

The story

My name is François Mark. I am the CEO of Interactive Graphics Studios and founder of AfriEDX.com, an award-winning startup.

When I wanted to get into Virtual Reality (VR) a few years back, I must admit that it was not easy to grasp the VR jargon or to have access to tools for enjoying and producing VR contents. I wish I had a book like this one when I first started.

Therefore, with creative friends in mind, I have decided to make my research work available in the form of a book that will encourage the creation of more VR contents and at the same time help towards the survival of an integrated and harmonized VR ecosystem, while supporting potential users and newcomers to get into Virtual Reality (VR).

As soon as I started to work on the book, I realized that I would have manage and distill a huge amount of information. To facilitate my task, I have created an automated online form. Incidentally, those who want to be featured in book are invited to fill out the form at <http://www.demyztified.com/contact/> .

Secondly, we all know that technology in general evolves very fast. So, in order for me to keep up with the pace, I have put in place a system that synchronizes my Desktop Publishing software with online collaboration tools. This way I ensure that the contents of the book are up-to-date pending its final version for the first publication. Through this interactive mechanism, I can enable editors, proofreaders and partners around the world to contribute to the robustness and relevance of its contents.

Who should read this book?

Individuals, artists, businesses, institutions and decision-makers who want to get into Virtual Reality (VR), use VR contents and discover the best of VR. This book is also designed for those who want to be part of this ambitious initiative to leverage VR with a view to making a global impact in various fields.

How to use this book ?

Every chapter will start by introducing to the reader the topic in a non-technical way. Then, the reader will learn technical stuff like how to create VR contents for the specific topic or learn how to use existing VR solutions. Finally, the reader will discover the best equipment, experts and solutions that are available in the marketplace. Readers may also access additional resources on our website by registering for free at <http://www.demyztified.com/register/>. The blank pages at the end of each chapter have been inserted to enable the reader to jot down notes for future reference.

Why be featured in the book?

To showcase you work, products and services. This will be to your advantage for it will give a boost to your work and increase your visibility.

How to be featured ?

I will be pleased to hear from you. Thank you for filling out the form below:
<http://www.demyztified.com/contact/>

How to collaborate ?

It will be my pleasure to hear from you. Thank you for filling out the form at
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How to access the Dashboard

1. Go to www.demyztified.com

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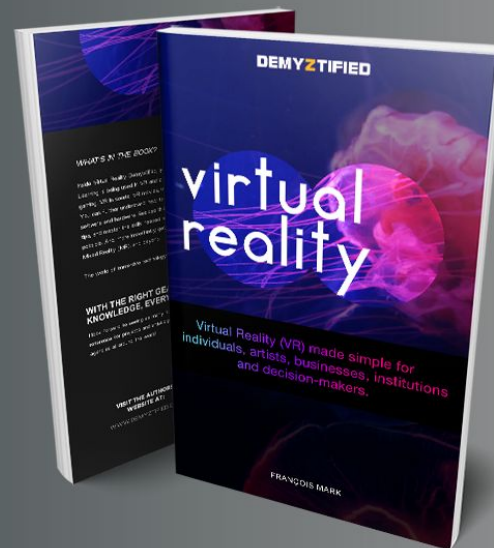
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Virtual Reality (VR) Demystified

Virtual Reality (VR) made simple for individuals, artists, businesses, institutions and decision-makers.

What's in the book?

Inside *Virtual Reality Demystified*, you'll learn how A.I. Artificial Intelligence and Machine Learning is being used in VR and discover the best of VR, such as the future of VR gaming, VR in sports, VR movies, the best artists, women in VR, and VR in education. You can further understand how to fund your VR project, learn about the best VR software and hardware. Besides this, you'll understand a lot about rigs, behind-the-scenes tips, and master the skills needed to enable you to get into Virtual Reality (VR) as fast as possible. And, more



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2.

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- > Understanding the VR jargon
- > Funding your project
- > VR Storytelling
- > Planning your VR project
- > Business / Job opportunities
- > Bringing VR in education
- > Cinematic VR production/post-production and its challenges
- > Motion capture for location-based VR

> A Vision Of The Future With AI-Infused Location-Based Entertainment

360° VR Motion Graphics: After Effects Workflow & Composition Techniques

WHAT PROFESSIONALS IN THE VR/AR INDUSTRY SAY ABOUT THE UPCOMING BOOK

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