

VR Experience

One of the first VR experiences I did was in the Microsoft store when HTC Vive first launched. I was amazed by the viewpoints being presented in front of me. After that, I worked on smartphones with 360 degrees videos which are great regarding portability but not great in the level of immersion because of resolution and other disadvantages.

At that time, I thought using smartphones had some limitation when realizing VR; however, the next piece I saw changed my mind. It was in the Future of Storytelling Festival last year, In the project called Peroration 6, where the whole project is happening inside a smartphone but also presented a very nice experience. The trick was to use not only the smartphone screen but also things outside of the screen. When putting on the gaggle, viewers are seeing a band playing in the middle of the desert when the performance is playing to half; the viewers would witness a storm coming towards us. Meanwhile, the ground starts to shake, and there is wind blowing on our body. It is the first time I experienced a piece giving me the feeling of immersion by tricking sensors more than vision and auditory. Although the film is also excellent, I do think the use of fan and vibration bring the project to the next level.

Last week I also viewed Henry and Dear Angelica which I think both did a great job. By using Oculus, I do believe that the visual content of VR games or films is boosted a lot in the past a few years. In Henry, the atmosphere of happiness, sadness, disappointment, and shock are presented nicely in the gaggle. This experience of VR reminds of the Sleep No More in some sense where the viewers don't see a show on one a fixed chair into a fixed perspective. However, even though we can see 360, I have this intention of seeing more, for example standing in the bedroom. Another reason I really like the film is that in a small amount of time, it shows a lot of emotions and scenes.