

IMPERFECT VR RESOURCES 1/3 BY @CRCDNG

@crcdng, twitter.com/crcdng

A-Frame, aframe.io

A-Frame Resources, 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

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=LwUhf8g8wW4

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

Eyesect, The Constitute,

Famous New Media Artist Jeremy Bailey, 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

Imperfect Cinema, Alister Gall, www.imperfectcinema.com

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

In My Shoes, Jane Gauntlett, janegauntlett.com/inmyshoesproject/

In the Eyes of the Animal, Marshmallow Laser Feast, iteota.com/

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

Taphobos, taphobos.com

The Machine to be Another, BeAnotherLab, www.themachinetobeanother.org

The Reality of the Virtual, Slavoj Žižek, youtu.be/LuG8ElyirC0

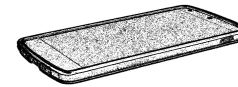
The Object Stares Back: on the Nature of Seeing, John Elkins, ISBN-13: 978-0156004978

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

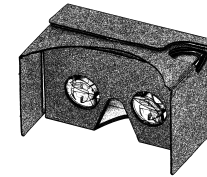
Weird Reality Symposium, Art & Code, October 2016 artandcode.com/weirdreality/

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

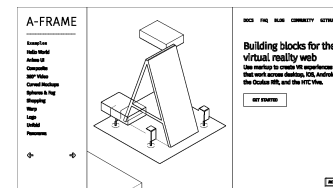
The 3-part Imperfect VR Manifesto*



This is a Smartphone



This is a Cardboard



This is A-FRAME
aframe.io

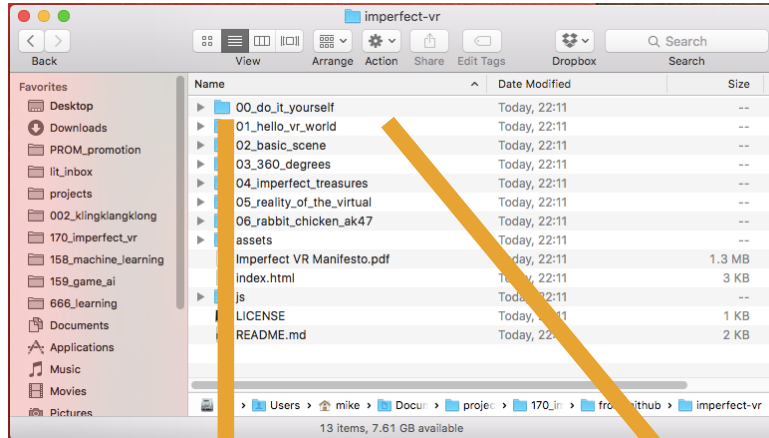
Now Make a VR !

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

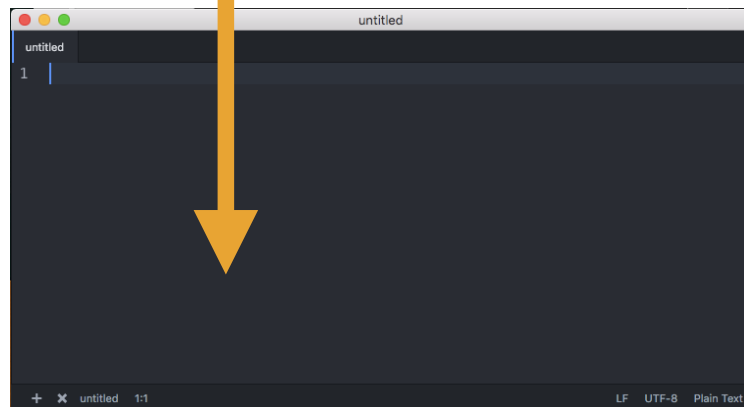
@crcdng

IMPERFECT VR RESOURCES 2/3 BY @CRCDNG

How to restart your project from the workshop.



2. Start Atom and drag the directory **00_do_it_yourself** on the Atom window. Open **index.html** from the file list.



1. Use Finder to go to the directory you downloaded. If you want to start fresh, just download it again from

github.com/i3games/imperfect-vr

In the workshop, we also installed node from nodejs.org and Atom from atom.io. Then we installed live-server by typing

```
sudo npm install -g live-server
```

(on Mac, drop the "sudo" on Windows) in the Terminal. You don't have to do this steps again except if you work from a new computer.

3. Open a Terminal and type

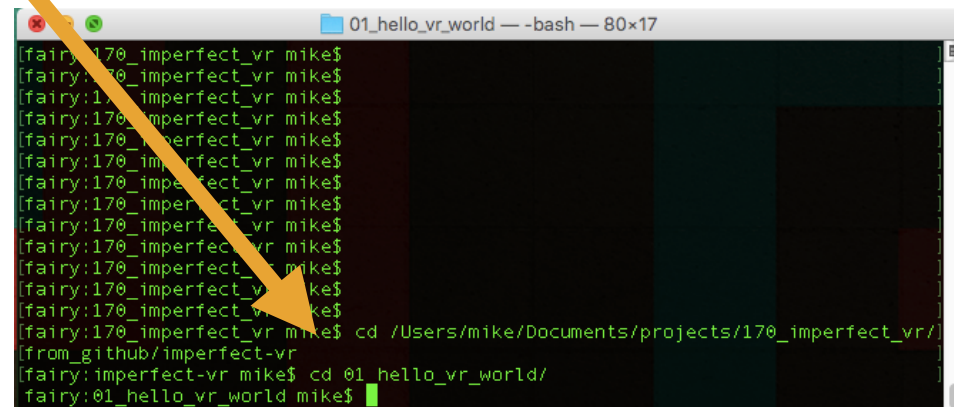
```
cd
```

(this is "cd" followed by a space). Then drag the directory

00_do_it_yourself on the window. Press return. Then type

```
live-server
```

and press return. A browser window opens with the scene.



If you want to navigate the other projects, do the steps above with the whole **imperfect-vr** directory

IMPERFECT VR RESOURCES 3/3 BY @CRCDNG

How to bring your scene into VR.

1. Make sure your phone and laptop are on the same WiFi.

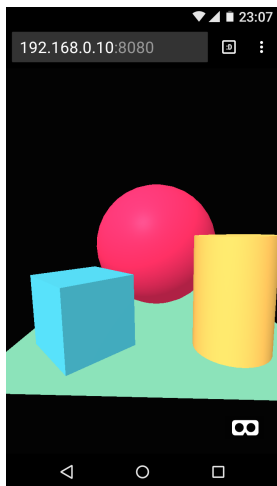
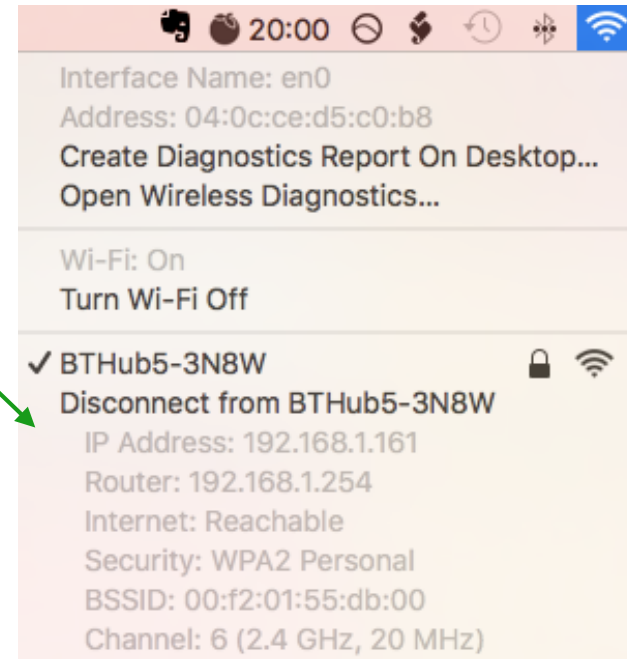
2. Find out the IP-Address of your laptop

3. Type this into the address field of the Browser on your phone:

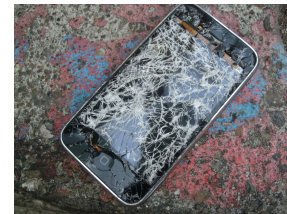
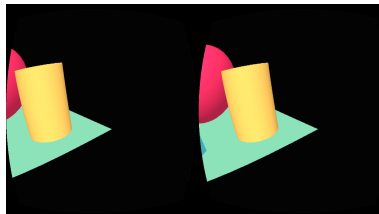
Your IP-Address:8080

e.g

192.168.1.161:8080



4. Tap the "glass" icon



(5. Remember)

