

# IMPERFECT VR RESOURCES BY @CRCDNG

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@crcdng, [twitter.com/crcdng](https://twitter.com/crcdng)

A-Frame, [aframe.io](https://aframe.io)

A-Frame Resources, [github.com/aframevr/awesome-aframe/](https://github.com/aframevr/awesome-aframe/)

"About a certain tendency of French Cinema", François Truffaut, [www.newwavefilm.com/about/a-certain-tendency-of-french-cinema-truffaut.shtml](http://www.newwavefilm.com/about/a-certain-tendency-of-french-cinema-truffaut.shtml)

Be Kind Rewind, [www.imdb.com/title/tt0799934/](http://www.imdb.com/title/tt0799934/)

Disconnected, Thorsten S. Wiedemann and Sara Lisa Vogl, [www.youtube.com/watch?v=LwUh8g8wW4](https://www.youtube.com/watch?v=LwUh8g8wW4)

Dogma, [www.dogme95.dk/dogma-95/](http://www.dogme95.dk/dogma-95/)

Famous New Media Artist Jeremy Bailey, [www.jeremybailey.net](http://www.jeremybailey.net)

Fluxus Manifesto: <http://georgemaciunas.com/about/cv/manifesto-i/>

"For an imperfect cinema", Julio García Espinosa, [www.ejumpcut.org/archive/onlinessays/JC20folder/ImperfectCinema.html](http://www.ejumpcut.org/archive/onlinessays/JC20folder/ImperfectCinema.html)

Imperfect Cinema, Alister Gall, [www.imperfectcinema.com](http://www.imperfectcinema.com)

Imperfect VR code repository, [github.com/i3games/imperfect-vr/](https://github.com/i3games/imperfect-vr/)

Matsumoto, Keigo, Yuki Ban, Takuji Narumi, Yohei Yanase, Tomohiro Tanikawa, and Michitaka Hirose. 2016. "Unlimited Corridor: Redirected Walking Techniques Using Visuo Haptic Interaction." In Proceedings of the SIGGRAPH '16 ACM SIGGRAPH 2016 Emerging Technologies, 1-2. Anaheim, California: ACM Press. doi: 10.1145/2929464.2929482.

Snow Crash, Neal Stephenson, ISBN-13: 978-0241953181, [www.nealstephenson.com/snow-crash.html](http://www.nealstephenson.com/snow-crash.html)

Peeping Tom, [www.imdb.com/title/tt0054167](http://www.imdb.com/title/tt0054167)

Taphobos, [taphobos.com](http://taphobos.com)

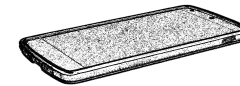
The Reality of the Virtual, Slavoj Žižek, [youtu.be/LuG8ElyirC0](https://youtu.be/LuG8ElyirC0)

The object stares back: on the nature of seeing, John Elkins, ISBN-13: 978-0156004978

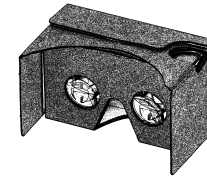
Ways of seeing, John Berger, ISBN-13: 978-0141035796.

#WeAreDanceFace: Intentionally "Stupid" VR, Albert Hwang, [www.albert-hwang.com/blog/2016/7/wearedanceface-intentionally-stupid-vr/](http://www.albert-hwang.com/blog/2016/7/wearedanceface-intentionally-stupid-vr/)

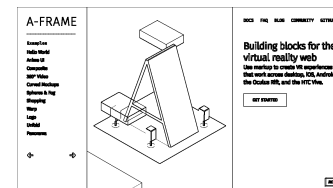
The 3-part Imperfect VR Manifesto\*



This is a Smartphone



This is a Cardboard



This is A-FRAME  
[aframe.io](https://aframe.io)

**Now Make a VR !**