

1.0 INTRODUCTION

Nowadays, watching a film is more than just presenting a story. The audience demands experience, emotion, intrigue. The cinema experience has remained the same for over a century without a handful of major breakthroughs and innovation, except the digital age. Although colors, resolution and sound have improved, the overall audience experience is left endlessly constant and dull. Audiences will still prefer watching a film from the comfort of their own bedroom over a visit to the cinema. Home equipment and appliances today provide a desirable sound and screening, enough to make the cinema almost obsolete [2].

1.1 Purpose

The purpose of this proposal is to provide a possible innovative solution that will propel the cinema adventure into modern standards. The concept of Virtual Reality is an ideal candidate for making movies more immersive compared to current and failed technologies. The audience feels more connected to the virtual world they always desired to be part of. With new technologies, virtual reality is able to integrate movies and true immersion together to modernize the way we watch movies nowadays. In addition, the process of creating movies will change as well. Filming, animating and rendering are processes that will most likely be affected and become revamped with new tools and technologies in order to produce integrated movies for virtual reality.