

ABSTRACT

The paper proposes a unique and contemporary solution to improve and reignite the immersive experience of the cinema like it once was 80 years ago. Cinemas today has been overshadowed by today's advanced technology that allows viewers to watch movies remotely with decent resolutions and sound qualities.

The distractions occurring within cinema amphitheaters can result to personal discomfort and distractions for certain viewers. In addition, the ticket has become more expensive and the majority of the population prefers streaming movies online for free from the comfort of their bedroom.

The text explores virtual reality integration to cinemas, which will ensure maximization of audience immersion to the movie and simultaneously minimizing external distractions and ticket costs by a large percentage. A thorough explanation of the equipment is included, as well as the designs for the environment.

An estimated budget and a strategic schedule provide an overall insight on how the concept will be brought to life and how these guidelines will ensure the project finishes on time with the right amount of resources. Unity Technologies and myself will be partnered to overlook the project's progress and guide the workers to the right direction of the project.

Finally, the paper concludes with re-establishing the importance of virtual reality in cinema and what issues will be overthrown. In addition, contact information are listed for possible contributors.