

The background of the slide is a virtual reality environment. It features rows of red, padded seats facing a dark blue stage area. The ceiling is dark blue with recessed lighting. A white rectangular frame is positioned on the left side of the slide, partially overlapping the text area. A green rectangular bar is located at the bottom of the text area, extending from the left edge of the frame.

THE VIRTUAL REALITY PROPOSAL

By George Mavroeidis

WHY CINEMA IS DEAD?

- Loss of immersion
- External audience distractions
- Costly tickets
- Home streaming and comfort



The background of the slide features a person's head in profile, wearing black VR glasses. The background is a dark blue and black space filled with glowing blue and white digital particles, resembling a data stream or a virtual environment. On the left side, there is a green rectangular area with a white border that frames the title and list.

WHY VIRTUAL REALITY?

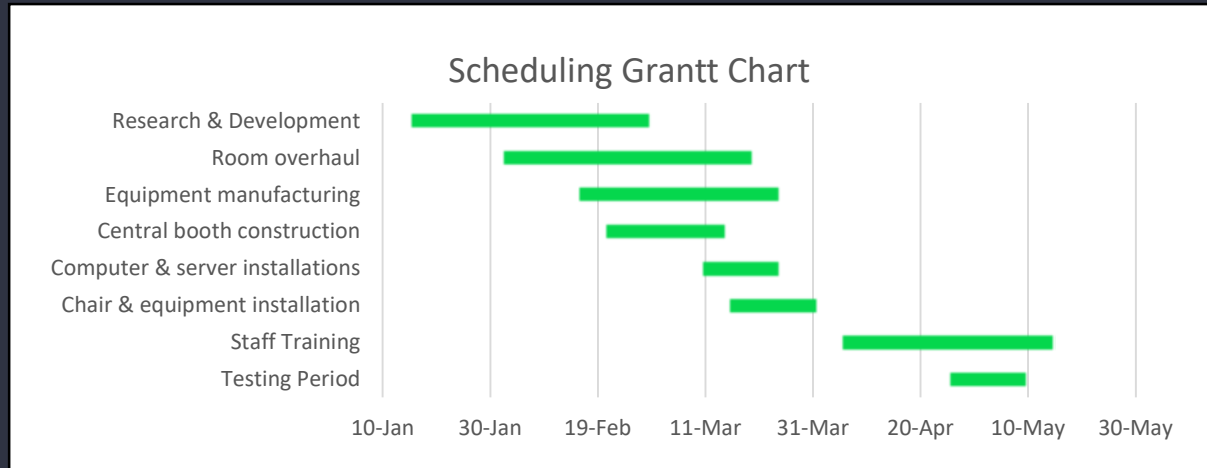
- Allows for full 360 view
- Fully immerses audience
- Minimizes external audience distractions
- Detaches viewer from reality
- Big screen is obsolete
- Reduces room size
- Reduces ticket costs



HOW WILL IT WORK IN CINEMA?

- Films will be recorded with cameras with 360 angle capabilities
- CG Animated films will be rendered in real time with 360 angle capabilities
- VR Headgear headtracking
- Each chair will have its own gear
- Each chair will be connected to a central control booth within the room
- Construct smaller cinema rooms
- Optimize sound proofing with Acoustic Styrofoam panels

SCHEDULE

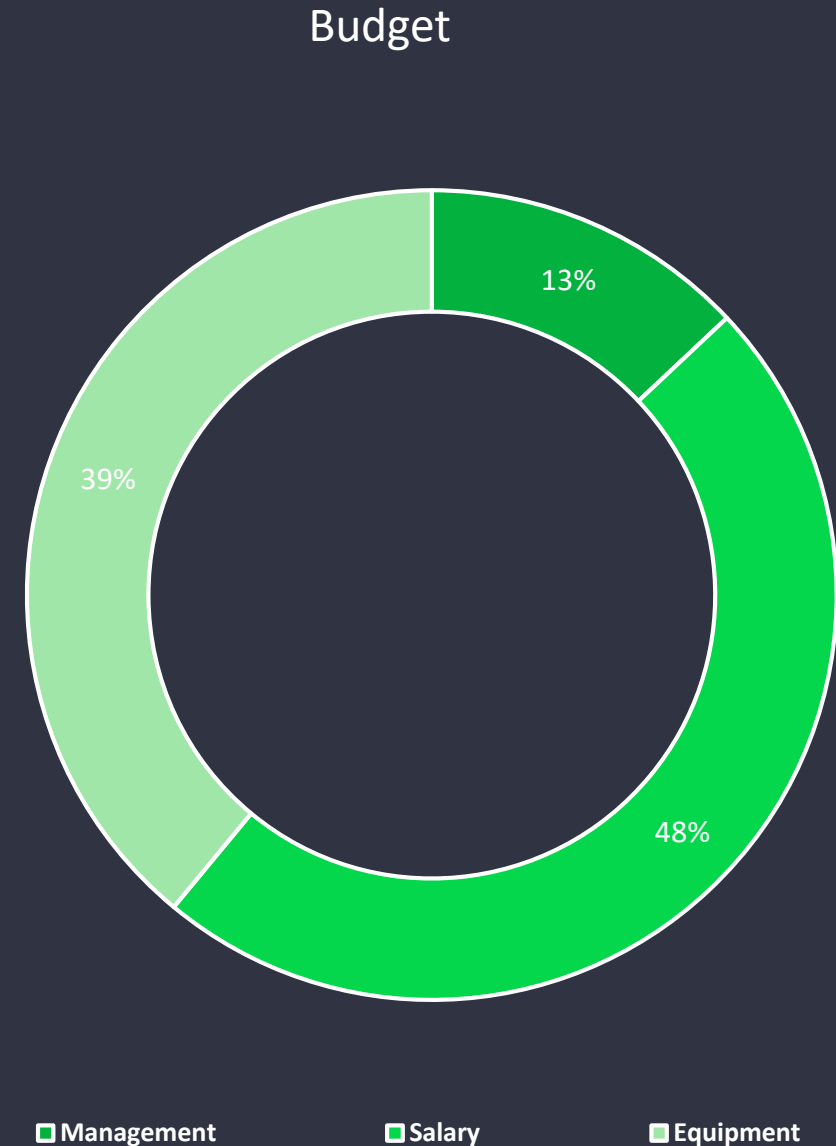


- The project will ideally have a span of 4 to 5 months
- The scheduling is separated into eight subsections
- The room overhaul and R&D make up the majority
- The staff training must commence after the constructions and installations have been completed



HOW MUCH IT COSTS?

- The budget is separated into three core parts
- **Management**: project management, investment management and IT management
- **Salary**: software, hardware and building engineers, transportation, designers
- **Equipment and Material**: VR headgear, room insulation, computers, Styrofoam panels, LED lights, specialized cinema chairs





WHO WILL HELP ME?

- Unity technologies have been the leading software developers for VR/AR integrations to industries such as games, architecture, automobile and more



THANK YOU

Reference material found in my proposal