

Today, I watched movie Henry and Dear Angelica through Oculus. It's my first experience on it. I tried the Google Cardboard, Samsung gear, and some other cheap VR devices before. I got shocked at how good the image quality is and how vivid the spatial recreation of the video they delivered.

Henry is a story about how a hedgehog finds a friend without hurting them when hugging. Henry is a cute and beautiful story, which aim to, in my opinion, low age group. The image is colorful and vivid, but I have to say that it does take too long telling the story. I'm feeling like watching a better 3D movie. I believe that the producer wants to give more time to the audience discovering the decoration, the scene and some other details in the film. However, the interaction between the scene and the audience is not that much. There is no stimulation pushing me to watch around and the voice over somehow failed to connect me with the story.

Dear Angelica indeed impressed me a lot. I watched the movie on the computer first and only saw some complex and disorder lines on the screen, which somehow I thought could be boring. However, when I wore the VR headset and watched it, I was obsessed with the color and image. I followed the drawing line, walking back and forth, turning round and round. The storyline and the line path both lead me to this story. I was thoroughly engaged in what happened to this little girl and even touched by how much she missed her mother. In the movie Henry, I feel that the VR tech is not necessary. Getting rid of the VR will not influence the user experience and storytelling. However, in Dear Angelica, There are some tricky parts in the story. The contrast between reality and dream, black and color, give the audience different experience, which makes the VR tech significant in the story.

The difference between these two stories is that Henry is still using the traditional movie shooting technique to make movies. As we all know, the film is the art of director, and VR movie is the art of audience. In a regular movie, the director has to find the angle of the camera, set the time elapsing of a shot, organize the space of a scene, and edit lots of similar episodes, which all disappear in the VR movie. Therefore, if VR movie wants to develop, we have to jump off the comfort zone and revolutionize all the traditional definitions of the movie.