

Storytelling in Virtual reality

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Abstract

Virtual reality (VR), which is attracting worldwide attention in recent years, has a big influence on popular culture throughout the technology category of science. The viewers can see all the parts within the 360 ° virtual space, thereby enhancing the interaction with the content and the immersion, however by this, the possibility of missing or distorting the information necessary for understanding the storytelling. Therefore, building new narrative and visual grammar for VR based on accurate understanding and strategy of VR contents is a key issue. The purpose of this study is to analyze the transformation of the paradigm of storytelling and based on this analysis, analyzed three VR animations.

Annotated References

Key References

Damiani, J., 2017. *Storytelling in Virtual Reality: The Basics*. [online] The Huffington Post. Available from: http://www.huffingtonpost.com/jesse-damiani/storytelling-in-virtual-r_b_10448832.html [Accessed 25 May 2017].

The features of VR images that are immersion, agency, empathy, perspective, and influencer are shown with reference to detailed examples and data. By linking directly to the other studies, it reduces the inconvenience of finding other linked data.

Unsold, S., 2017. *5 Lessons Learned While Making Lost*. [online] Oculus.com. Available from: <https://www.oculus.com/story-studio/blog/5-lessons-learned-while-making-lost/> [Accessed 25 May 2017].

Oculus story studio, which specializes in storytelling using VR, lists the reflection and improvement based on the actual animation 'Lost' that they created. Because it can see and compare actual samples, you can easily understand the creators who have not actually created VR. Because it can see and compare images produced, you can easily understand the creators who have not actually created VR.

Watson, Z., 2016. *Factual Storytelling in 360 Video - BBC R&D*. [online] Bbc.co.uk. Available from: <http://www.bbc.co.uk/rd/blog/2016-11-360-video-factual-storytelling> [Accessed 25 May 2017].

This site contains tips for VR games and filmmakers. These tips are considerably more detailed than the information elsewhere. Also, the equipment used is mentioned in detail, so it seems useful to find and study VR outsiders. In addition, other resources on the BBC for a VR-related R & D can be easily found.

References

Gajsek, D., 2016. *Ultimate Beginners Guide to Virtual Reality Storytelling*. [online] UploadVR. Available from: <https://uploadvr.com/ultimate-guide-vr/> [Accessed 25 May 2017].

Kshetramade, N., 2015. "The Great Train Robbery" — *Storytelling in VR (Part 1)*. [online] Kathanik. Available from: <https://kathanik.com/the-great-train-robbery-for-vr-part-1-8853a6c56b54> [Accessed 25 May 2017].

Newton, K., 2016. *The Storyteller's Guide to the Virtual Reality Audience*. [online] Medium. Available from: <https://medium.com/stanford-d-school/the-storyteller-s-guide-to-the-virtual-reality-audience-19e92da57497> [Accessed 25 May 2017].

Wayne, K., 2000. *Effects of Field of View on Performance with Head-Mounted Displays*. Kevin Wayne. The University of North Carolina.

Images

Figure 1: Anon. *Field of view*. [image] Available from: <https://vrwiki.wikispaces.com/Field+of+view> [Accessed 25 May 2017].

Figure 2: Oculus Story Studio, 2016. *Lost - Oculus Story Studi*. [video] Available from: https://www.youtube.com/watch?v=_gkcLuAGzLw&t=87s [Accessed 26 May 2017].

Figure 3: Baobab, 2016. *INVASION!*. [video] Available from: <https://www.youtube.com/watch?v=SZ0fKW5PttM> [Accessed 25 May 2017].

Figure 4: Position of Camera (By me)

Figure 5: Google Spotlight Stories, 2016. *HELP*. [video] Available from: <https://www.youtube.com/watch?v=G-XZhKqQAHU&t=3s> [Accessed 25 May 2017].

Figure 6: Comfortable shot-Help (2016) (By me)

Figure 7: Panning Shot – Help (2016) (By me)

Figure 8: uncomfortable shot - Help (2016) (By me)

Figure 9, 10: STAR WARS 360 VR fan-film, 2016. *Star wars 360 VR*. [video] Available from: <https://www.youtube.com/watch?v=SeDOoLwQQGo&t=408s> [Accessed 25 May 2017].

Figure 11: Placing Objects (By me)

Videos

Baobab, 2016. *INVASION!*. [video] Available from: <https://www.youtube.com/watch?v=SZ0fKW5PttM> [Accessed 25 May 2017].

Eric, D., 2016. *Virtual Reality: Jump Into the Story*. [video] Available from: <https://www.youtube.com/watch?v=tpsc1XHf00k> [Accessed 25 May 2017].

Google Spotlight Stories, 2016. *HELP*. [video] Available from: <https://www.youtube.com/watch?v=G-XZhKqQAHU&t=3s> [Accessed 25 May 2017].

STAR WARS 360 VR fan-film, 2016. *Star wars 360 VR*. [video] Available from: <https://www.youtube.com/watch?v=SeDOoLwQQGo&t=408s> [Accessed 25 May 2017].