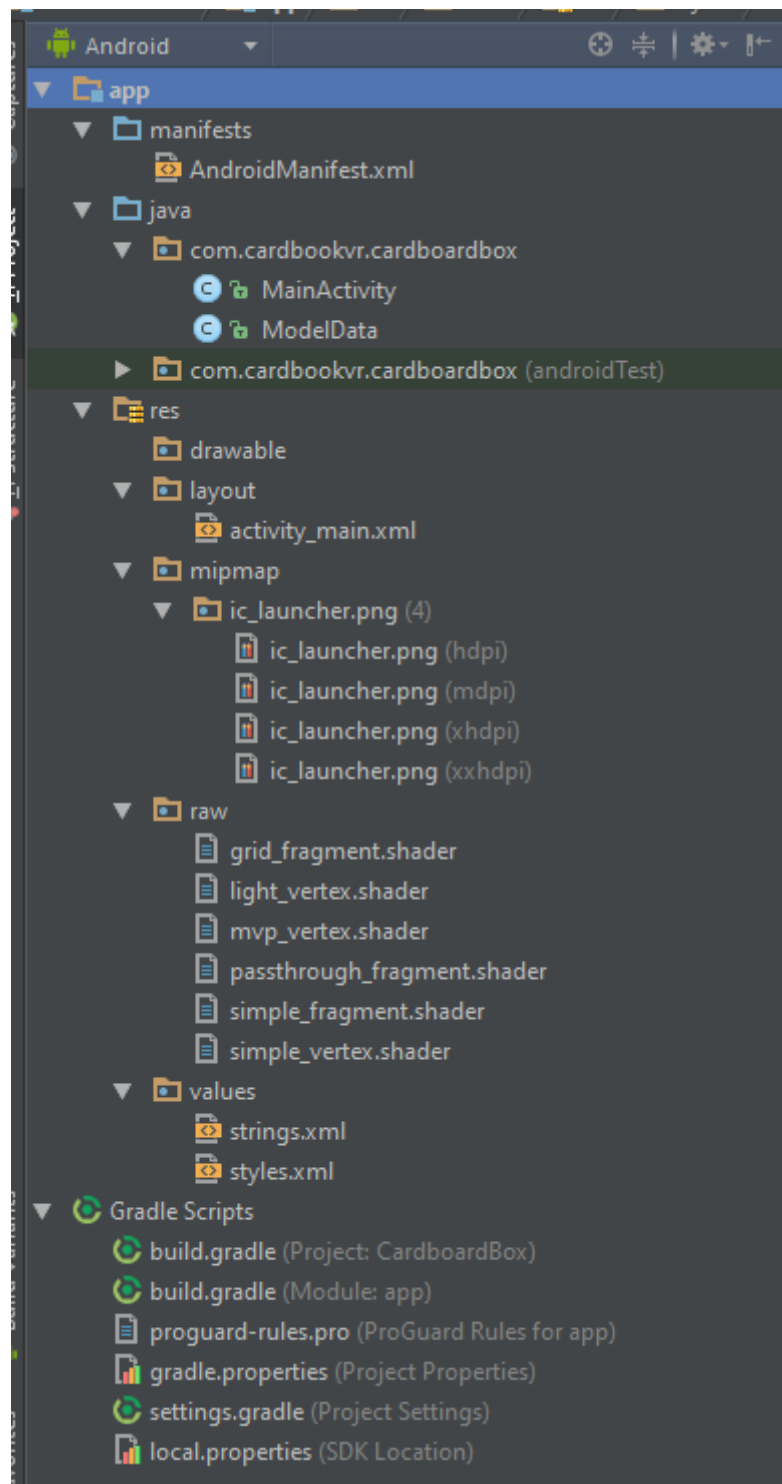


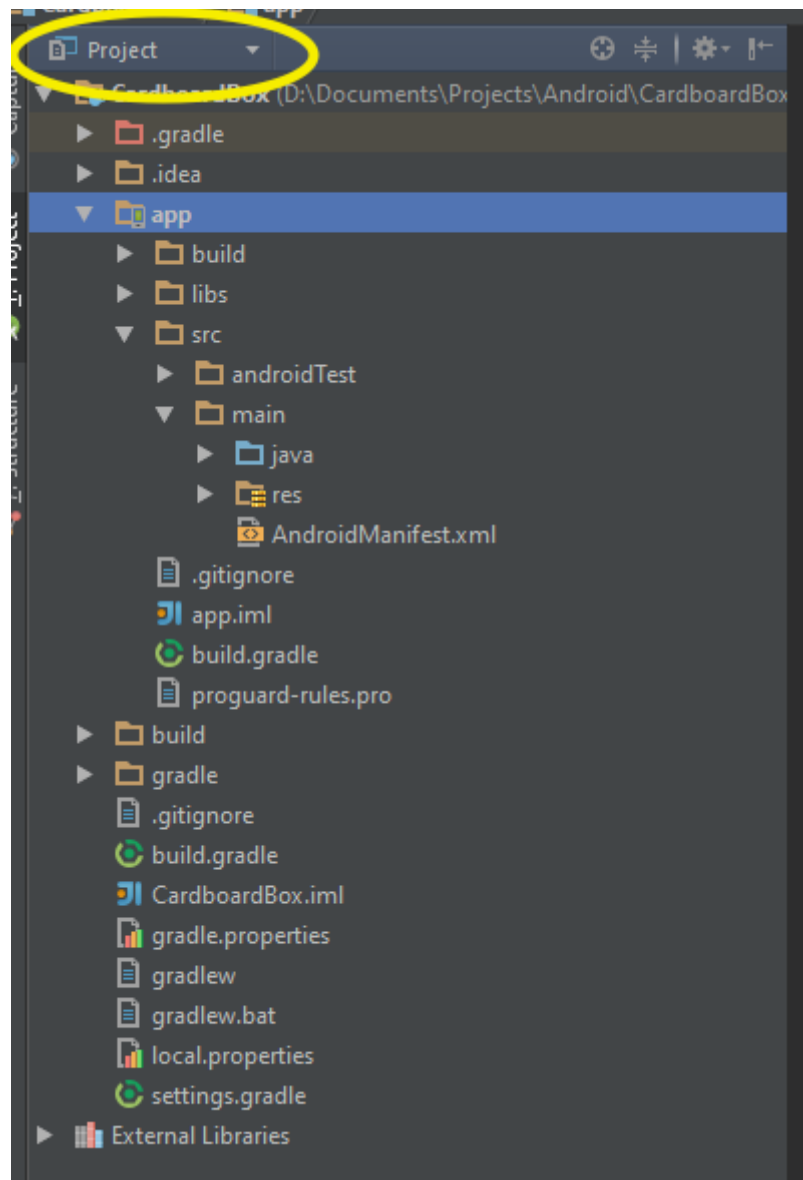


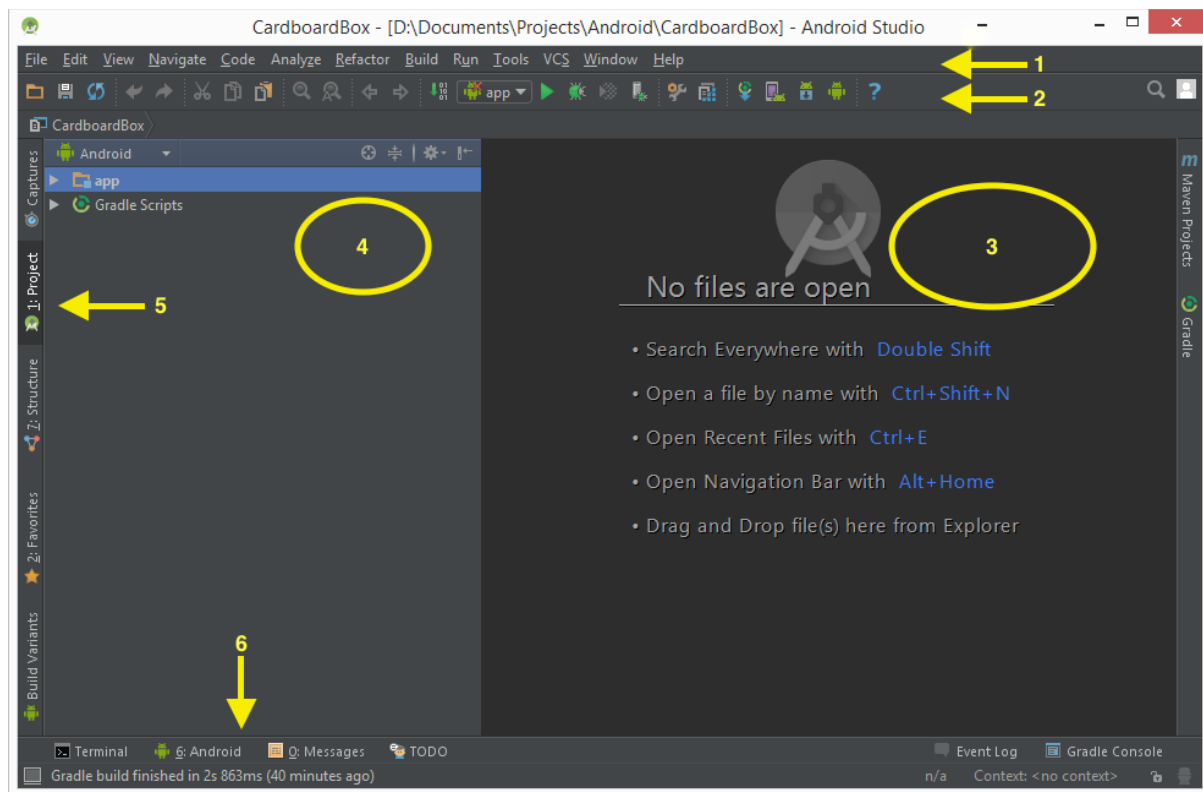


Chapter 2: The Skeleton Cardboard Project

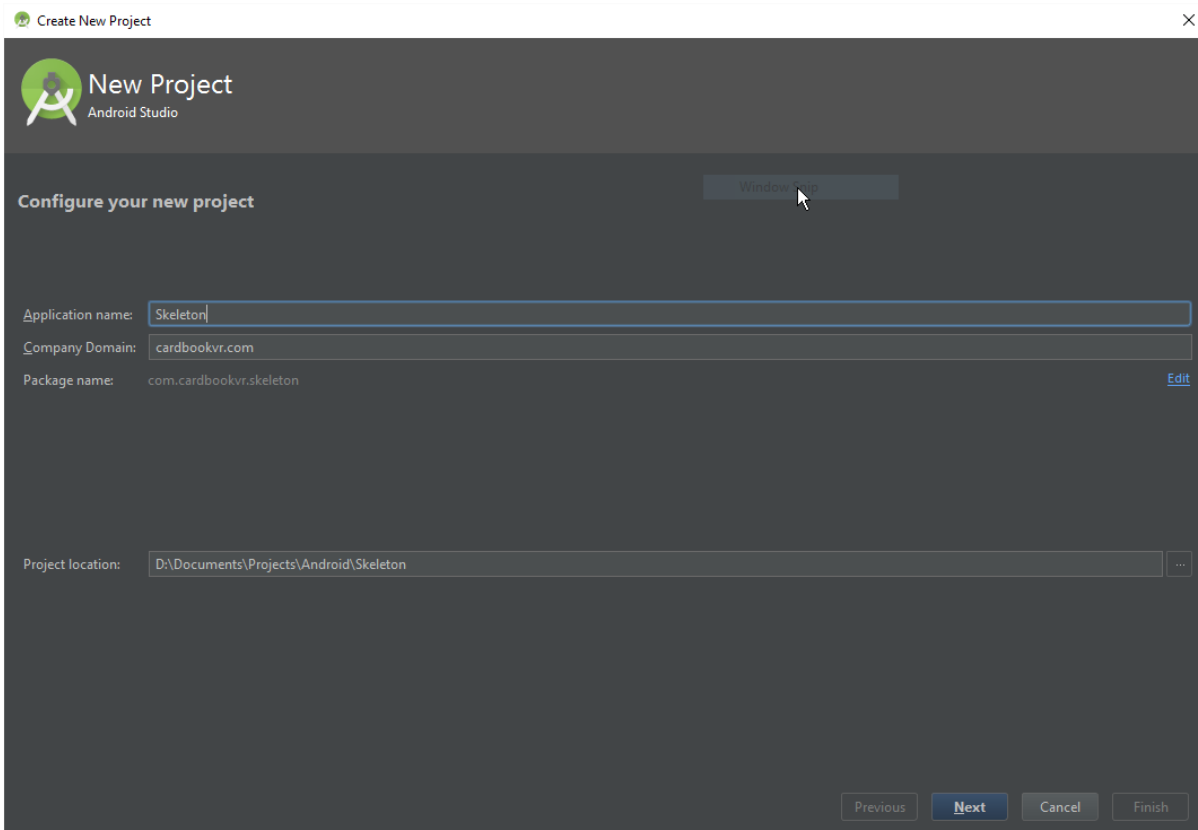
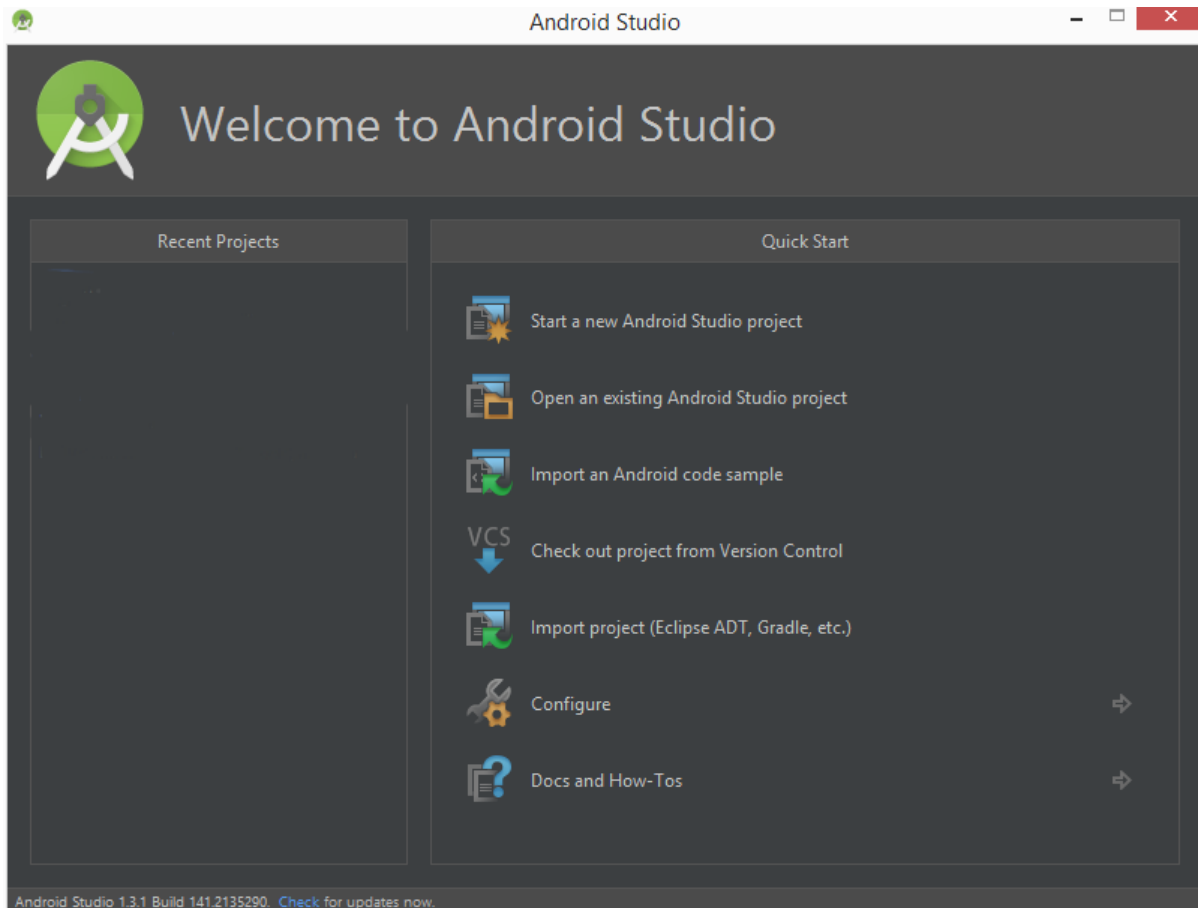








File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help





Target Android Devices

Select the form factors your app will run on

Different platforms may require separate SDKs

☒ Phone and Tablet

Minimum SDK

Lower API levels target more devices, but have fewer features available.

By targeting API 19 and later, your app will run on approximately **70.9%** of the devices that are active on the Google Play Store.

[Help me choose](#)

☐ Wear

Minimum SDK

☐ TV

Minimum SDK

☐ Android Auto

☐ Glass

Minimum SDK

Previous

Next

Cancel

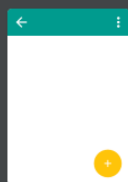
Finish



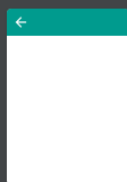
Add an activity to Mobile



Add No Activity



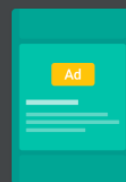
Blank Activity



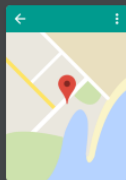
Empty Activity



Fullscreen Activity



Google AdMob Ads Activity



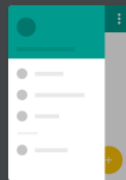
Google Maps Activity



Login Activity



Master/Detail Flow



Navigation Drawer Activity



Scrolling Activity

Previous

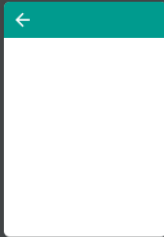
Next

Cancel

Finish



Customize the Activity



Empty Activity

Creates a new empty activity

Activity Name: MainActivity

☒ Generate Layout File

Layout Name: activity_main

The name of the activity class to create

Previous

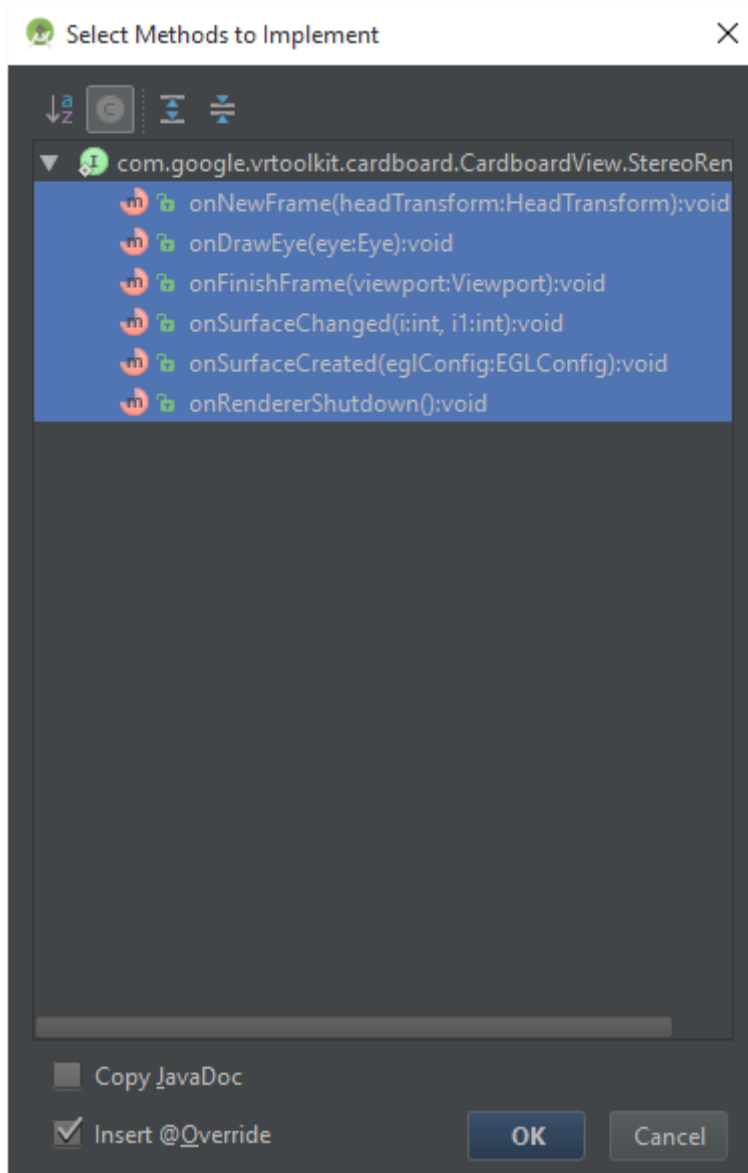
Next

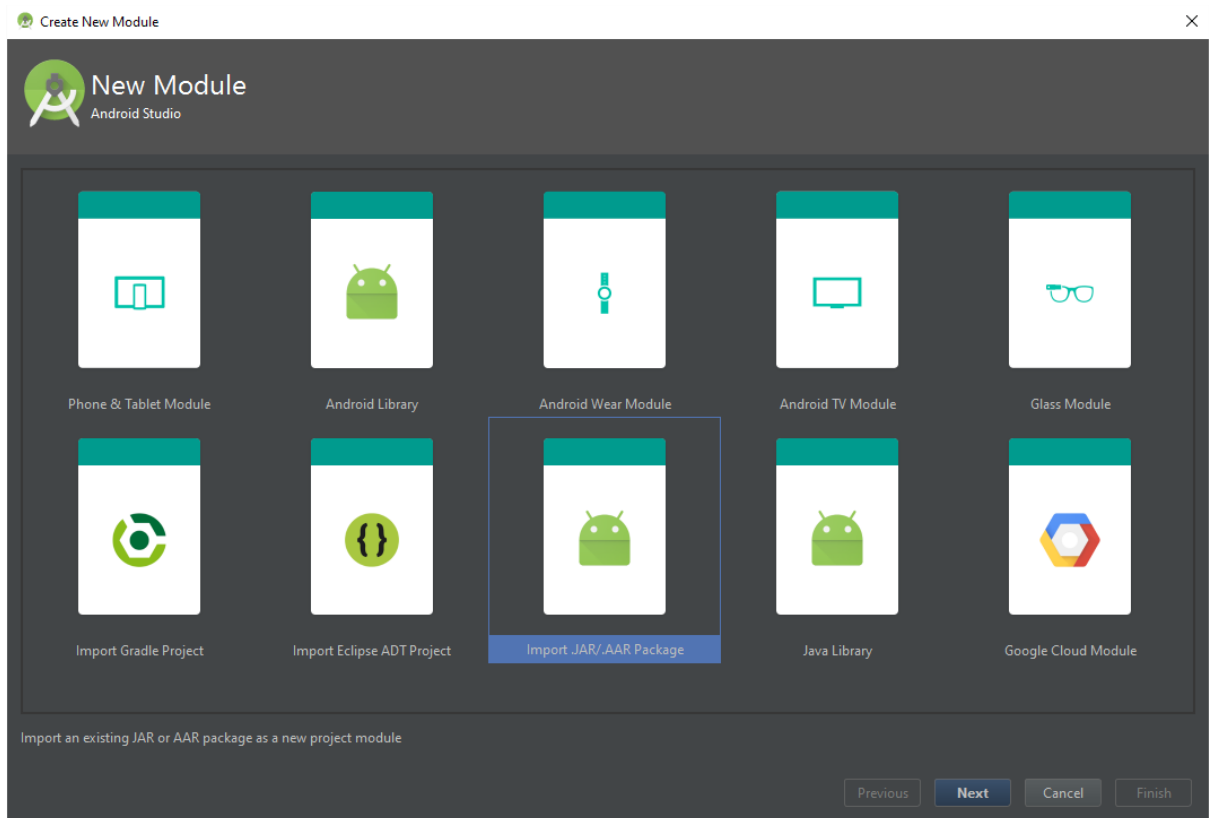
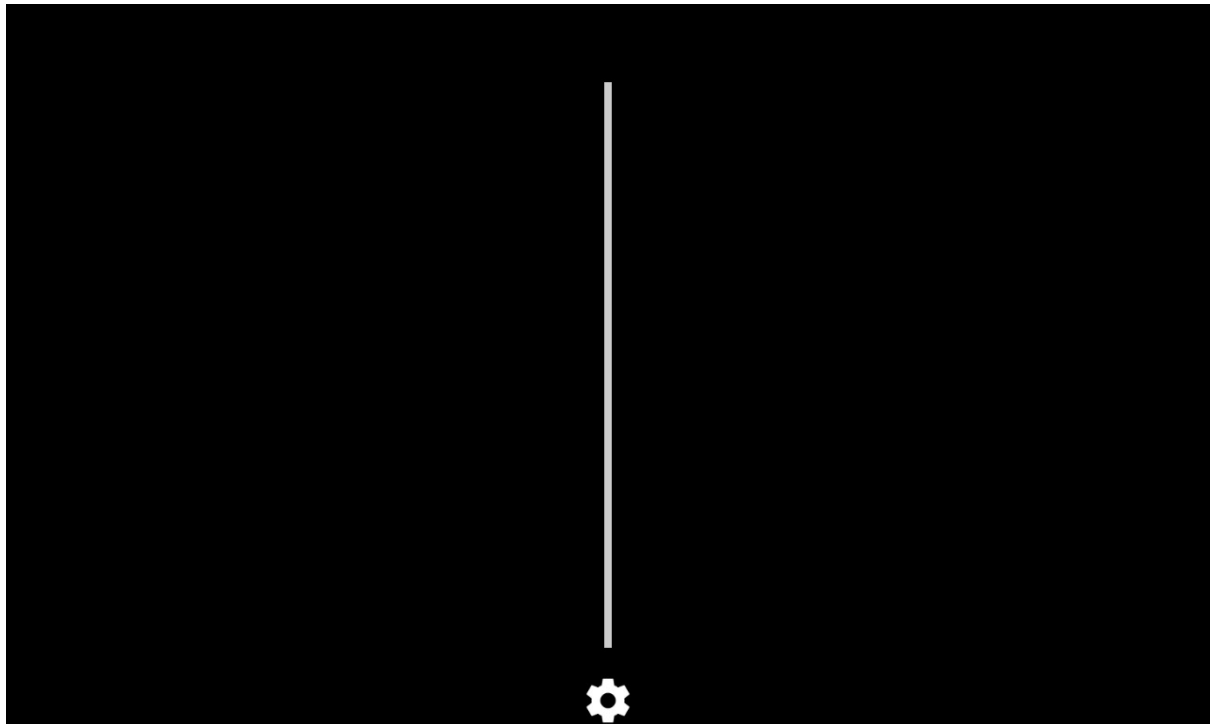
Cancel

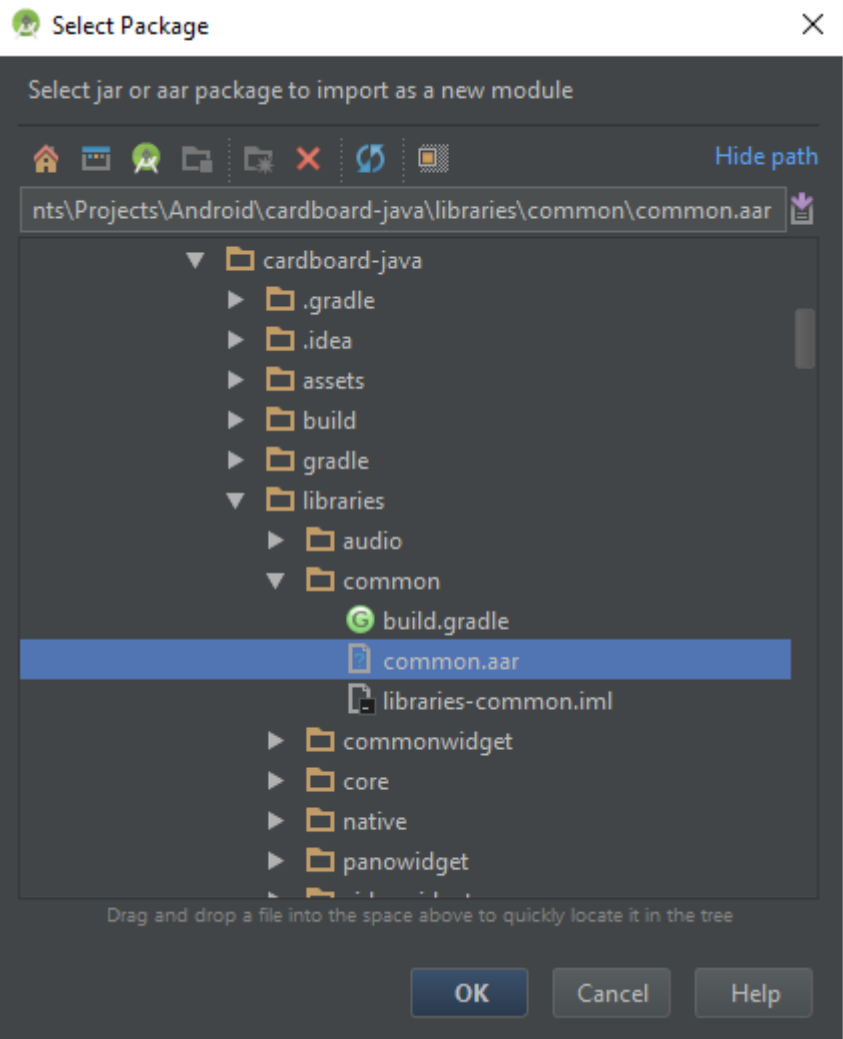
Finish

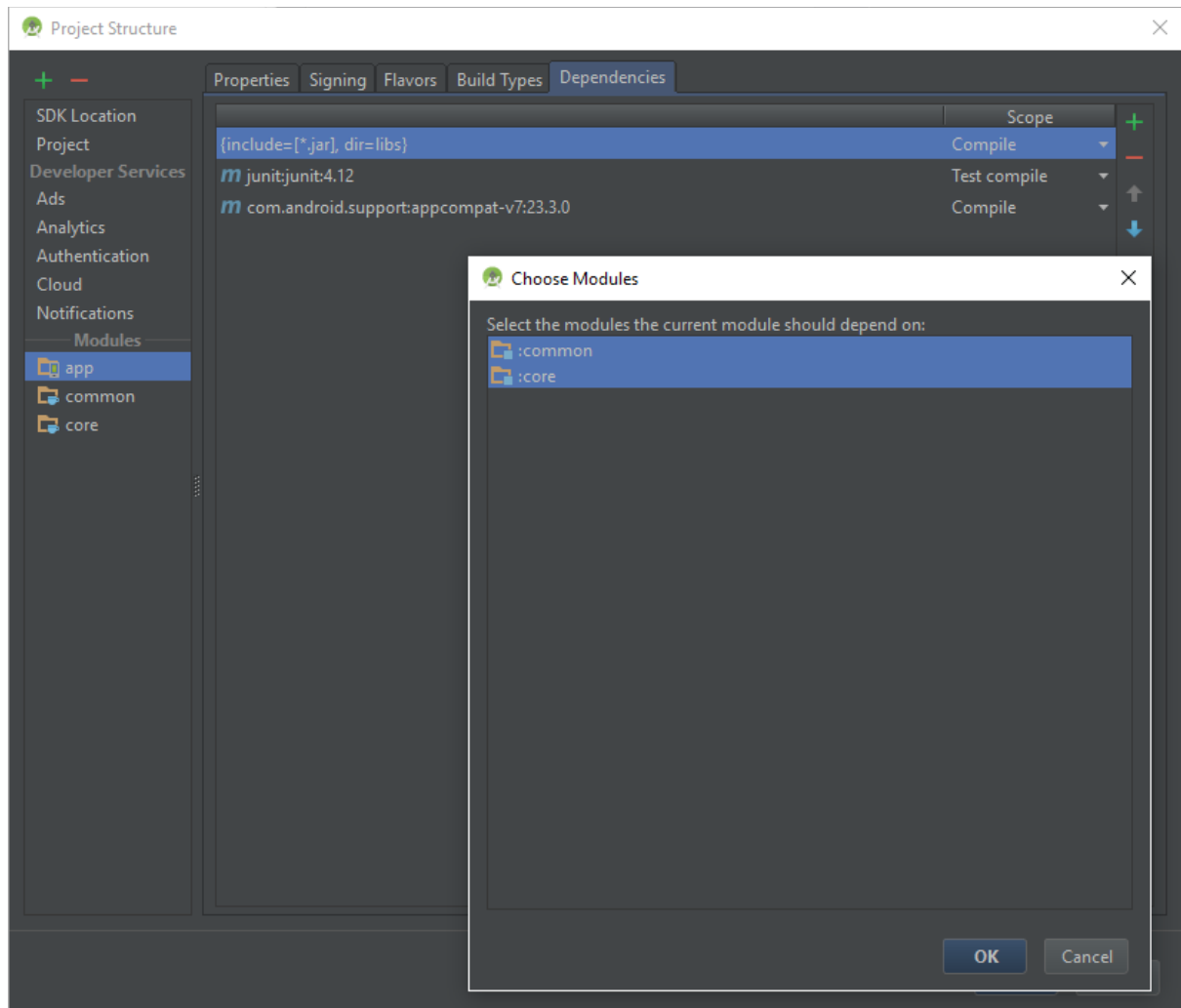
File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help



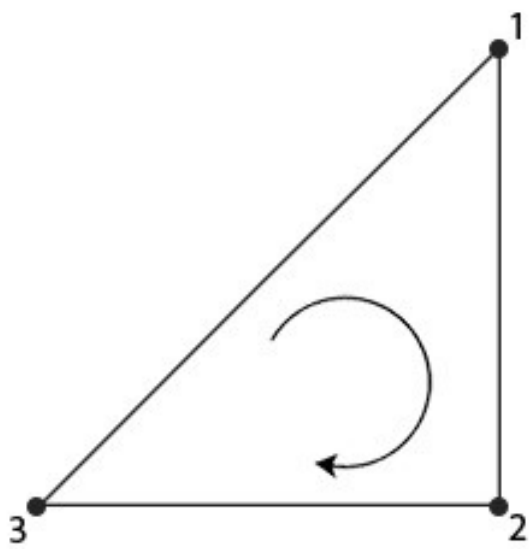




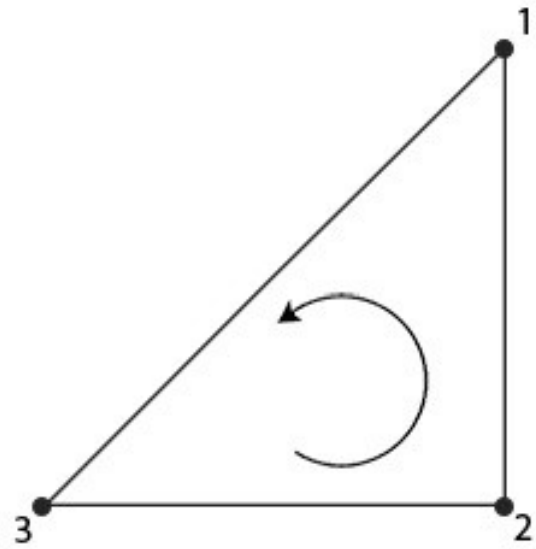




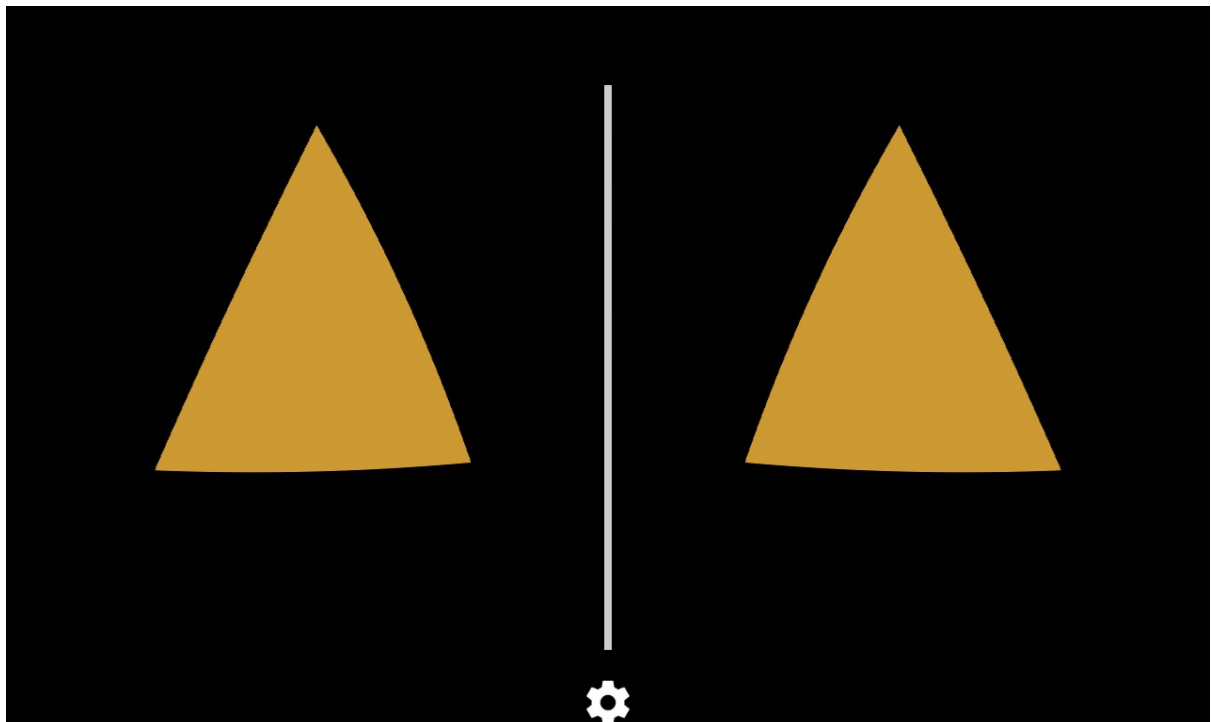
Chapter 3: Cardboard Box

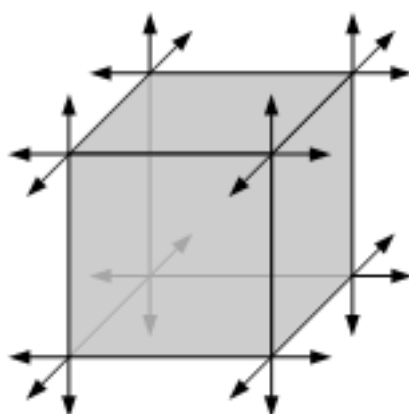
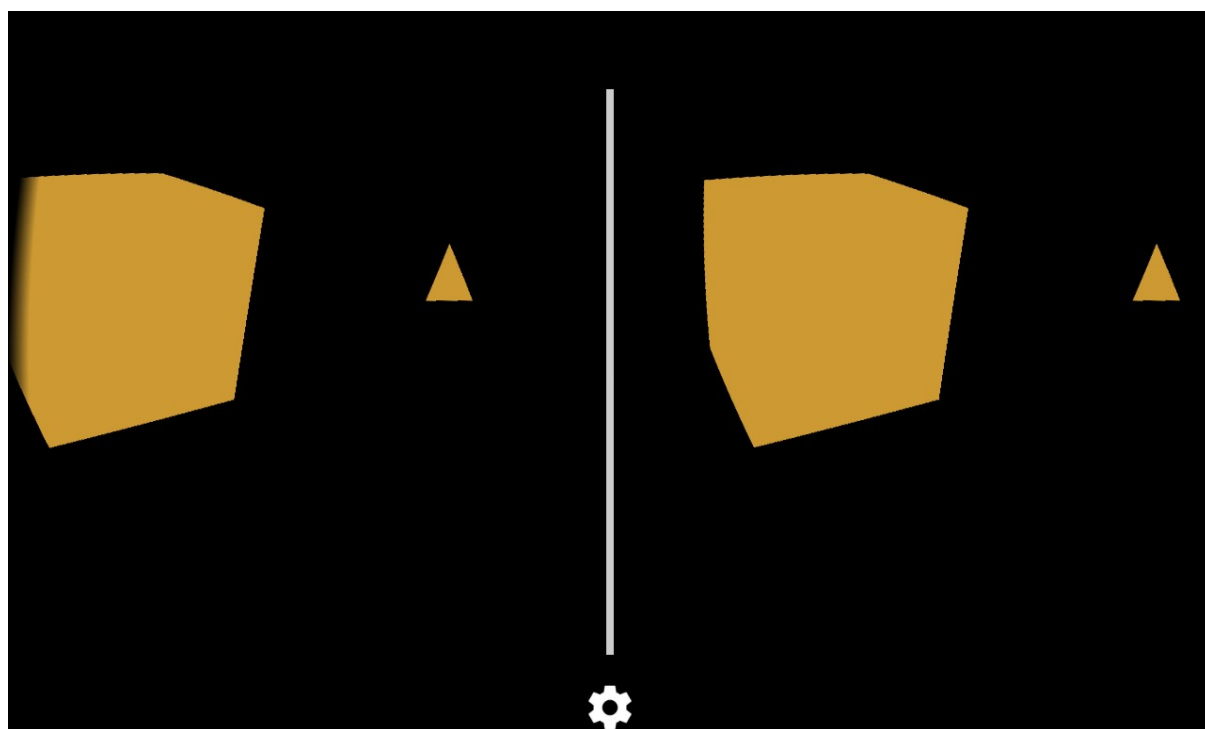


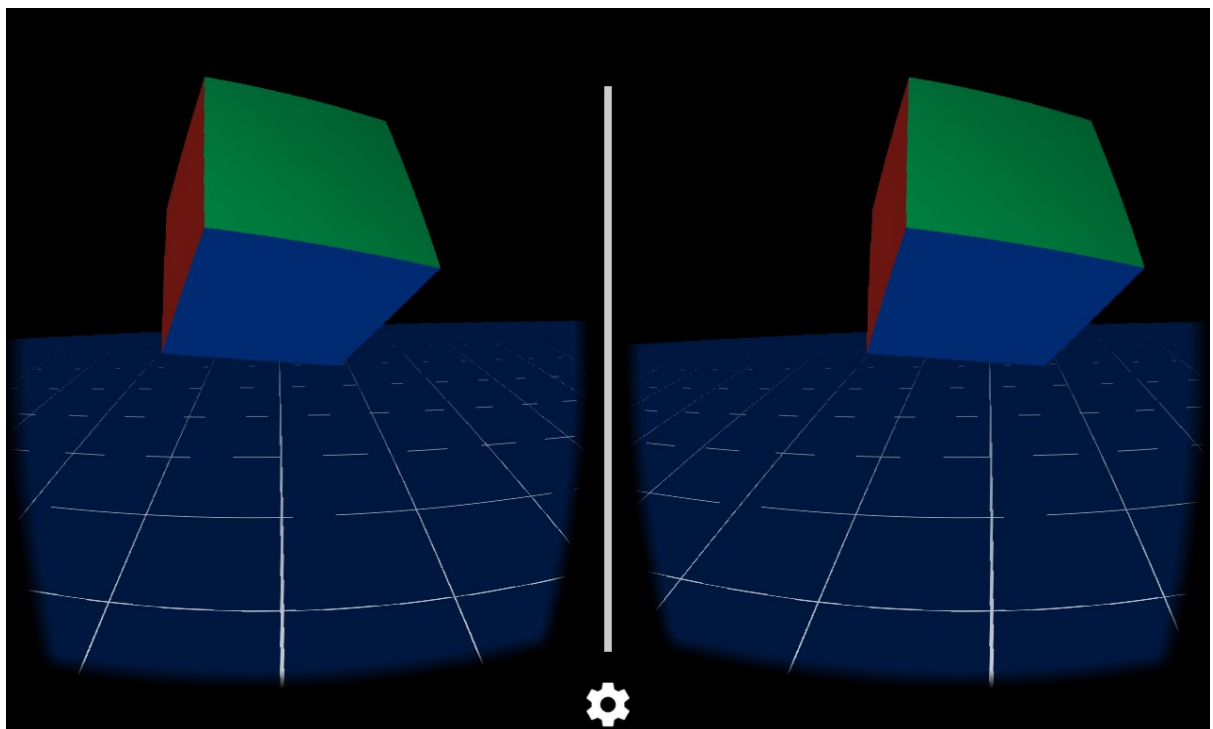
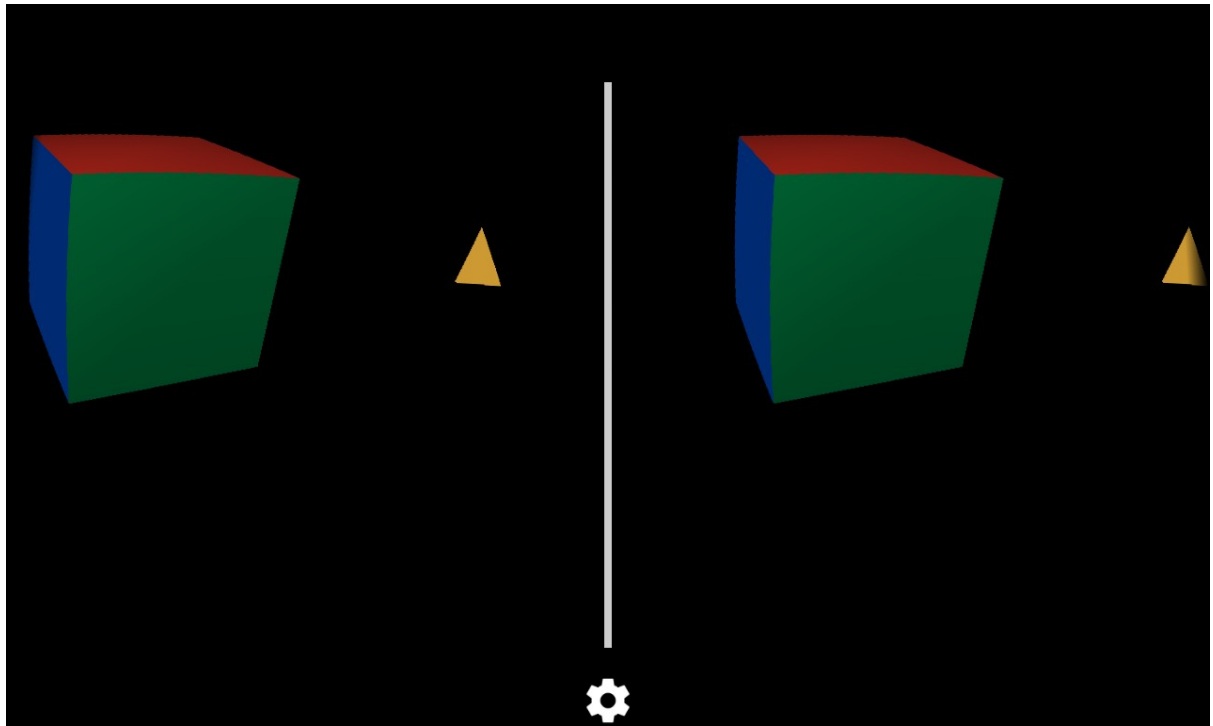
Clockwise
1 -> 2 -> 3



Counter-clockwise
1 -> 3 -> 2







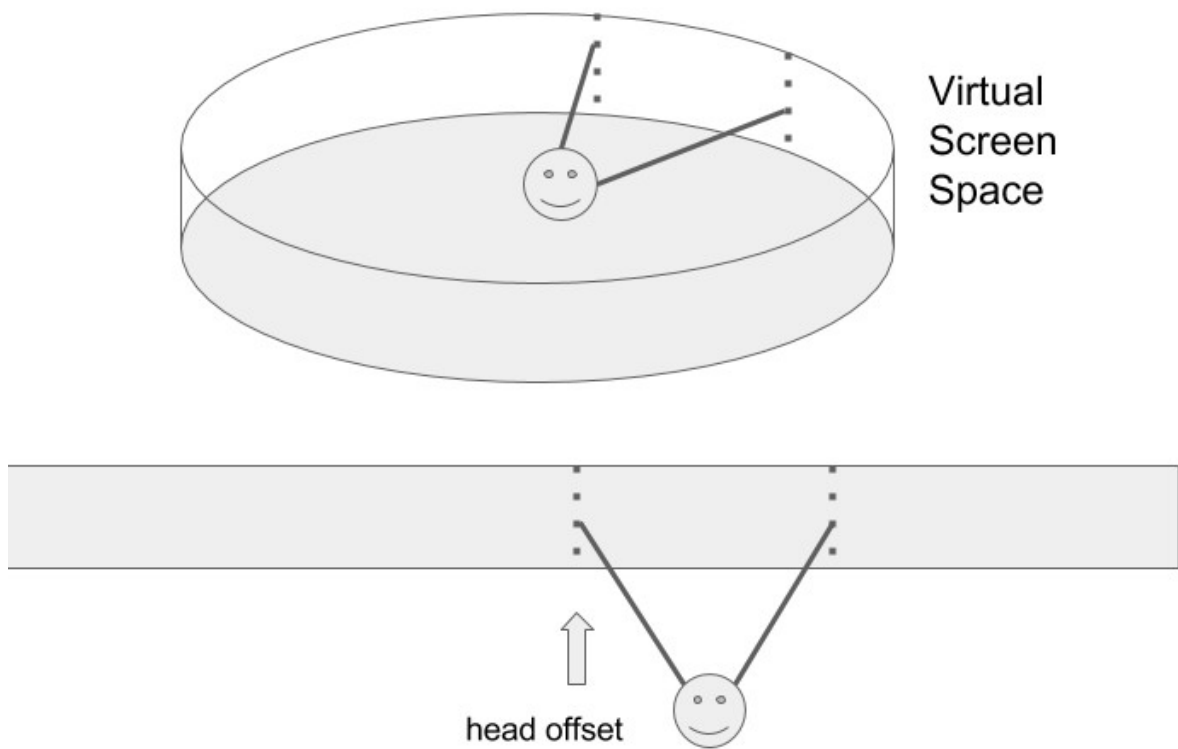
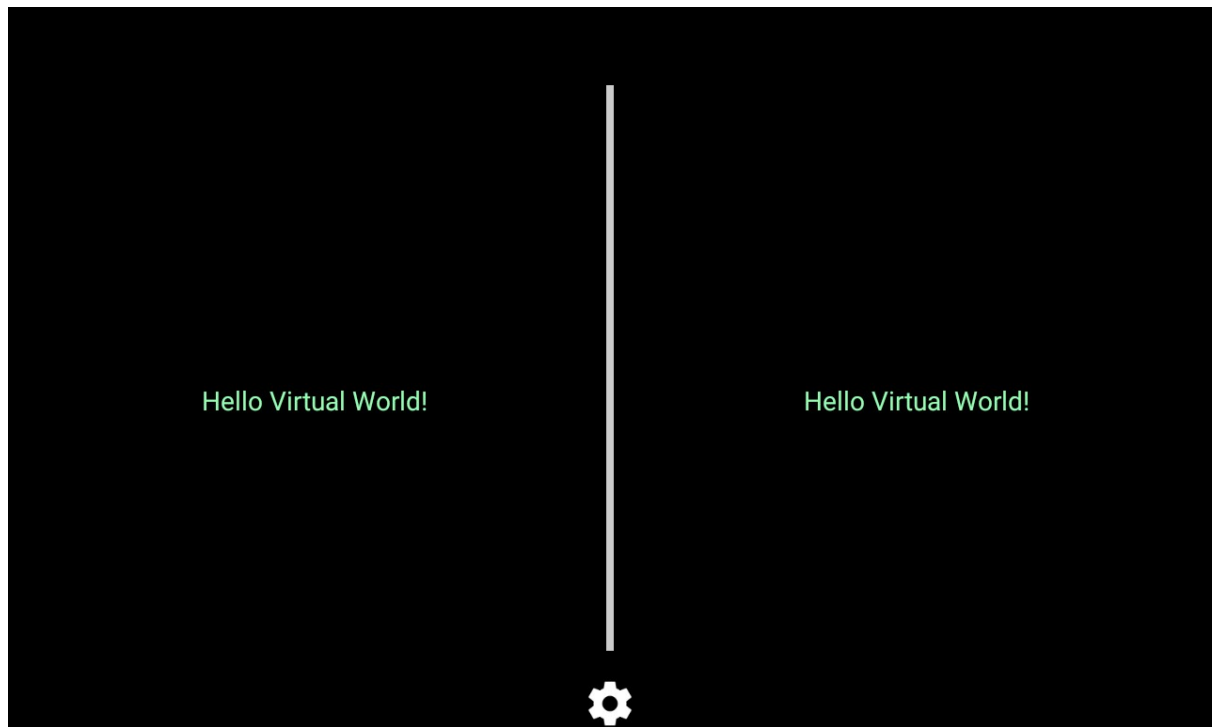
Chapter 4: Launcher Lobby

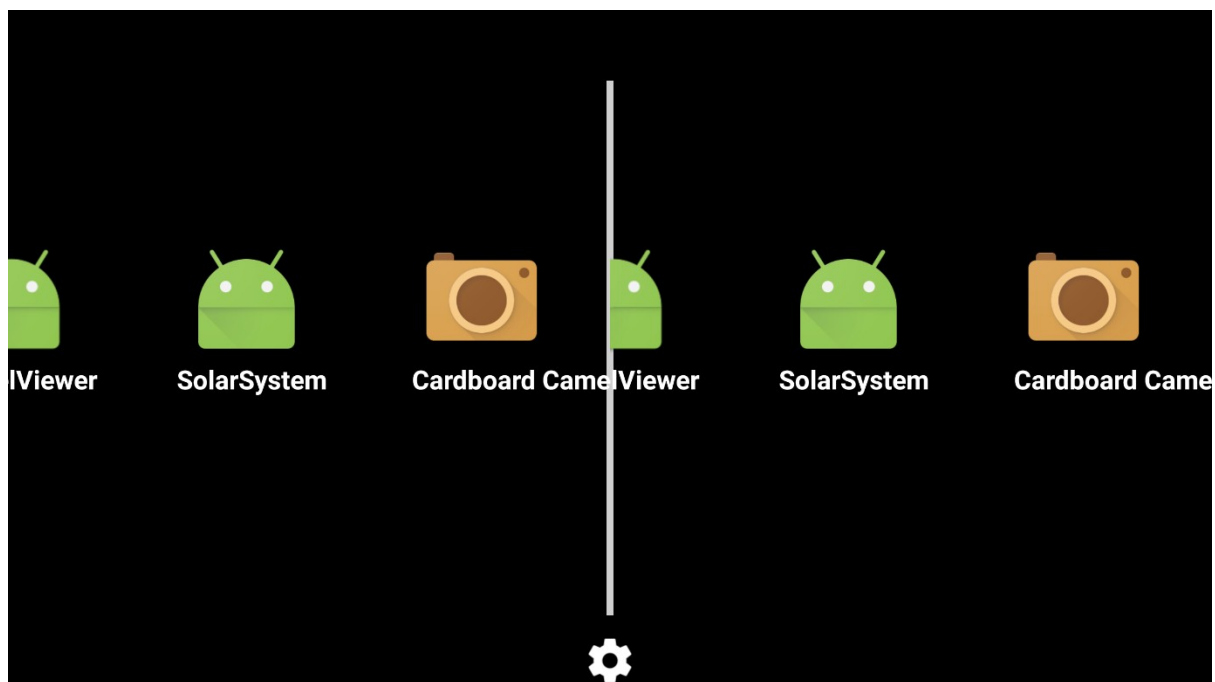
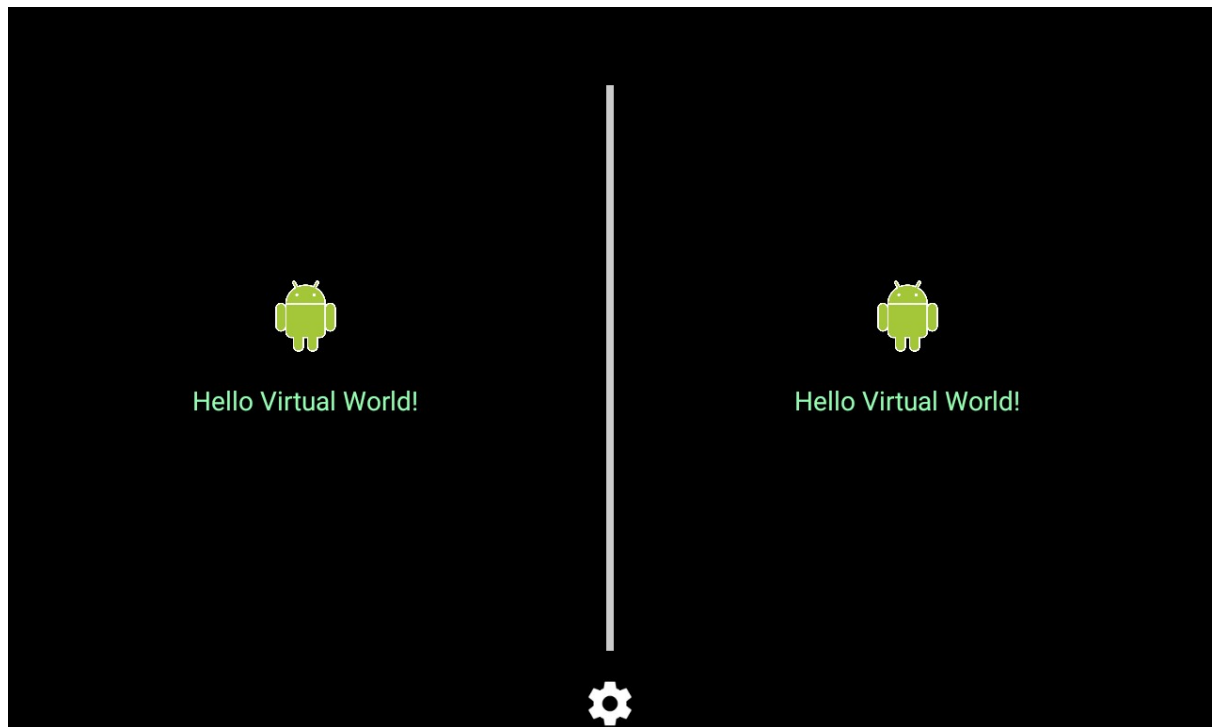
Hello Virtual World!



Hello Virtual World!

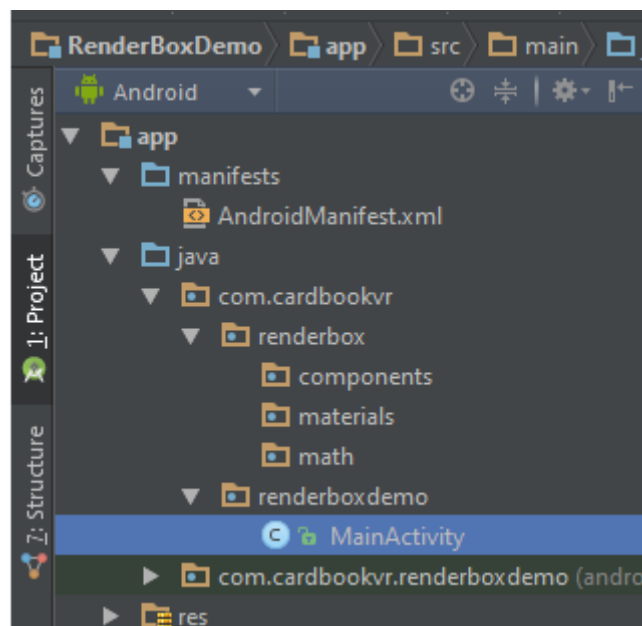
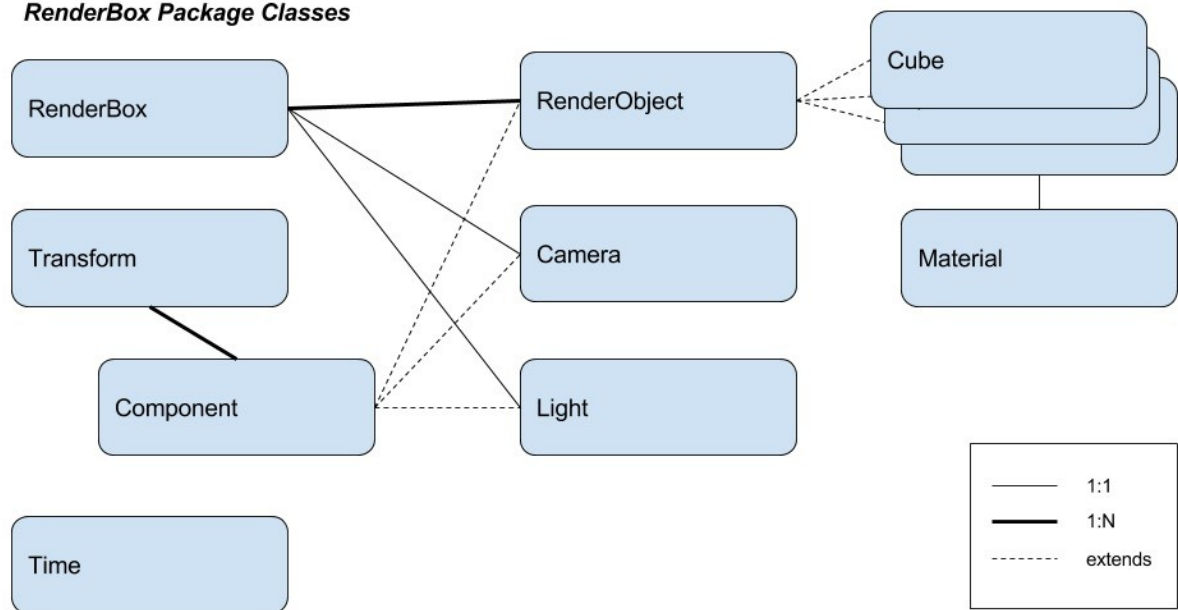


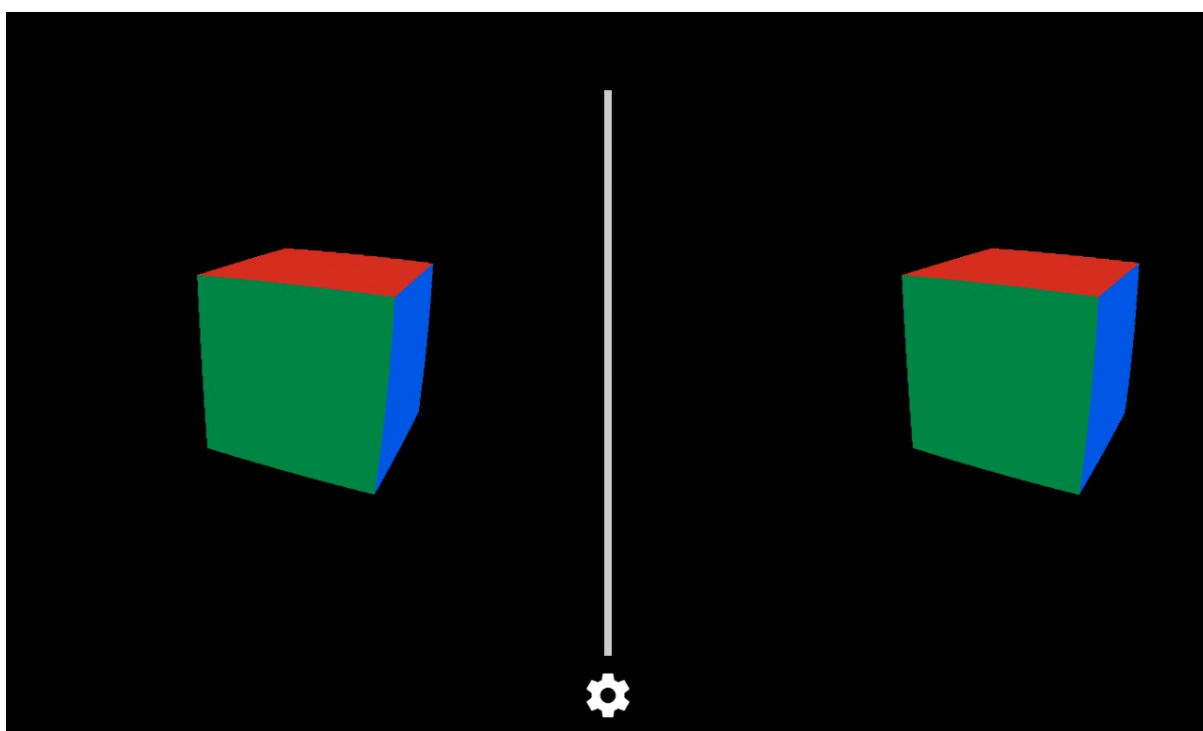
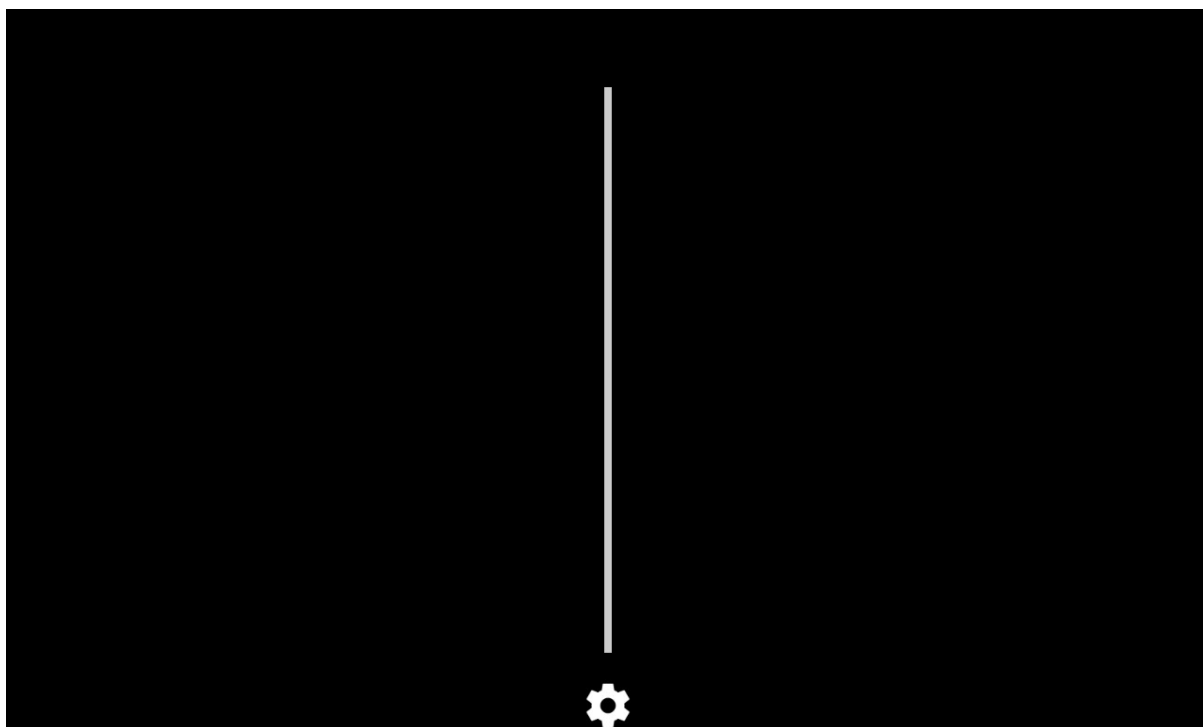


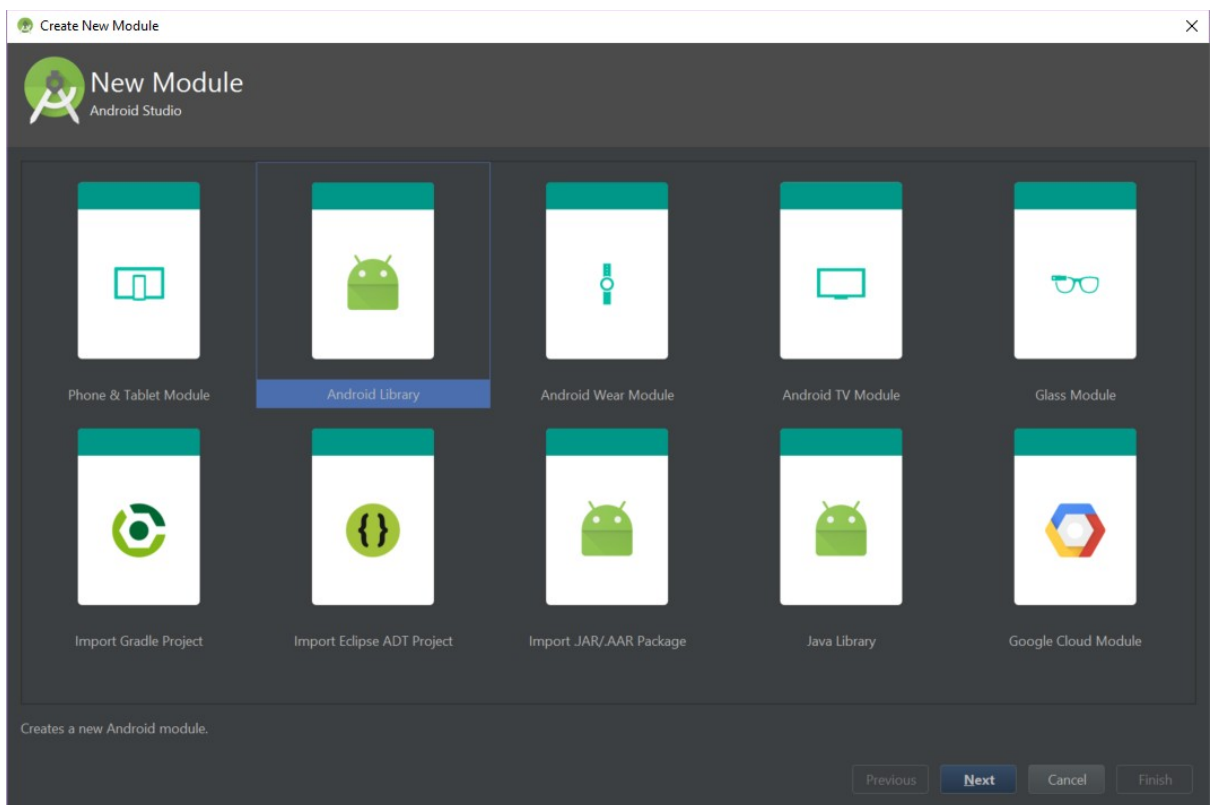
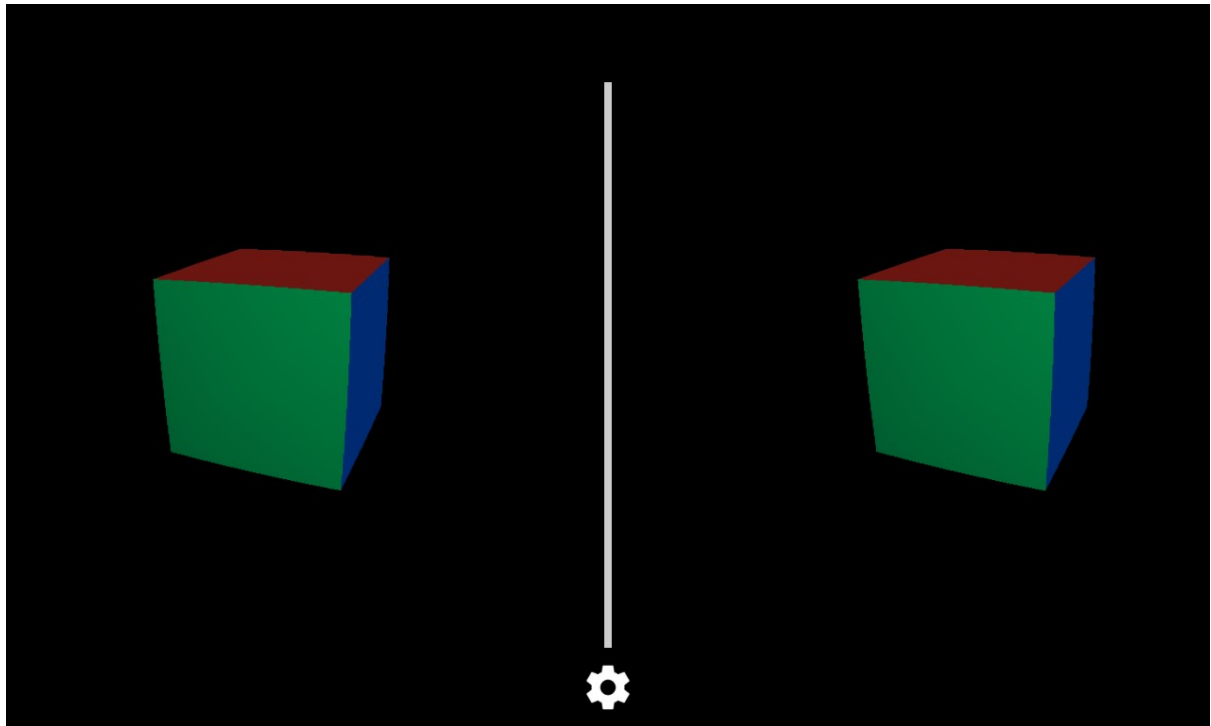


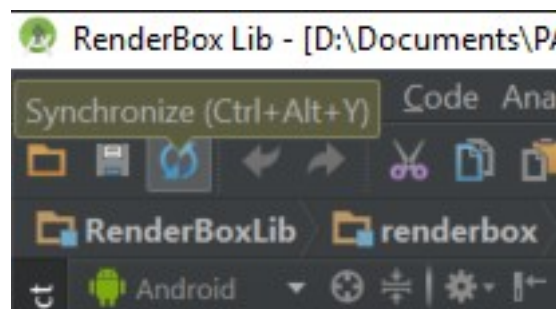
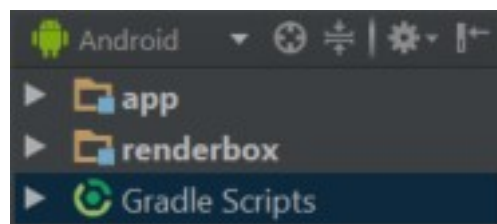
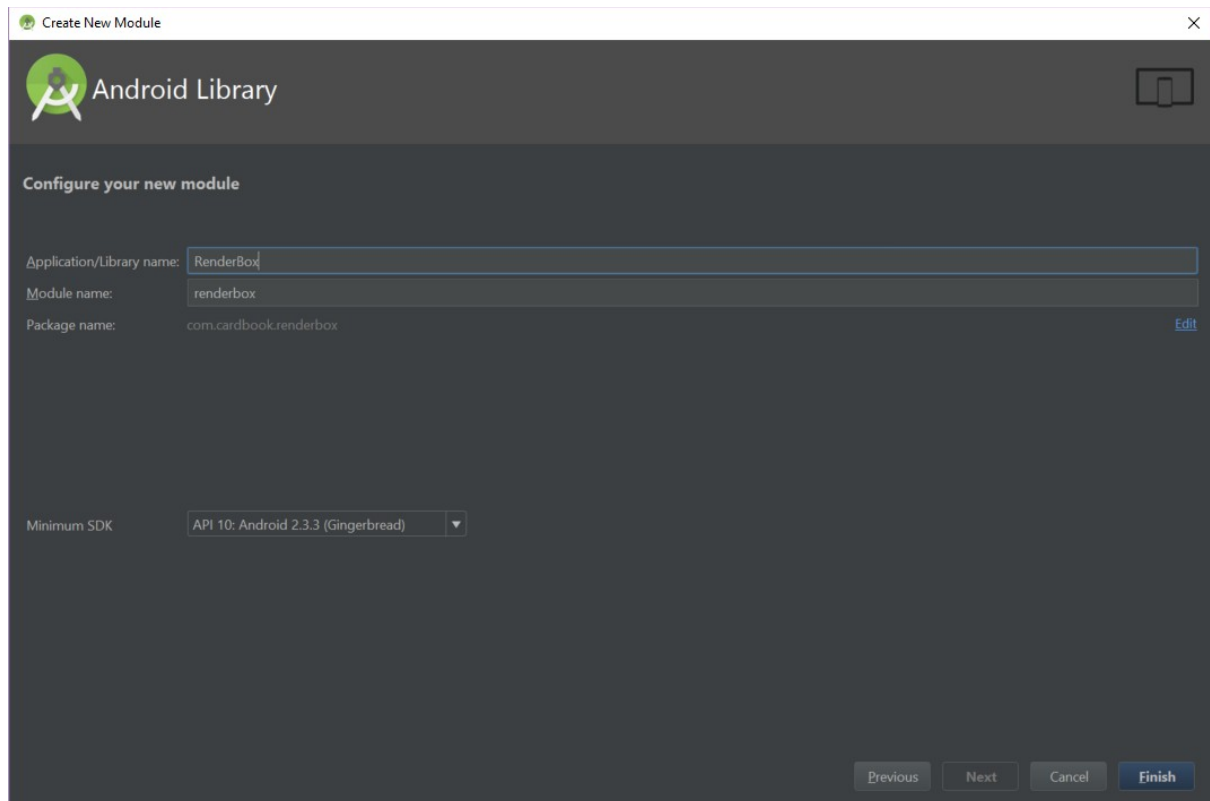
Chapter 5: RenderBox Engine

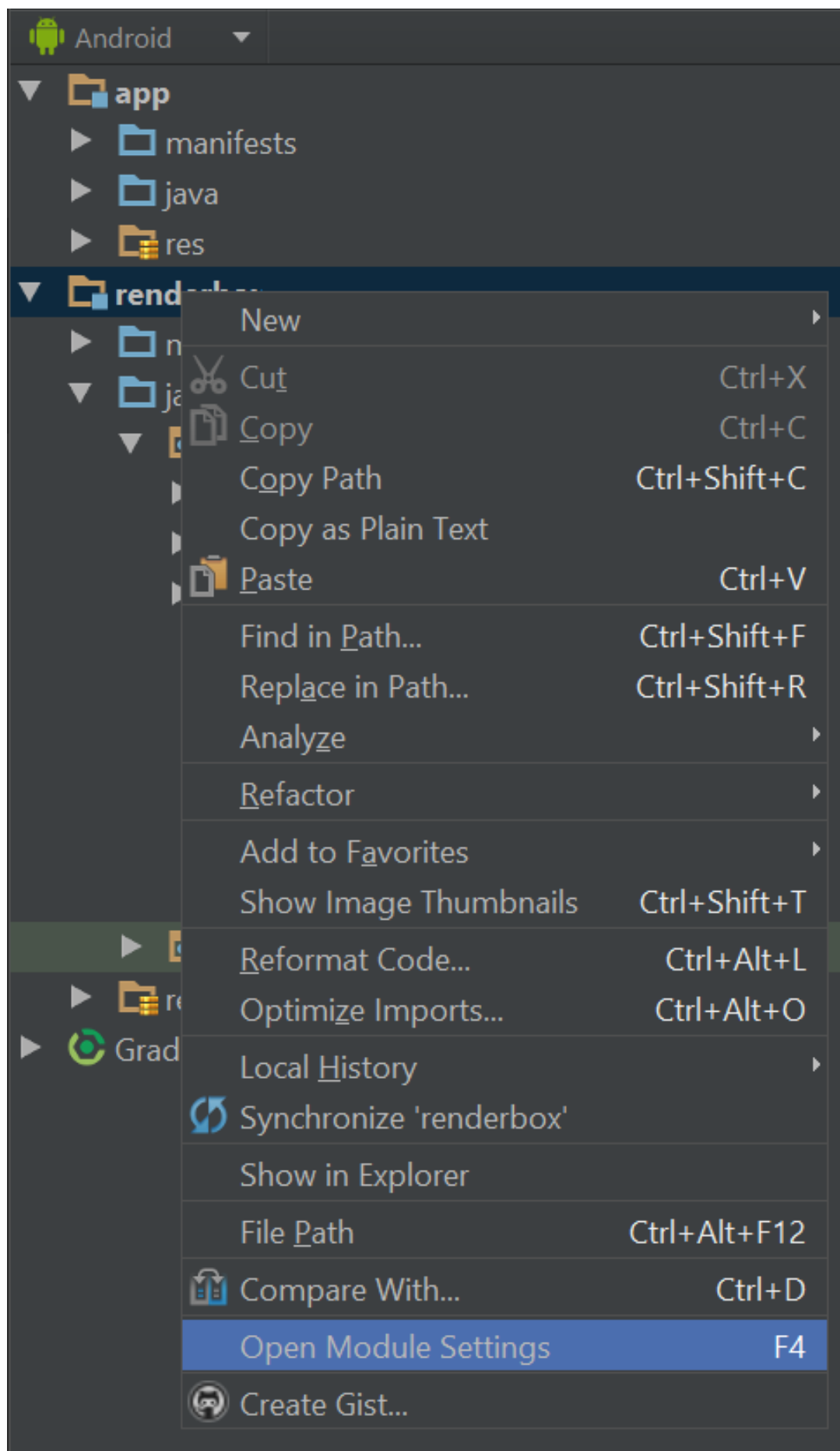
RenderBox Package Classes

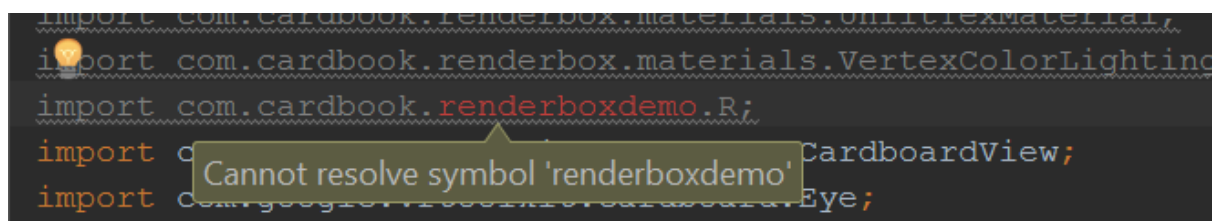
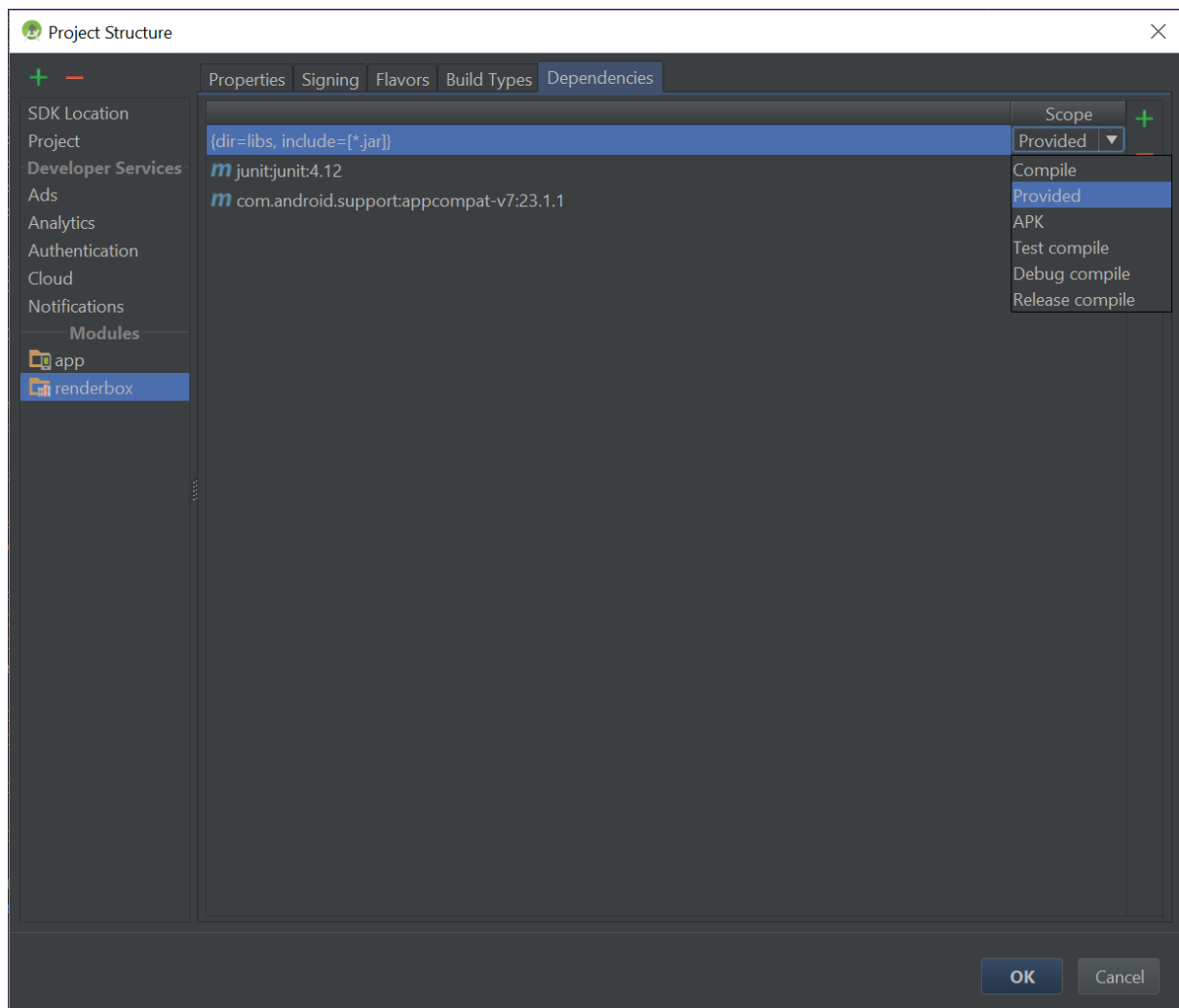






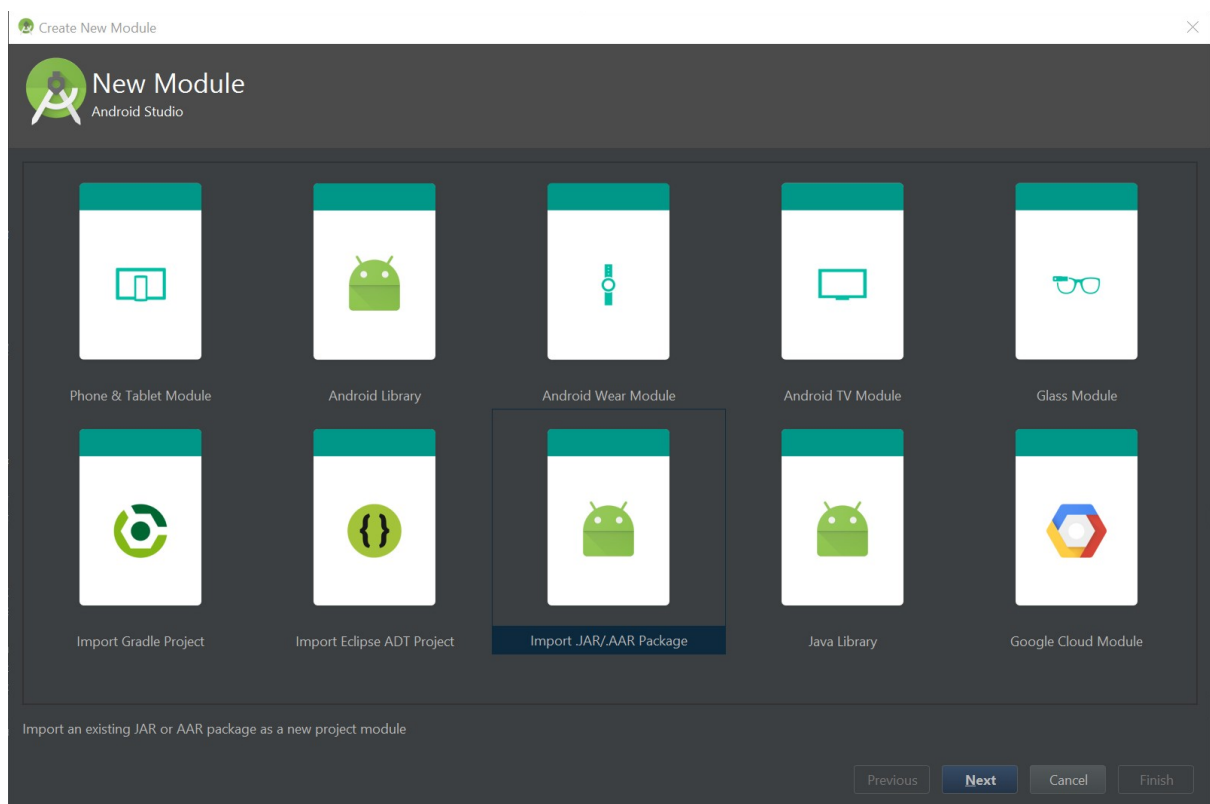


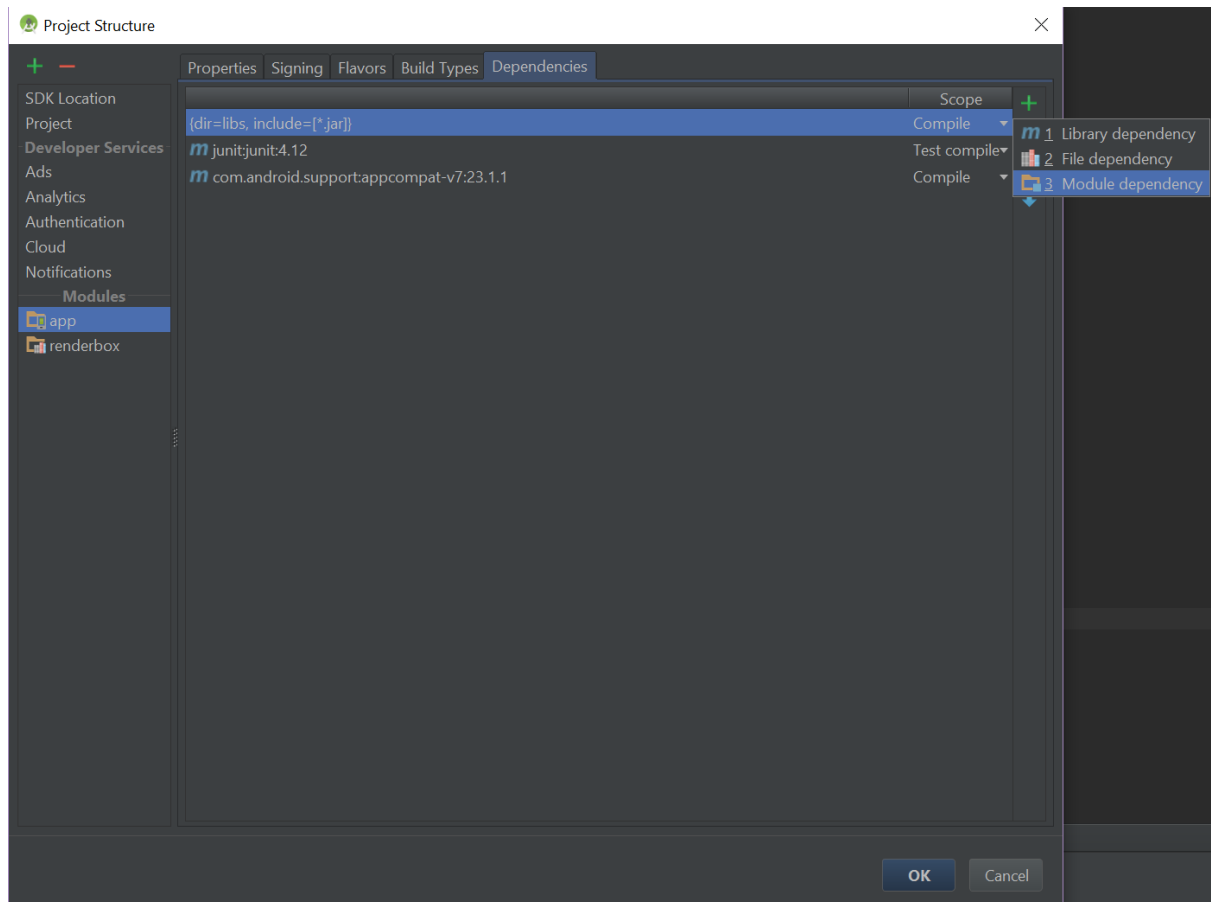




```
public static void setupProgram() {  
    setup = t  
    //Create shader program  
    program = createProgram(R.raw.vertex_color  
  
    //Get vertex attribute parameters  
    positionParam = GLES20.glGetAttribLocation(  
    normalParam = GLES20.glGetAttribLocation(p
```

? com.cardbook.renderbox.R? Alt+Enter







Choose Modules



Select the modules the current module should depend on:

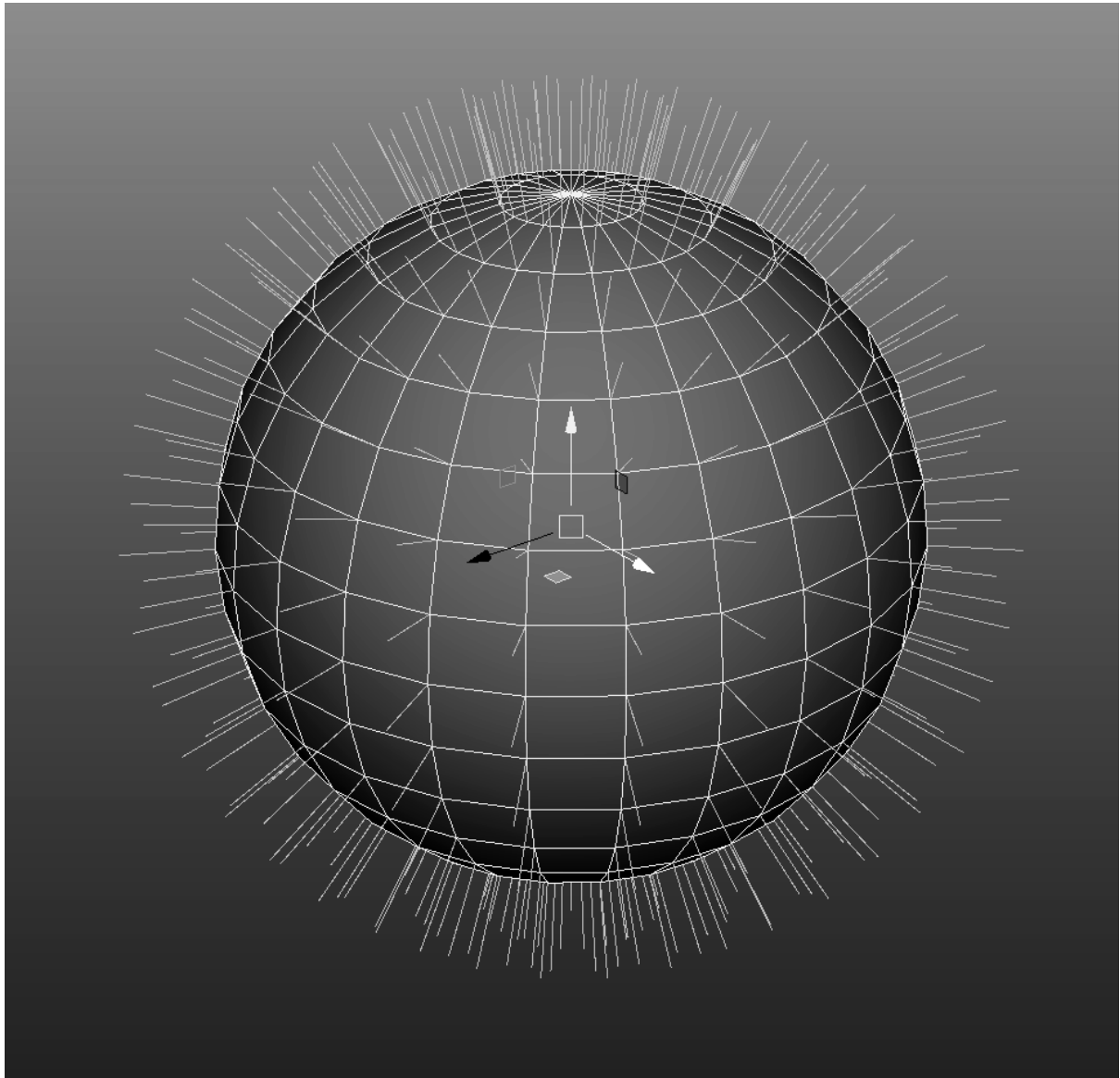


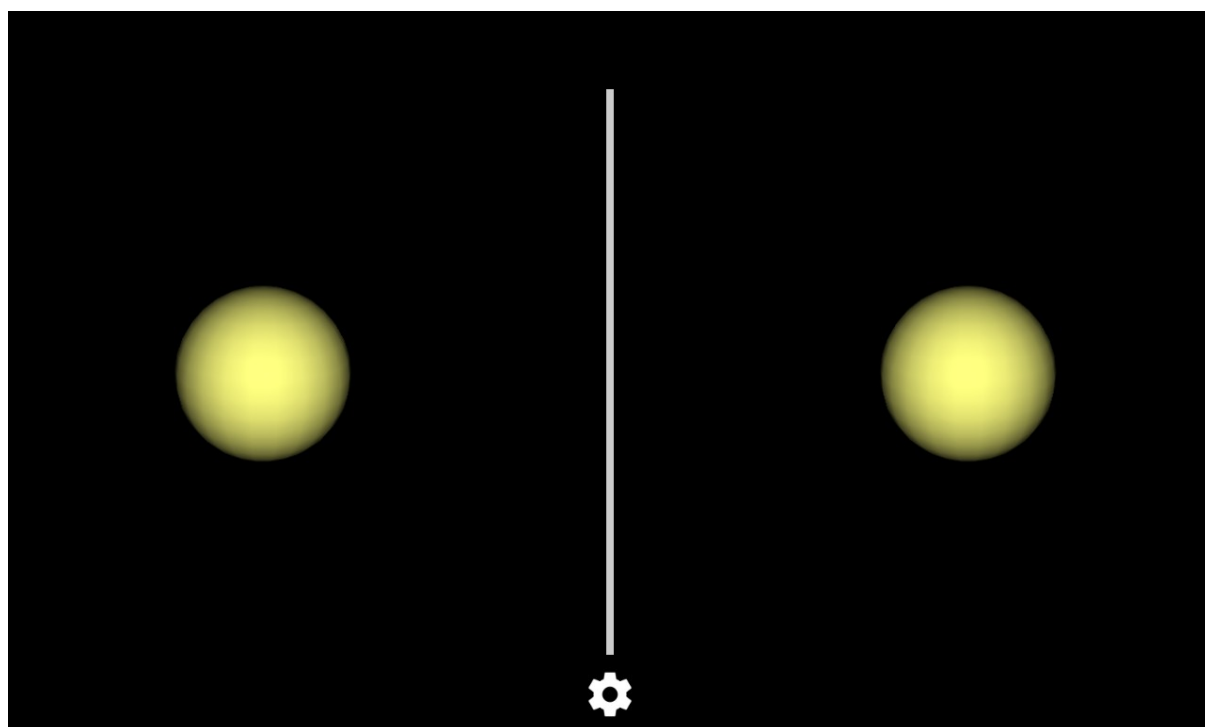
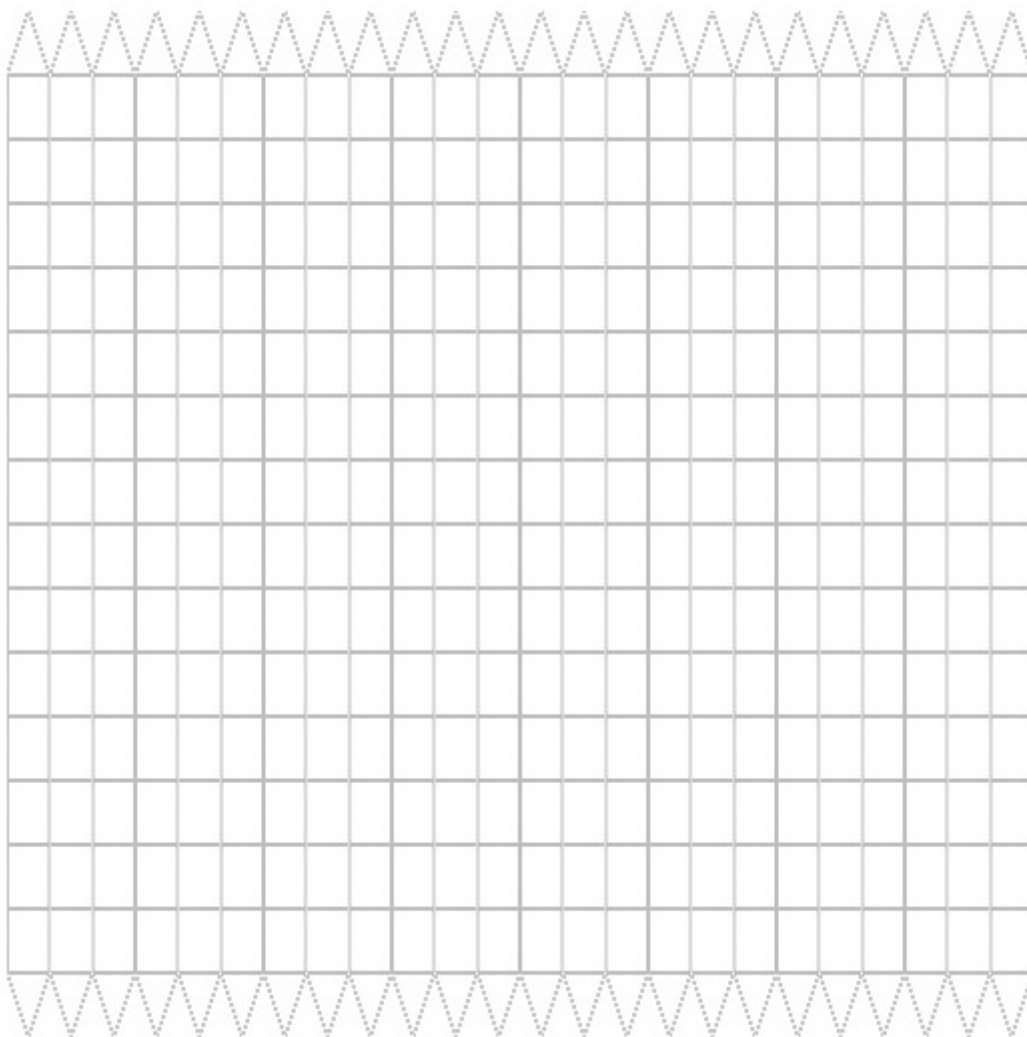
:renderbox

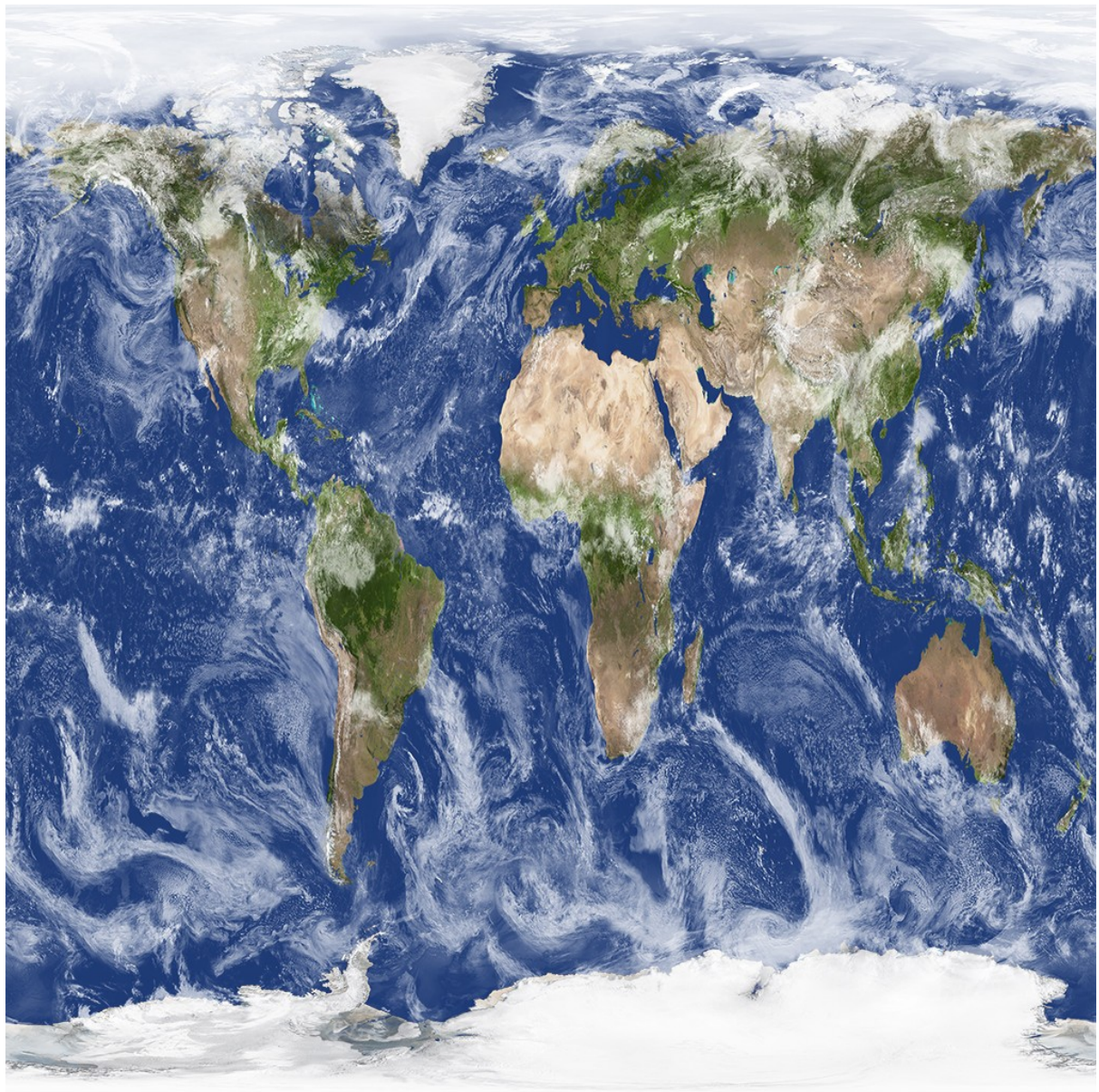
OK

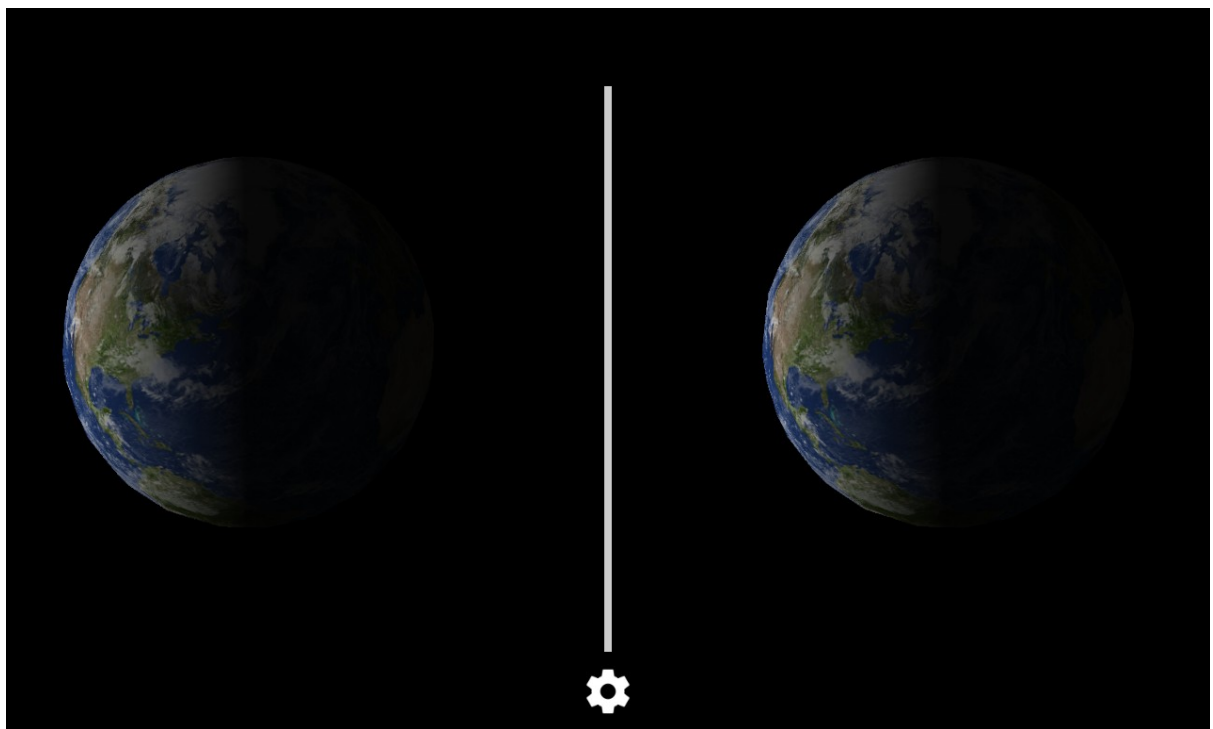
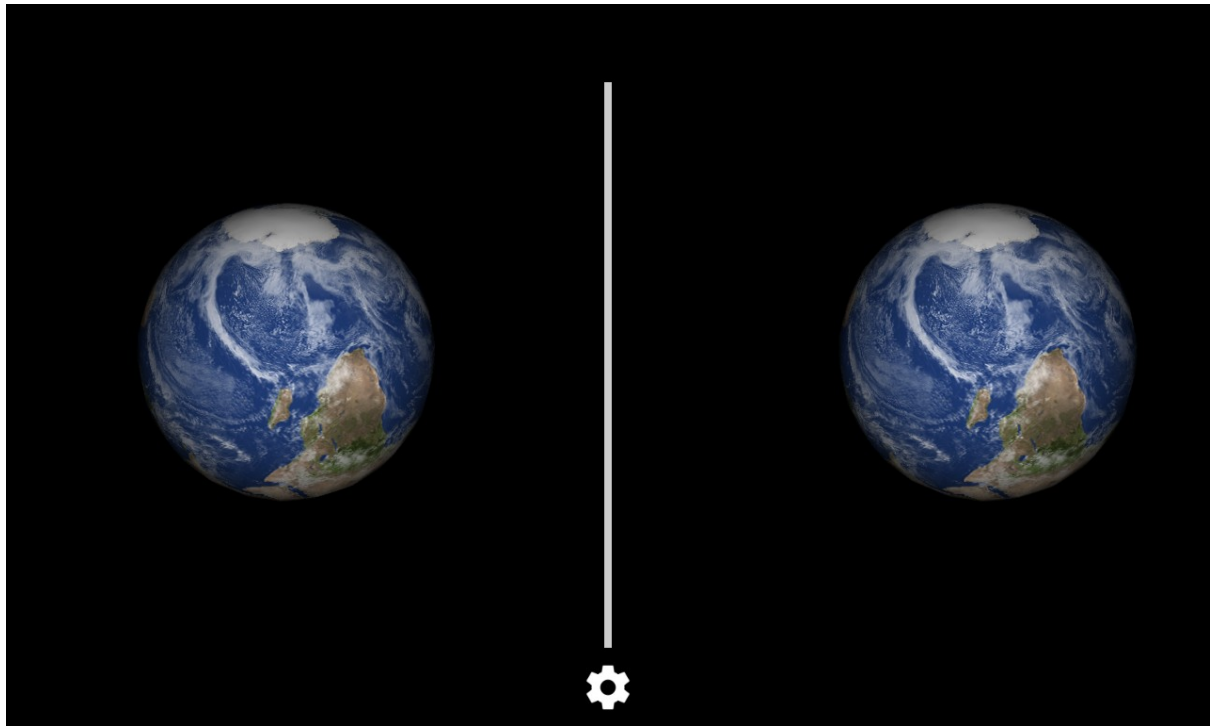
Cancel

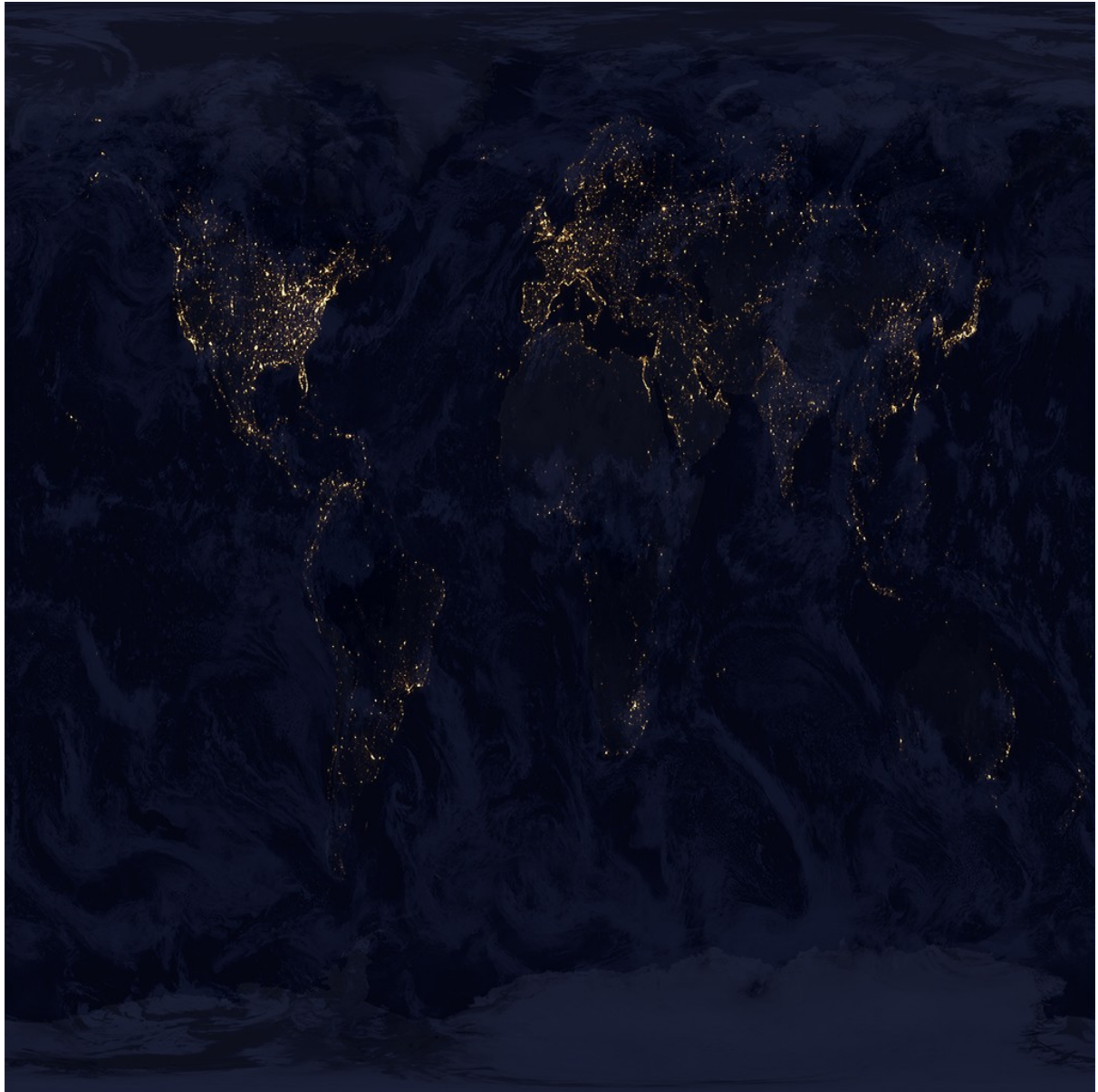
Chapter 6: Solar System

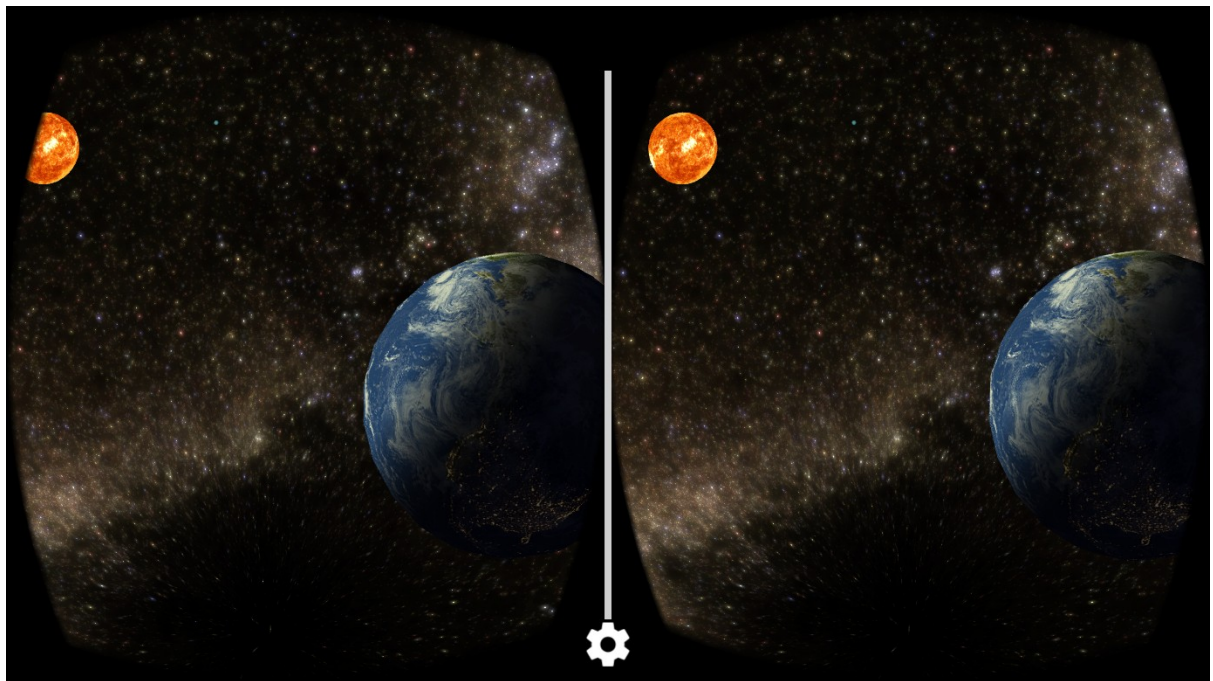
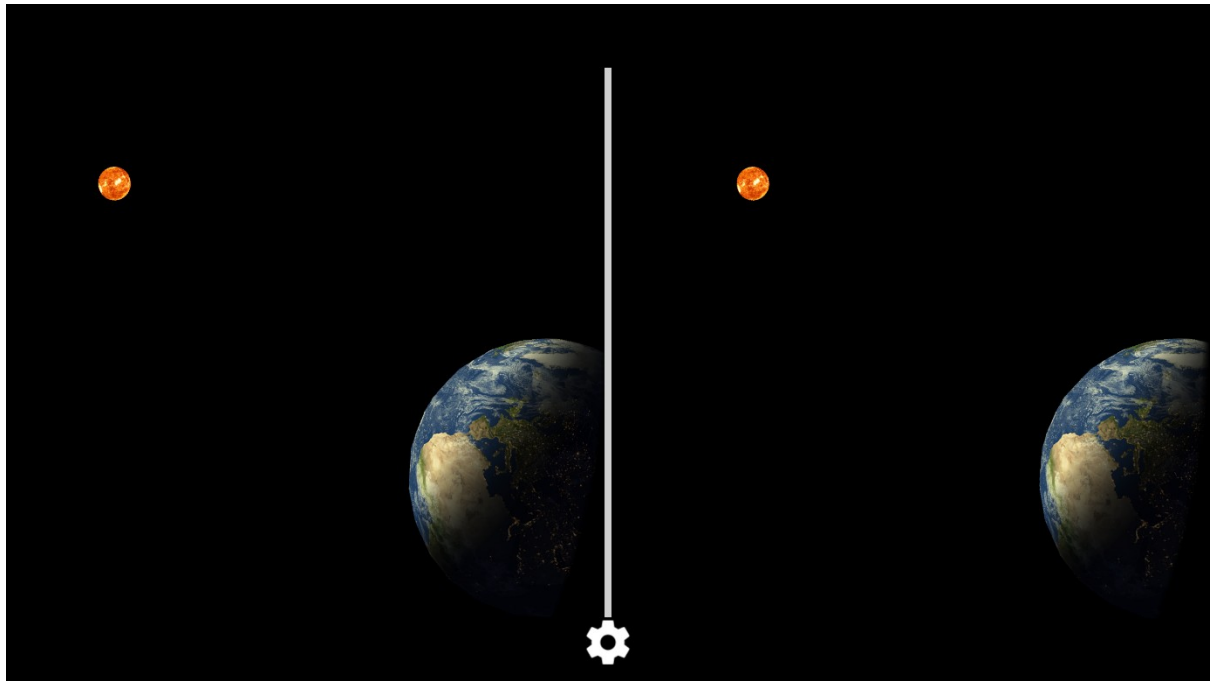




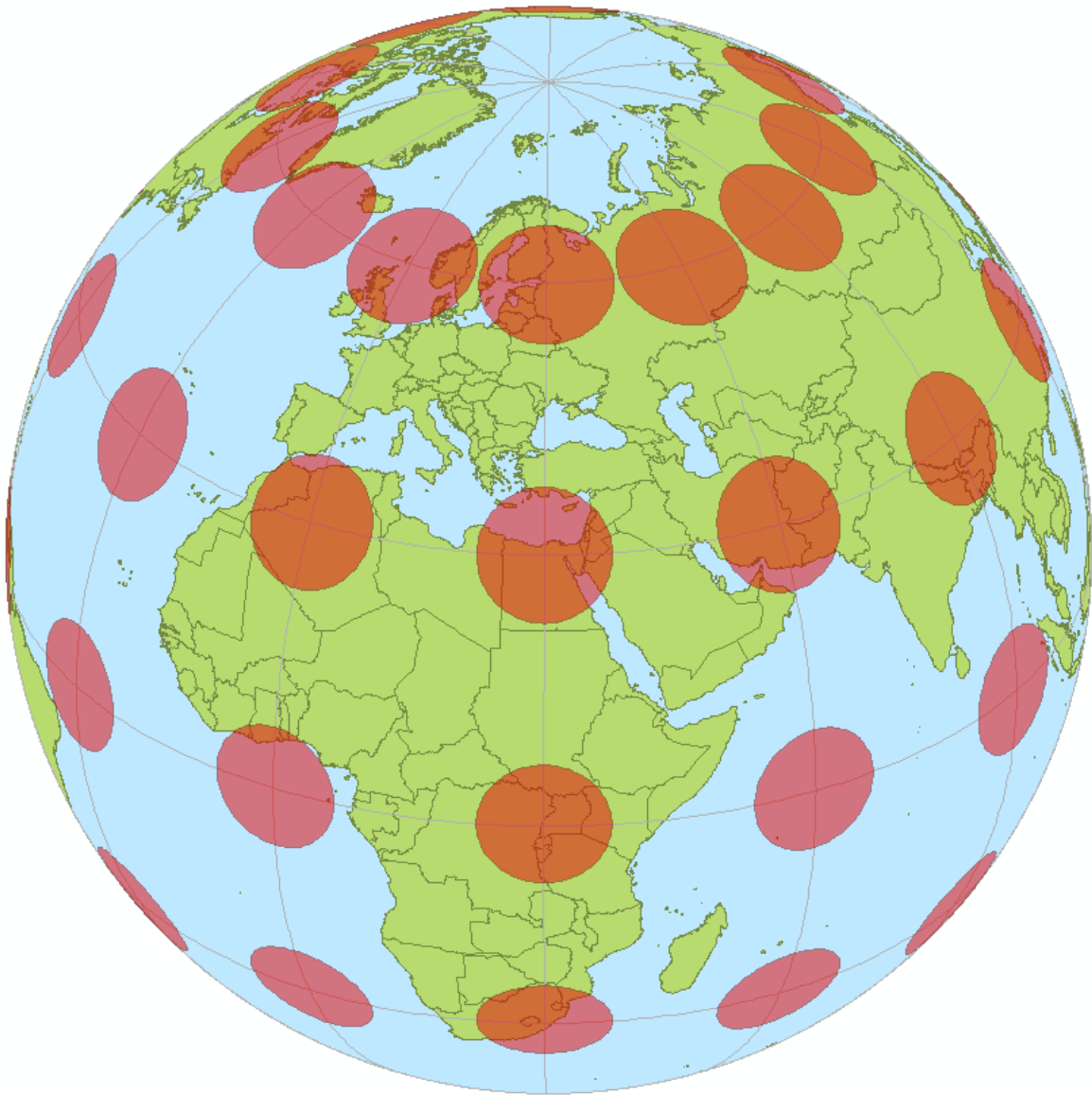


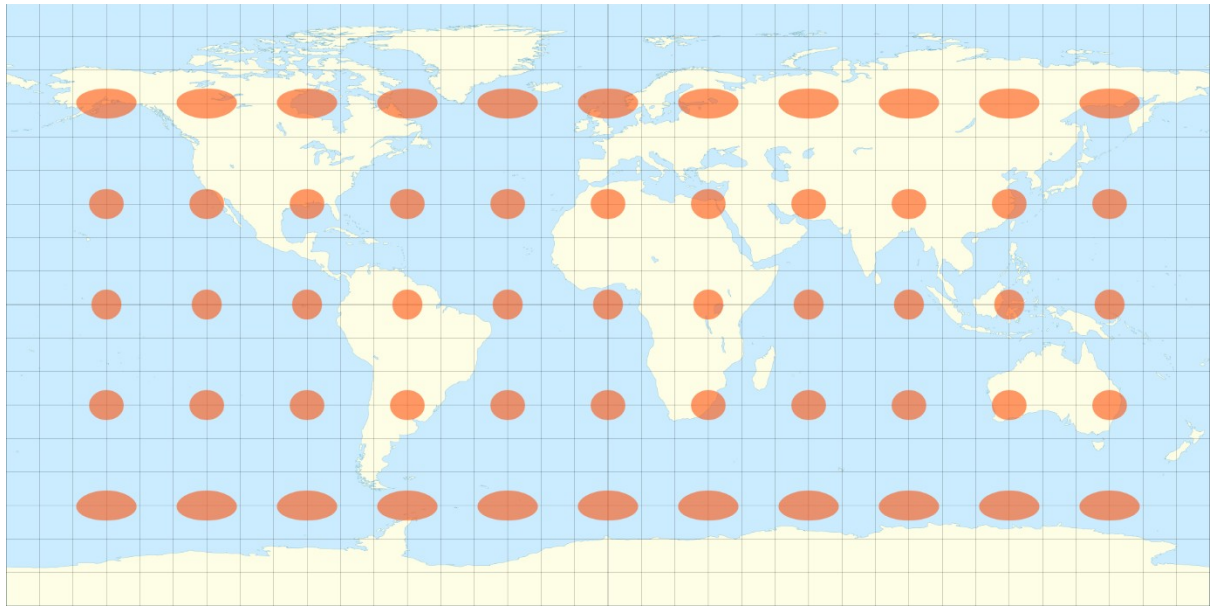


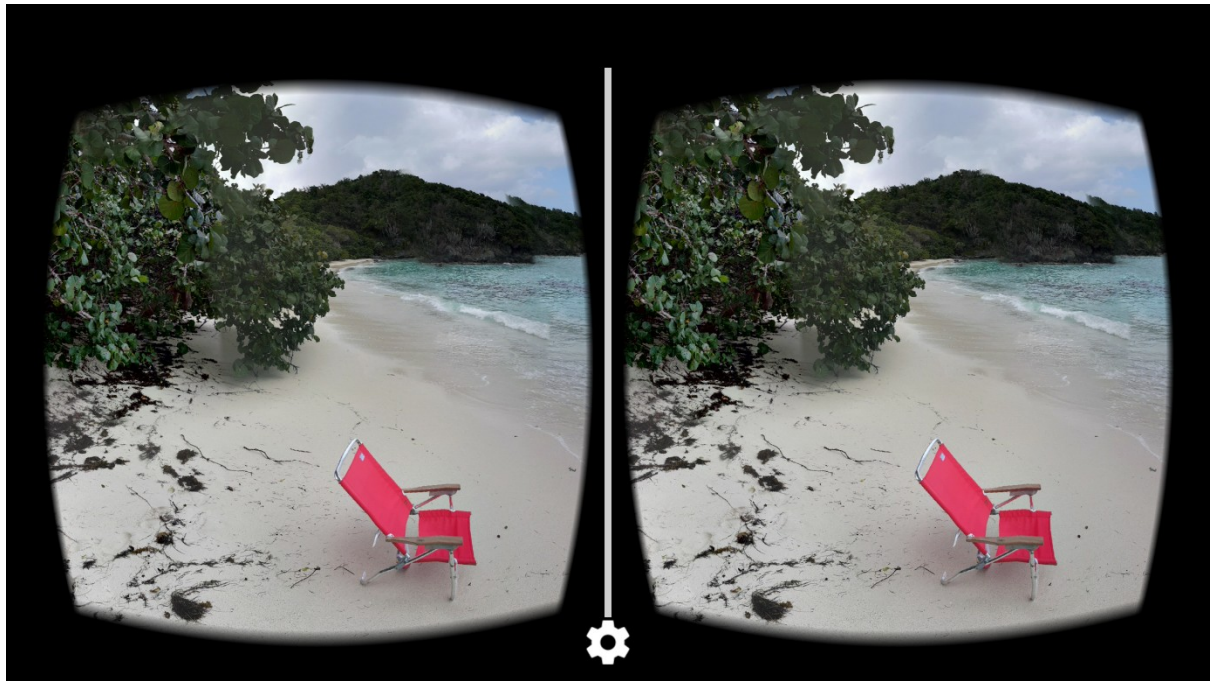


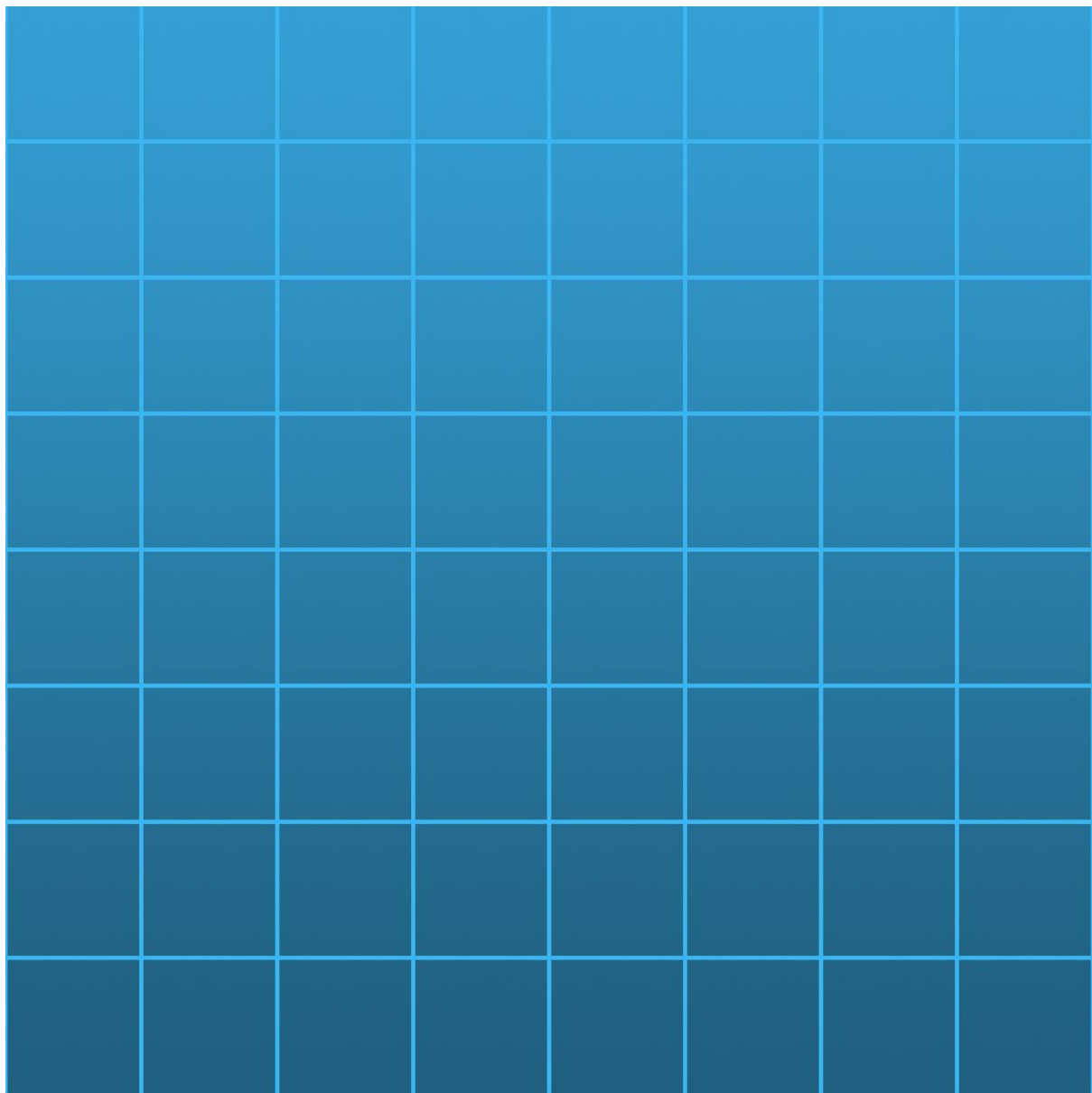


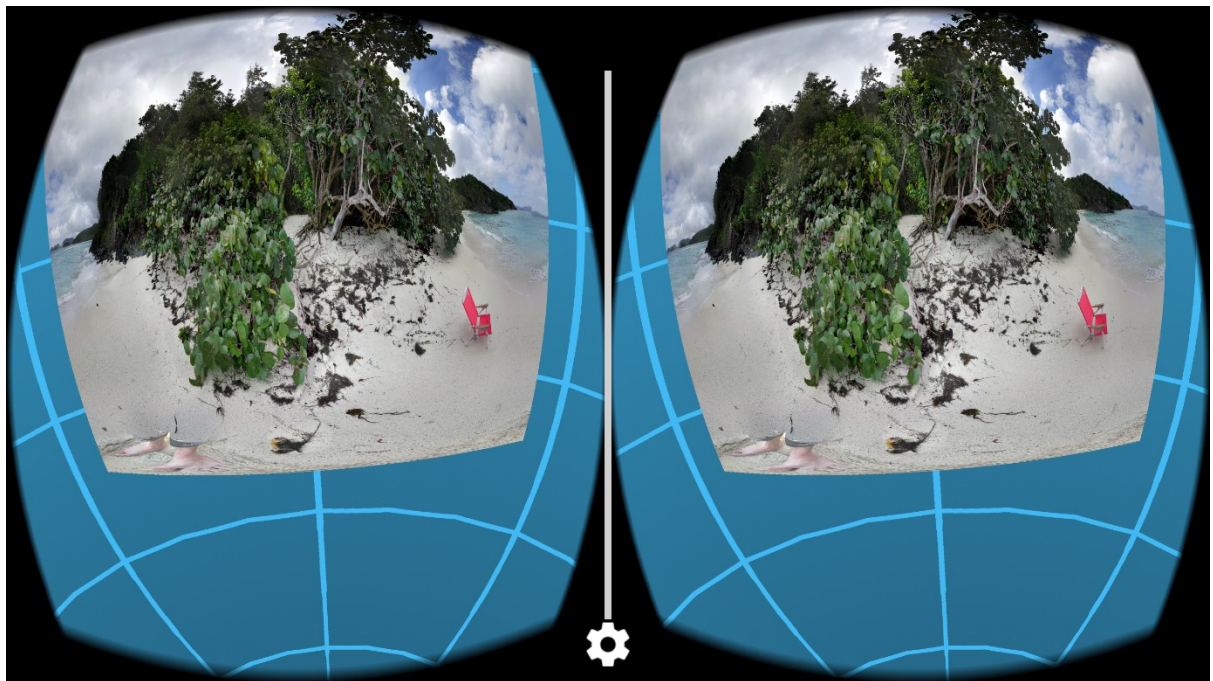
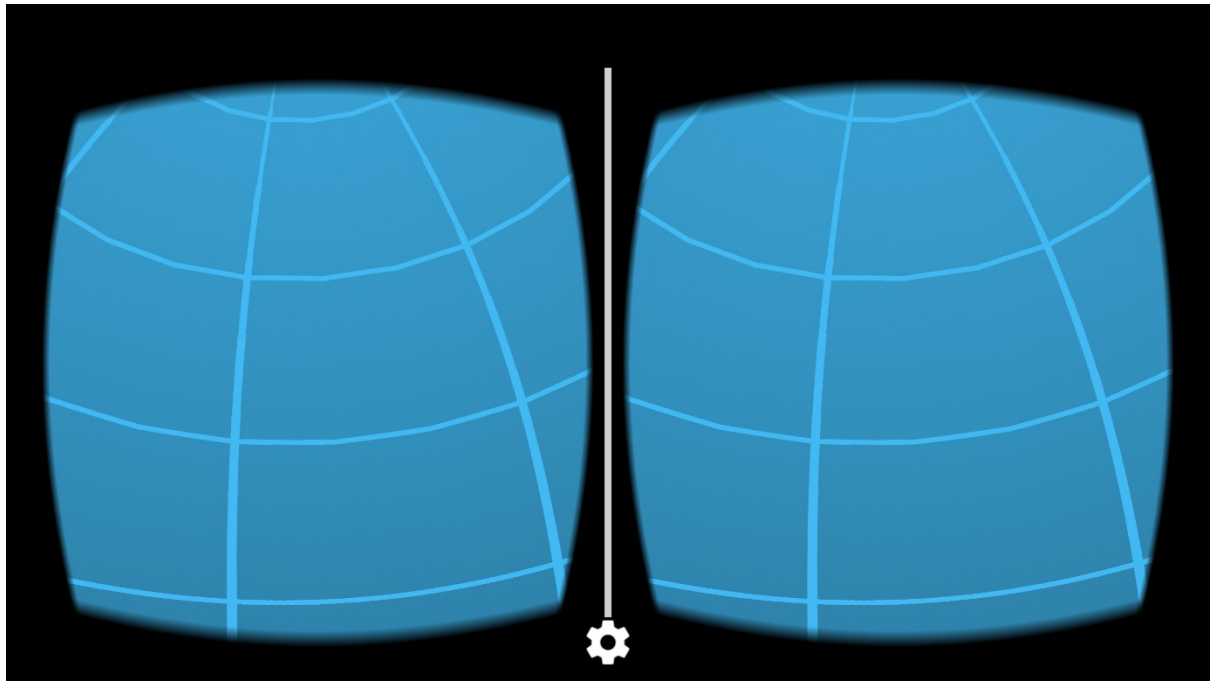
Chapter 7: 360-Degree Gallery

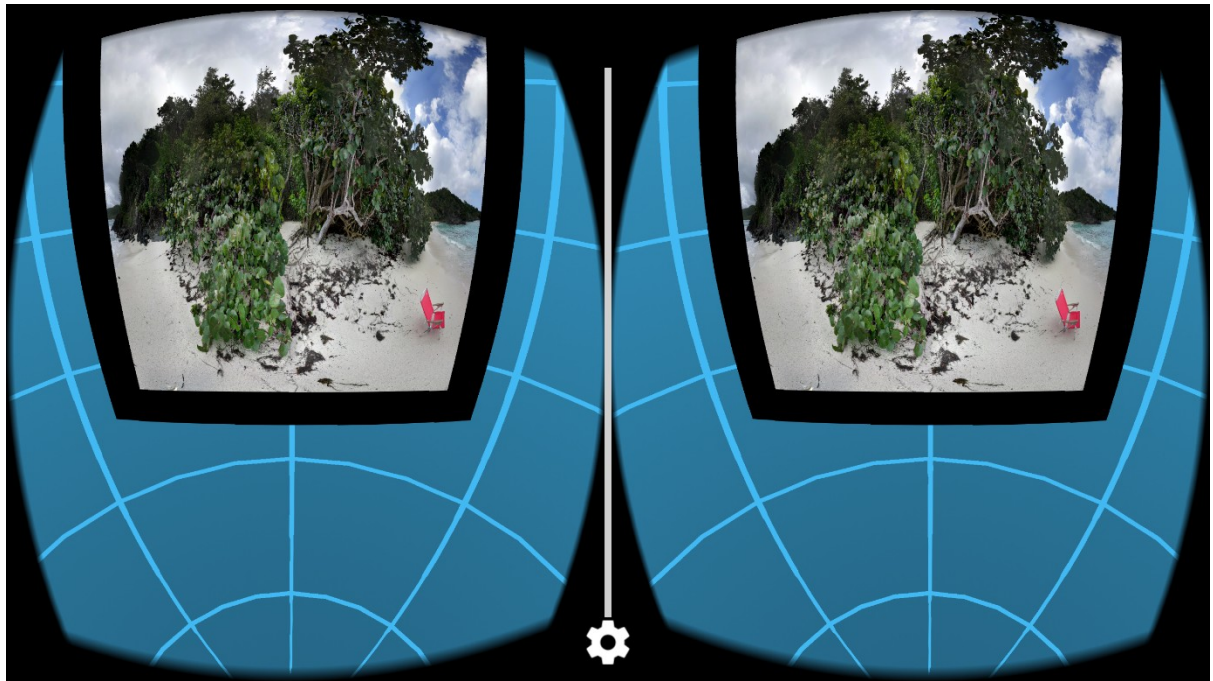


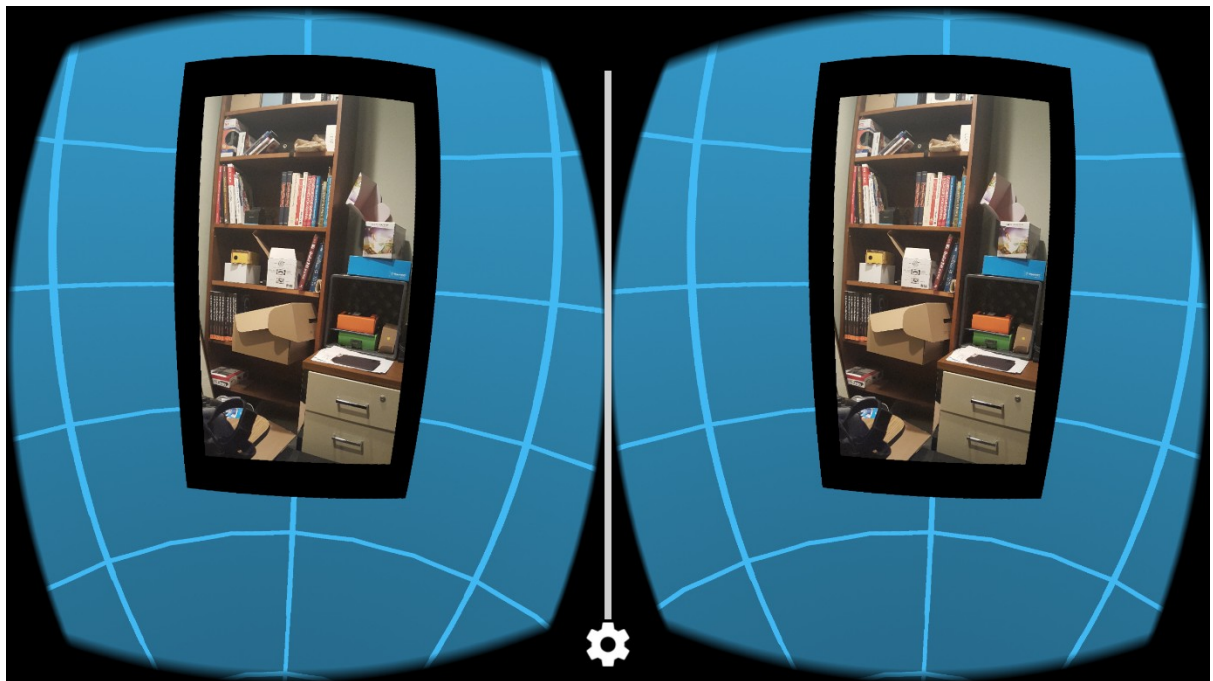
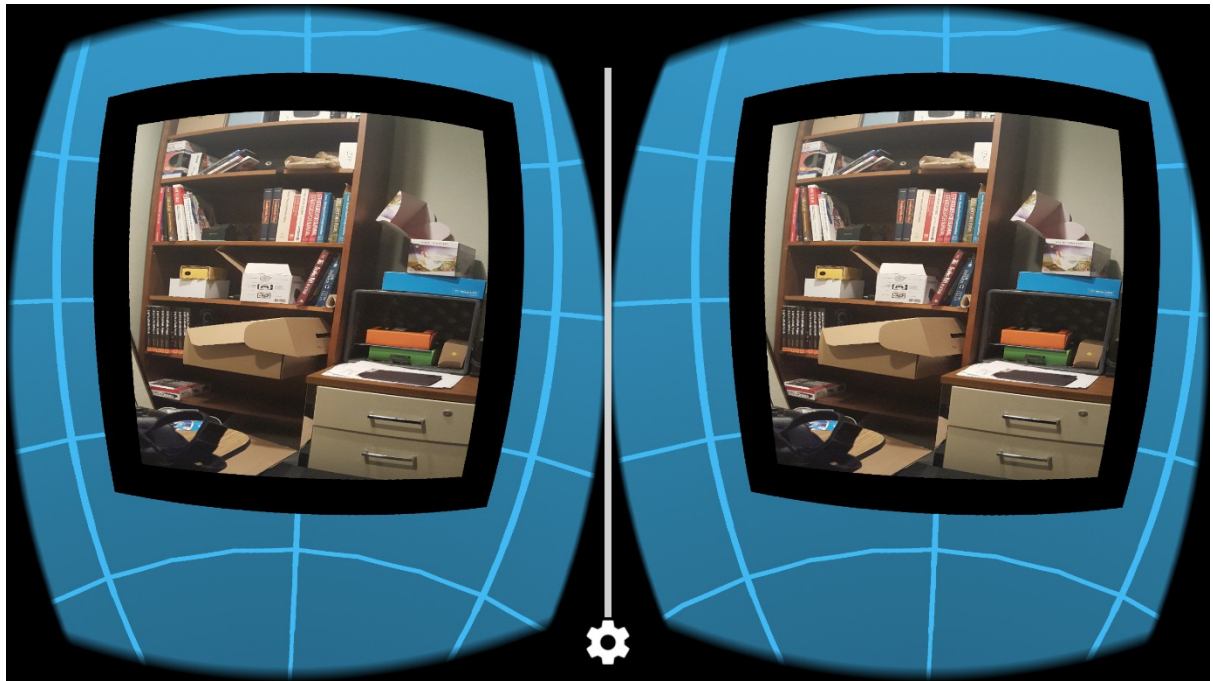


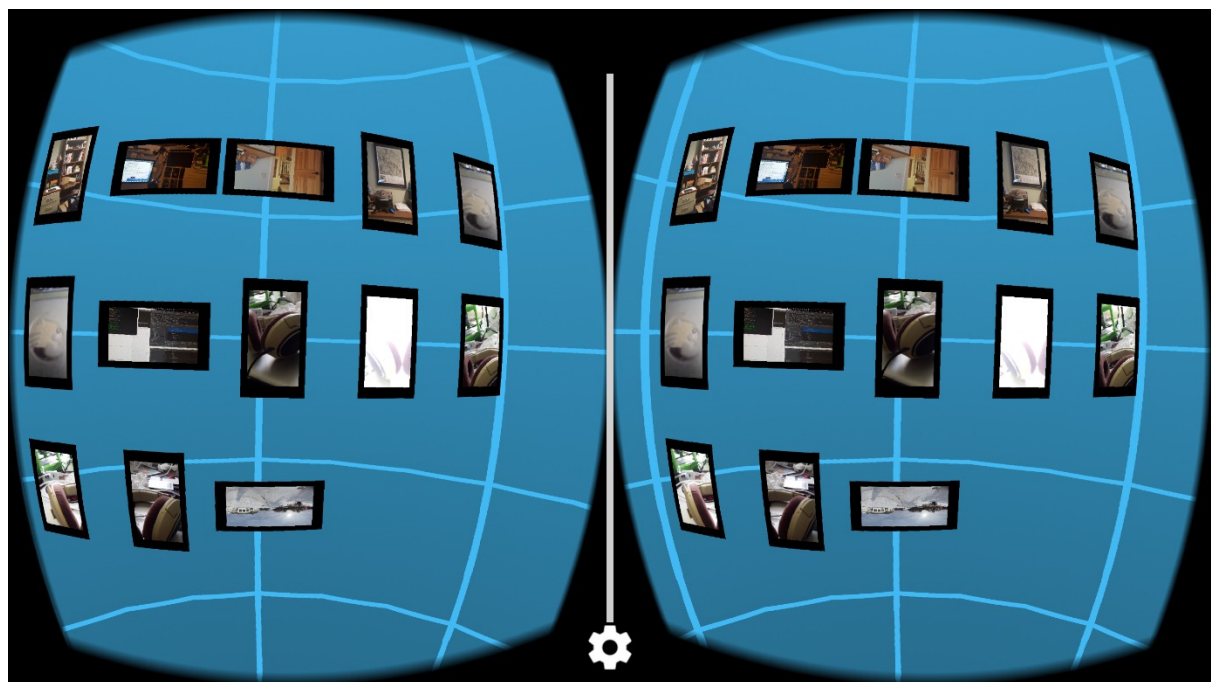
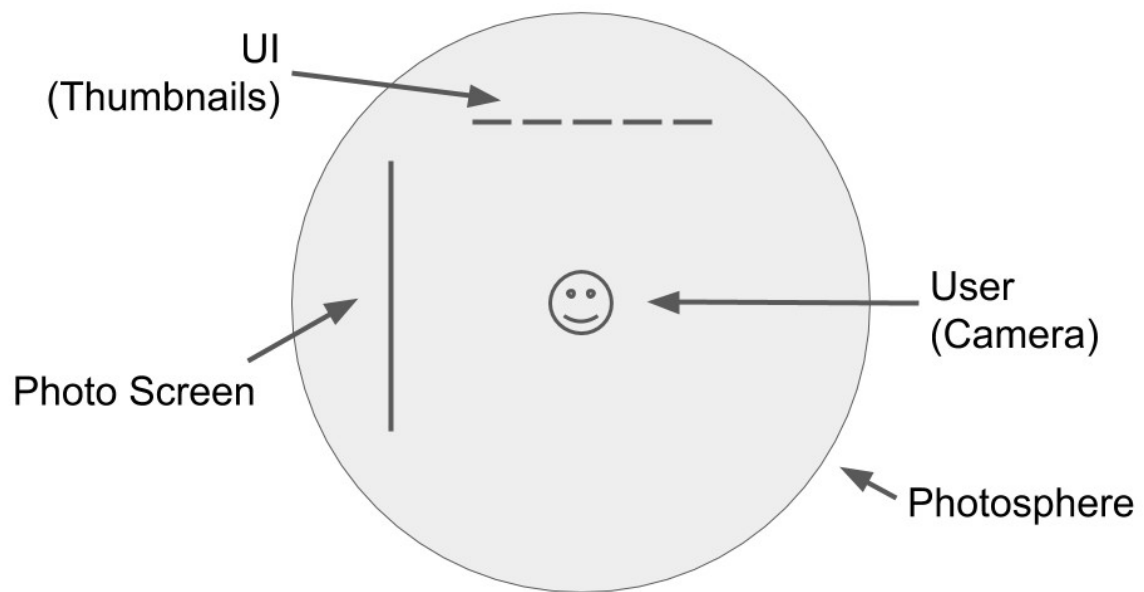


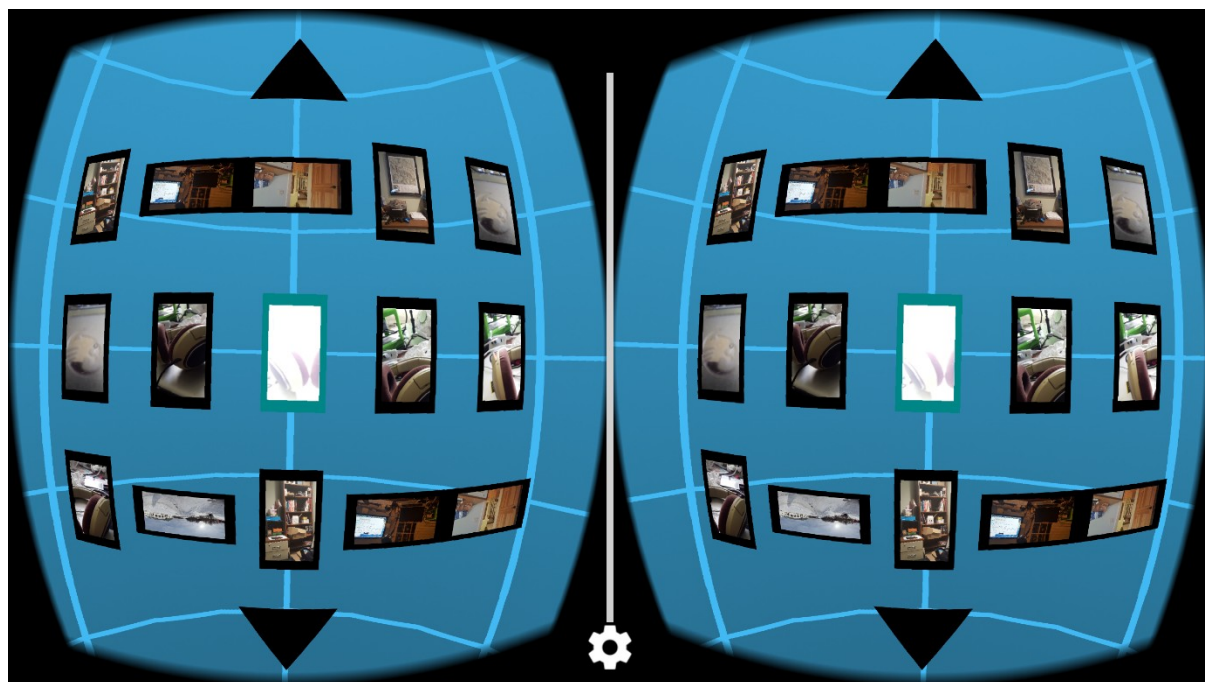














HOME

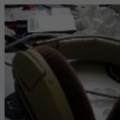
SEARCH

MORE

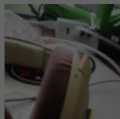
Images



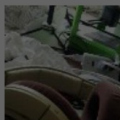
Screenshot_201...3-12-19-28.png



20160123_121136.jpg



20160123_121114.jpg



20160123_121103.jpg



20160123_121038.jpg

Open with



Gallery360



Media Viewer



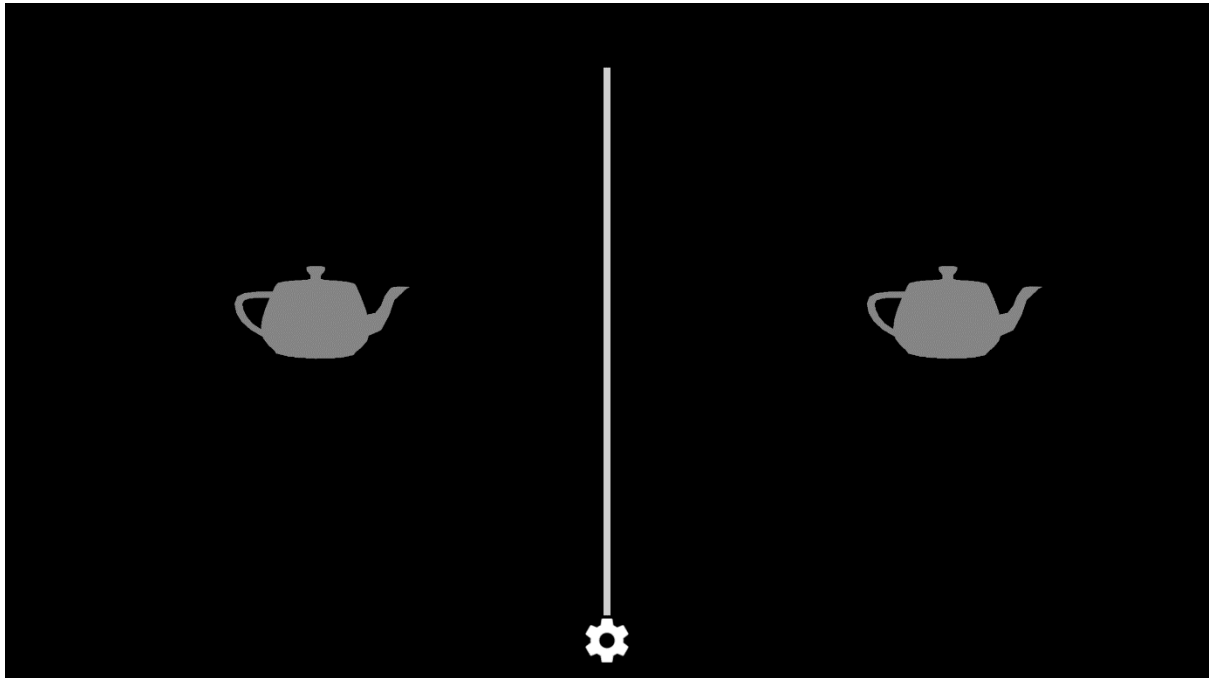
Gallery

JUST ONCE

ALWAYS



Chapter 8: 3D Model Viewer



Chapter 9: Music Visualizer

