

Virtual Reality is (not) reality

VR is a room of ∞ possibilities

Analyze VR into detail:

THE STORY

linear /
nonlinear

genre

relationship
between
content and
technology

dramaturgy

THE USER

active/
passive

witness
or
actor

visible/
invisible

level and
type of
interaction
the user is
asked for

single/
multiplayer

aspects
of
distance

size

where
does the
narration
take place
in the space

**USE OF
SPACE**

animation
CGI

filmed
footage

VISUAL

use of
photogrammetry,
motion capturing ...

visual
„identiy“

which language

who speaks?

CAMERA

movement

quality / complexity

TEXT

transitions

blur/focus

subtitels /graphic elements

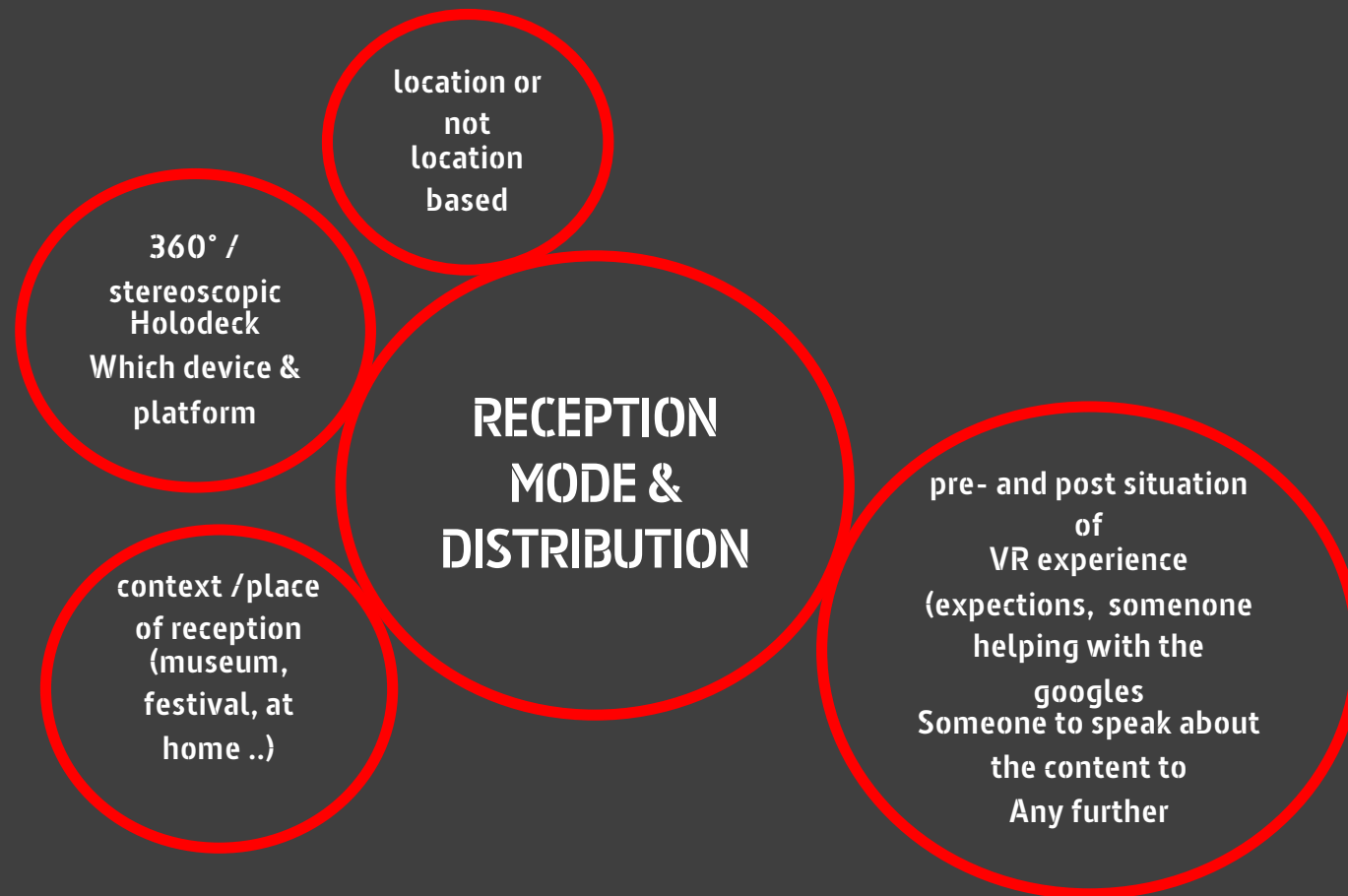
sound (effects)

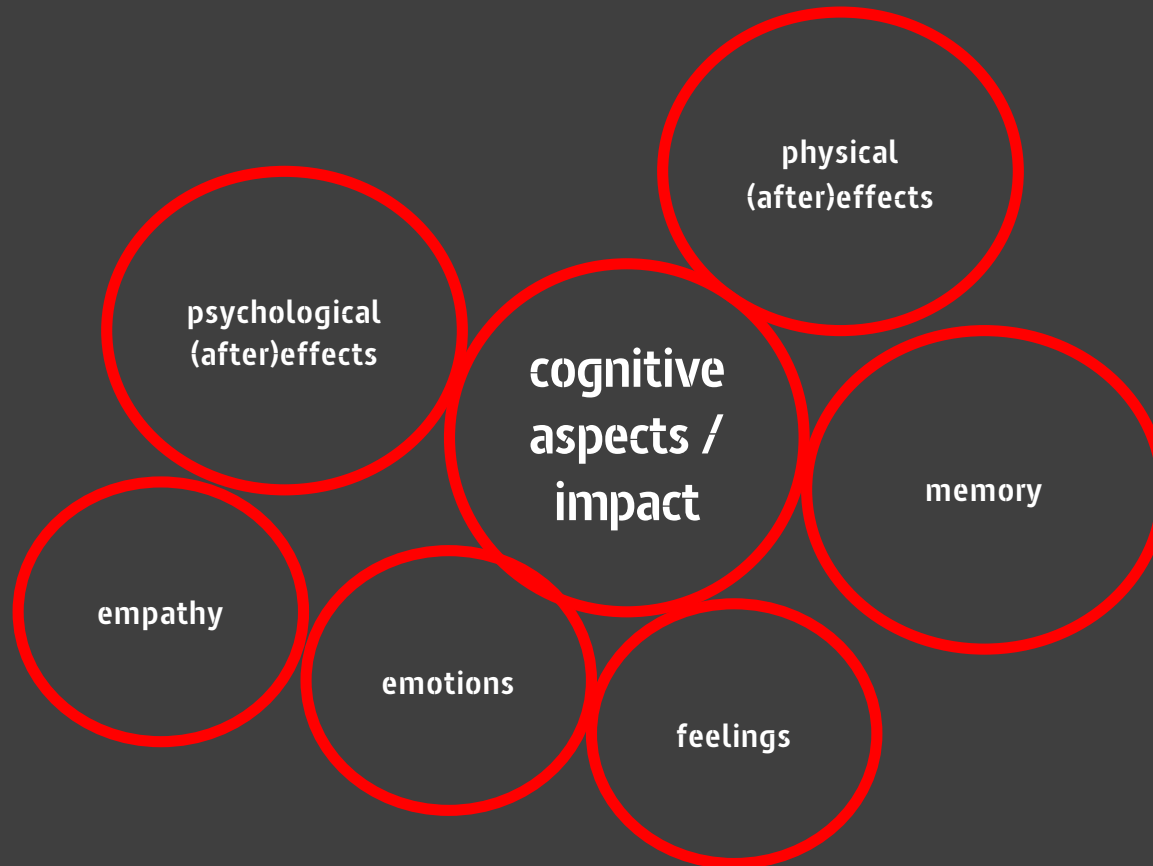
music

spacial stereo binaural

SONIC ASPECTS

voice







Look back into the history of immersion

e.g.

Morton Heilig's Sensorama, 1962

<https://en.wikipedia.org/wiki/Sensorama>

Painted Panorama's – e.g.

www.bourbakipanaorama.ch , 1881

Look at **other** disciplines

theatre / narrative spaces / architecture / art installations

e.g.

www.berlinerfestspiele.de/immersion

jamesturrell.com

punchdrunk.com

arteVR/360...

arte.tv/vr

arte.tv/webproductions

arte

I saw the future ...

Interview with Arthur C. Clarke from 1964 – translated into a VR story, ARTE France, 2018.

<https://www.youtube.com/watch?v=gZnlltXbZAk>

Contact

annina.zwettler@arte.de

21. / 22. Juni 2018. Workshop / Filmuni Babelsberg

arte