

IMPERFECT VR RESOURCES BY @CRCDNG

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@crcdng, twitter.com/crcdng

A-Frame, aframe.io

"A progressive future for VR: why VR is already getting worse, and how to make it better", Robert Yang, www.blog.radiator.debaclle.us/2016/12/a-progressive-future-for-vr-why-vr-is.html

"About a certain tendency of French Cinema", François Truffaut, www.newwavefilm.com/about/a-certain-tendency-of-french-cinema-truffaut.shtml

Be Kind Rewind, www.imdb.com/title/tt0799934/

Cinema of Transgression Manifesto, www.ubu.com/film/transgression.html

Disconnected, Thorsten S. Wiedemann and Sara Lisa Vogl, www.youtube.com/watch?v=LwUh8g8wW4

Dogma, www.dogme95.dk/dogma-95/

Eyesect, The Constitute, [Video](#)

Famous New Media Artist Jeremy Bailey, www.jeremybailey.net

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

"For an imperfect cinema", Julio García Espinosa, www.ejumpcut.org/archive/onlinessays/JC20folder/ImperfectCinema.html

Haptic Field, Chris Salter & TeZ, www.chrissalter.com/haptic-field/

Imperfect Cinema, Alister Gall, www.imperfectcinema.com

Imperfect VR code repository, github.com/i3games/imperfect-vr/

In My Shoes, Jane Gauntlett, jane-gauntlett.squarespace.com/stories

In the Eyes of the Animal, Marshmallow Laser Feast, [Video](#)

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.

Neurospeculative Afrofeminism, hyphen-labs.com

Snow Crash, Neal Stephenson, ISBN-13: 978-0241953181, www.nealstephenson.com/snow-crash.html

Peeping Tom, www.imdb.com/title/tt0054167

The Machine to be Another, BeAnotherLab, beanotherlab.org/home/work/tmtba/

The Reality of the Virtual, Slavoj Žižek, www.youtube.com/watch?v=RnTQhIRcrno

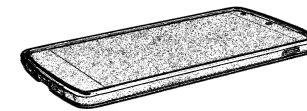
The Object Stares Back: on the Nature of Seeing, John Elkins, ISBN-13: 978-0156004978

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

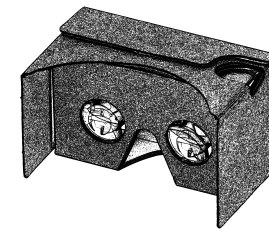
Weird Reality Symposium, Art & Code, October 2016 artandcode.com/weirdreality/

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

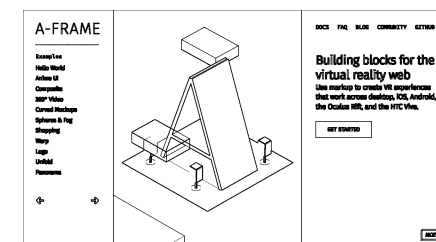
The 3-part Imperfect VR Manifesto*



This is a Smartphone



This is a Cardboard



This is A-FRAME
aframe.io

Now Make a VR !

* based on The 3-part Imperfect Cinema Manifesto: imperfectcinema.com

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