

Storytelling in Virtual Reality

Akvil Sakhare (15 63 300 13)

Guide: Prof. Jayesh Pillai

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Screen

Shadows

Puppets

Fire

Puppeteer

Way out

Prisoners

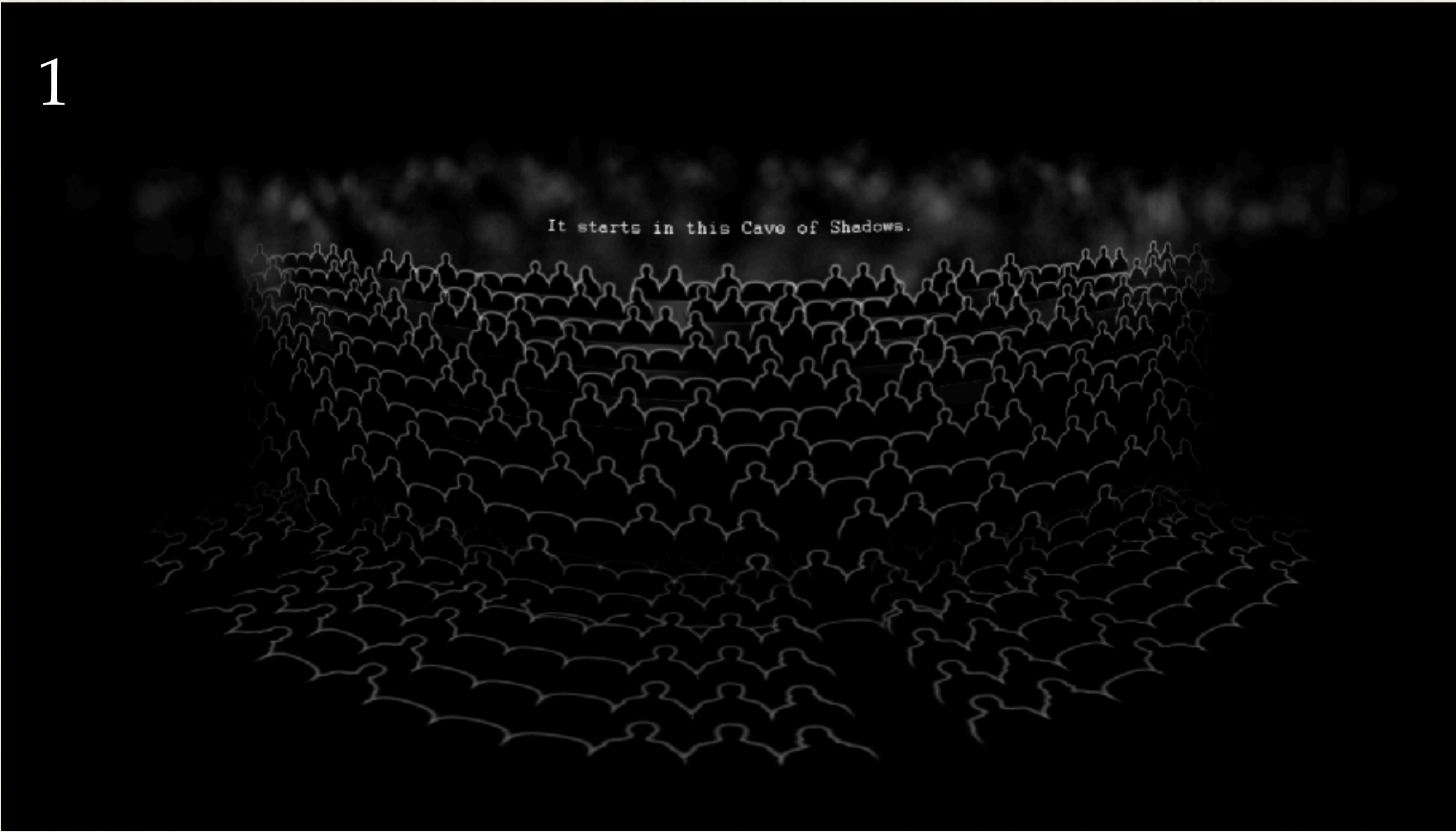
5th Feb '16

Outline

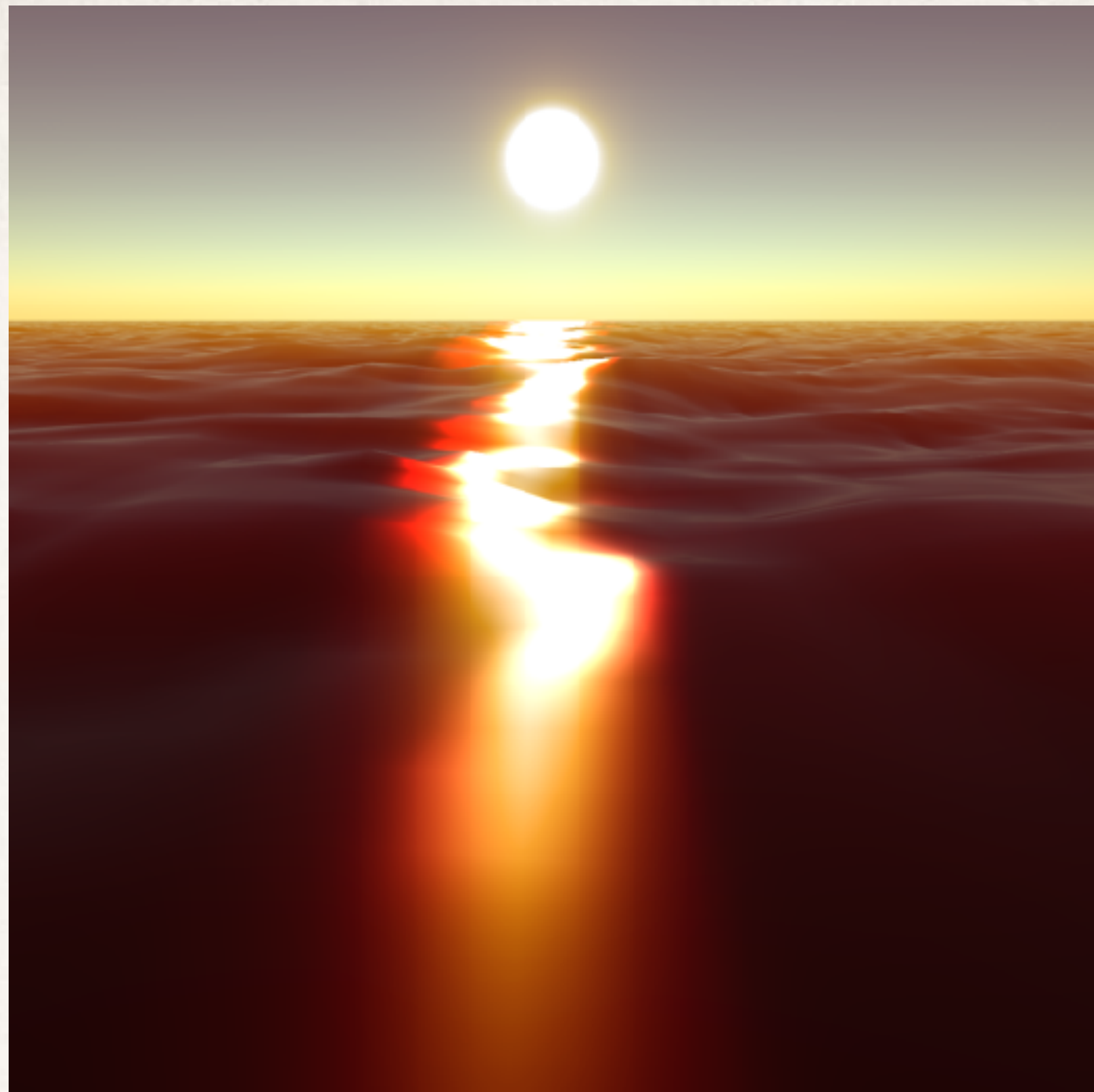
- One of the prisoners escapes from the bindings and leaves the cave.
- He is shocked at the world he discovers outside the cave and does not believe it can be real
- As he becomes used to his new surroundings, he realises that his former view of reality was wrong
- He begins to understand his new world, and sees that the Sun is the source of life and goes on an intellectual journey where he discovers beauty and meaning
- He see's that his former life, and the guessing game they played is useless
- The prisoner returns to the cave, to inform the other prisoners of his findings
- They do not believe him and threaten to kill him if he tries to set them free



1



3



2



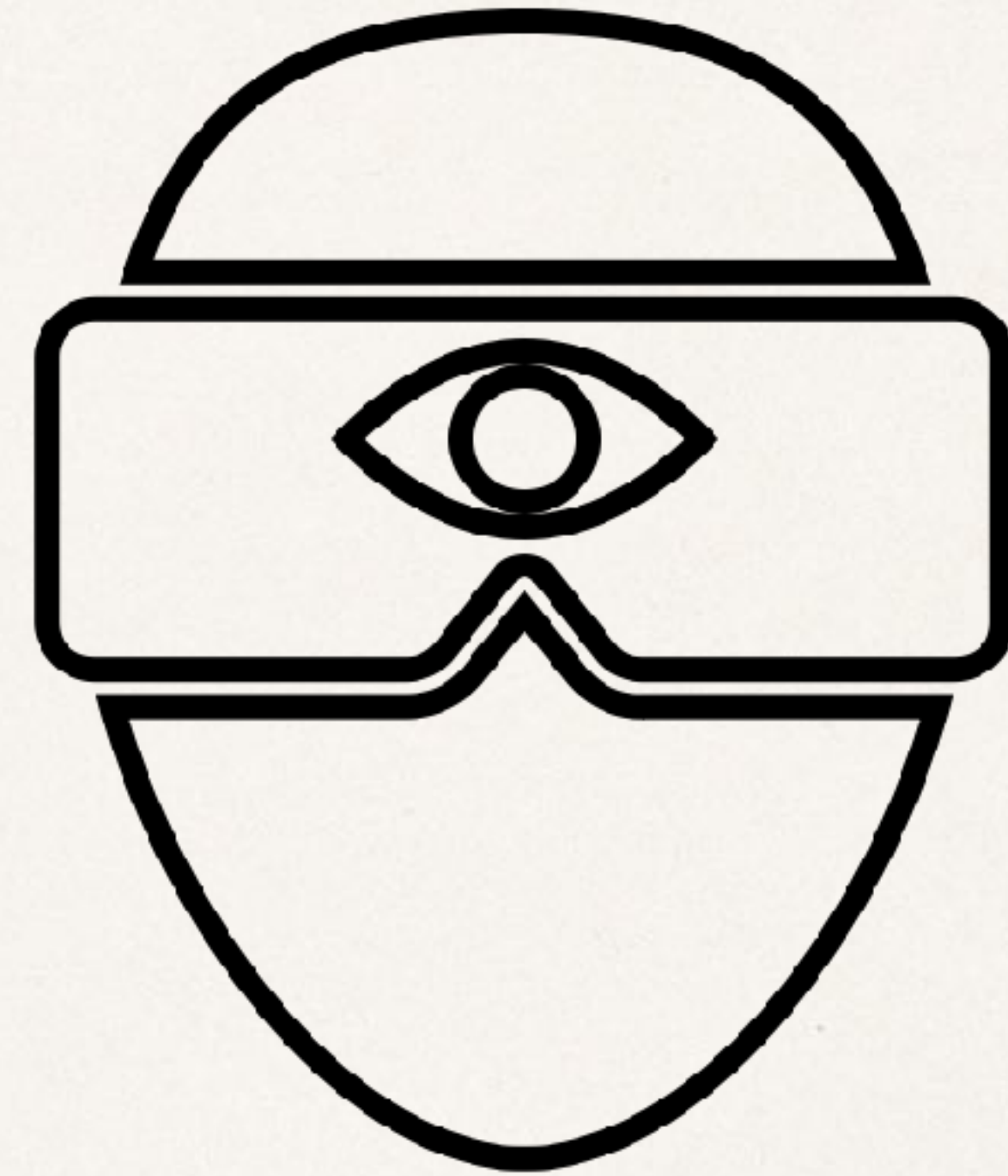
4



Story in VR

- ❖ Subjective experience
- ❖ Secondperson Narrative
- ❖ Levels of reality

-
- ❖ Storytelling
 - ❖ Writing
 - ❖ Drawing

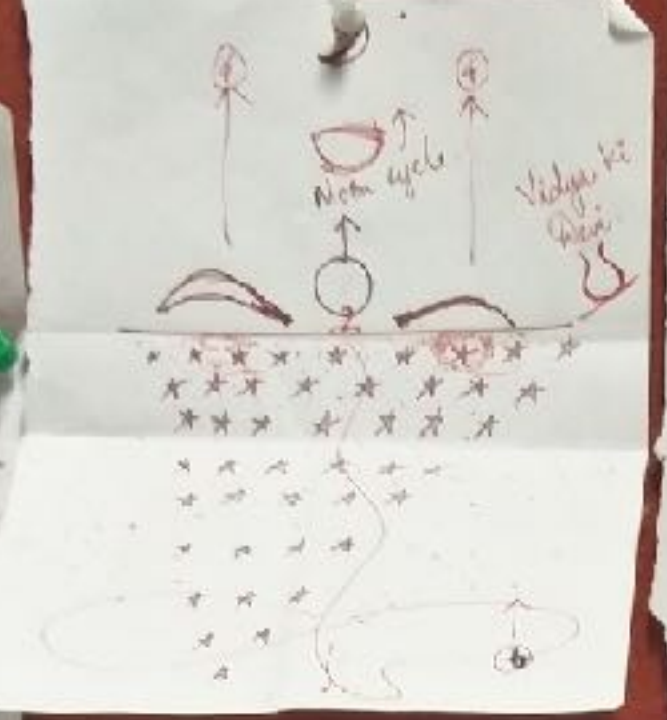


Created by Curve
from Noun Project

Initial Drawings

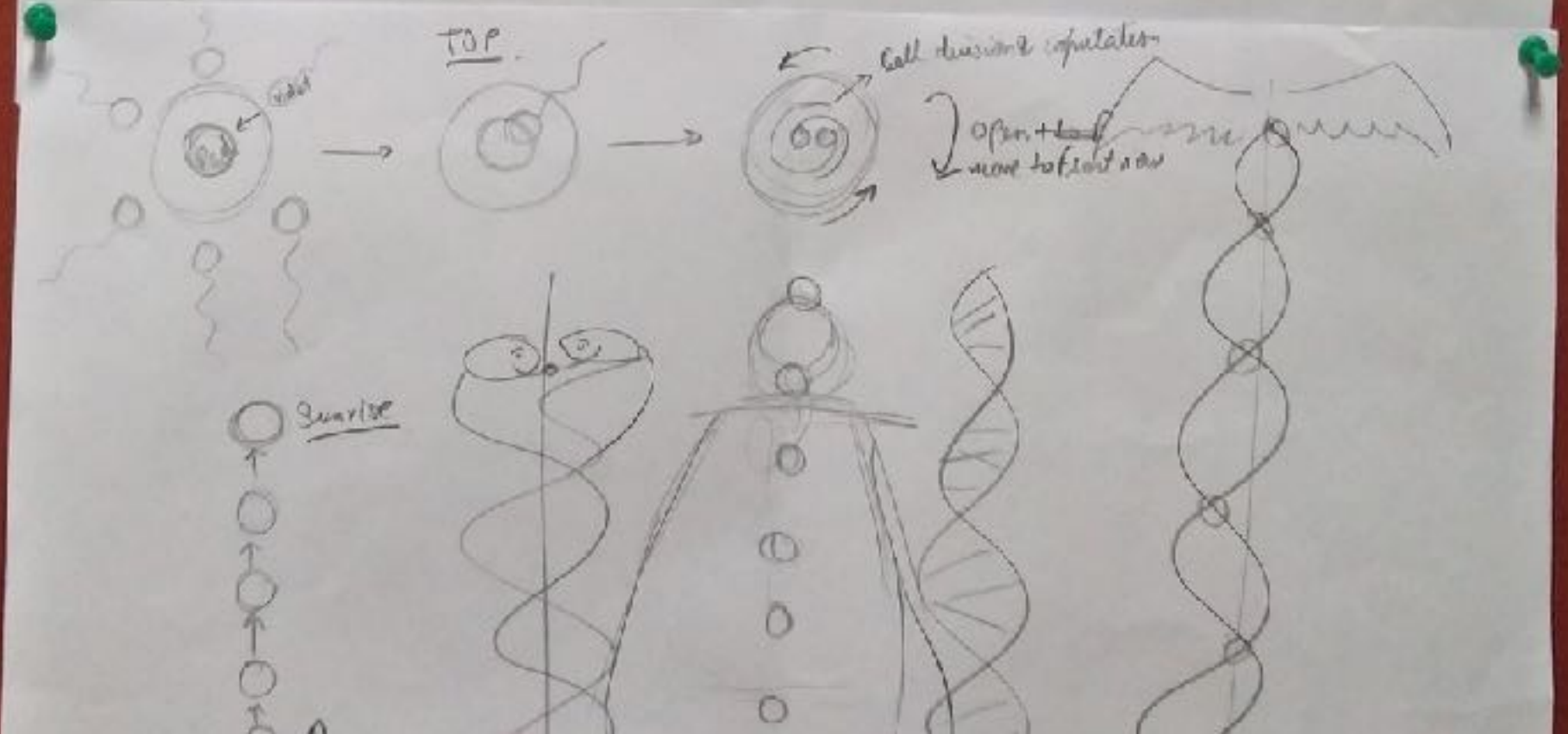
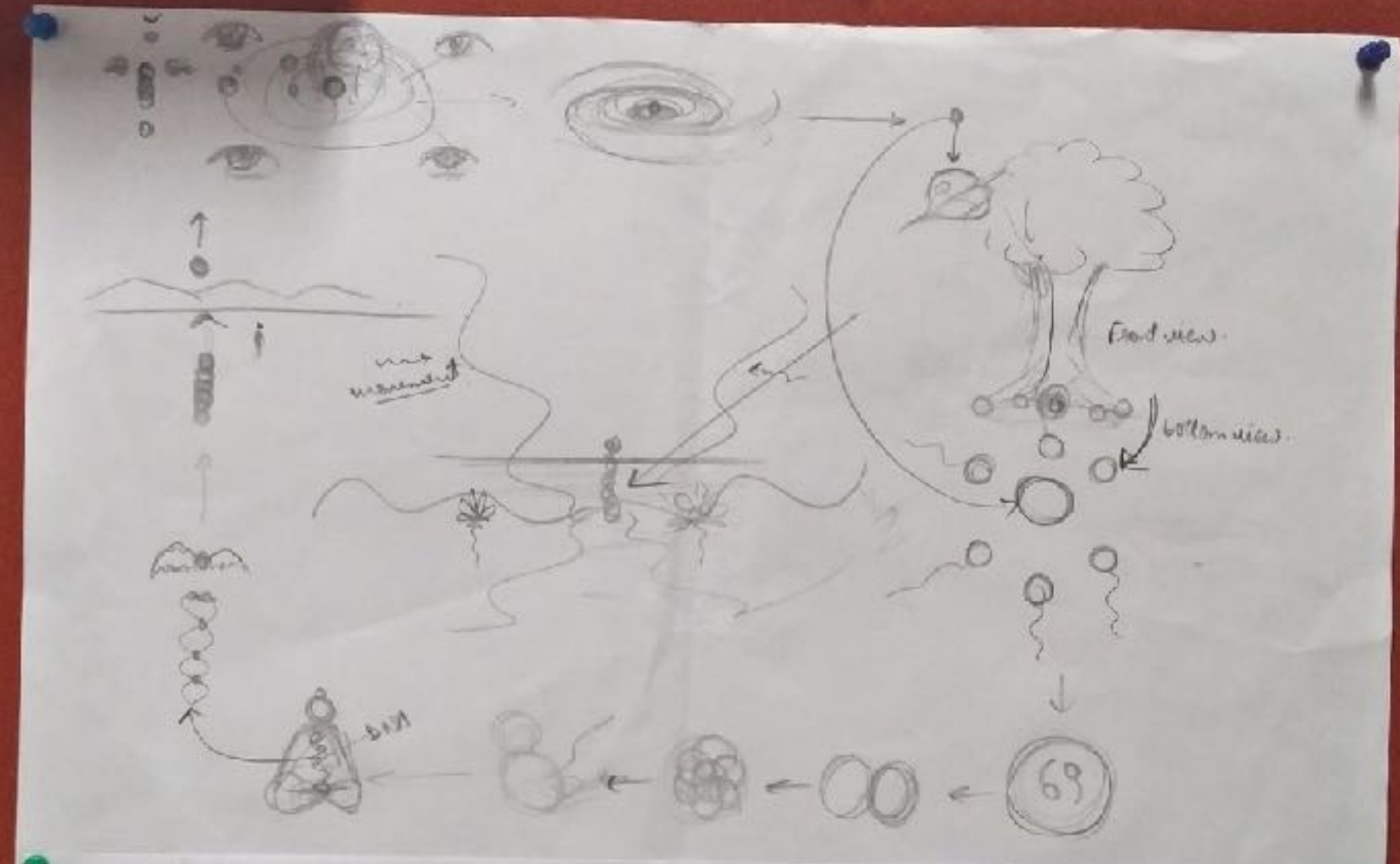
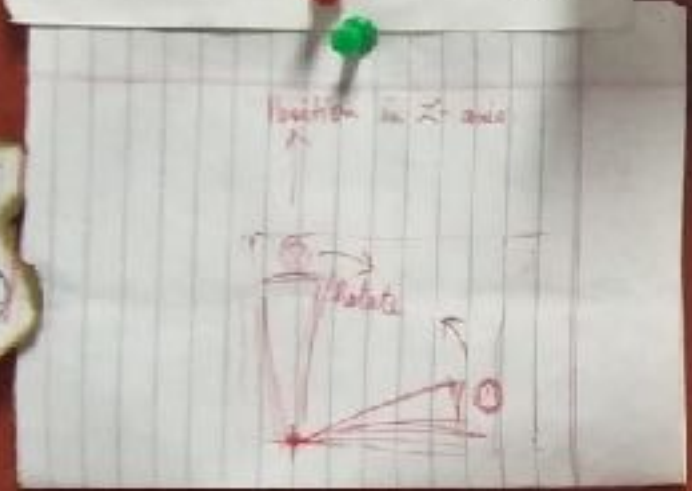
Suspension of disability is not required.
 Central Intelligence network all out

④



Consciousness in Sleep → Neuron (Brain Base)

⑨





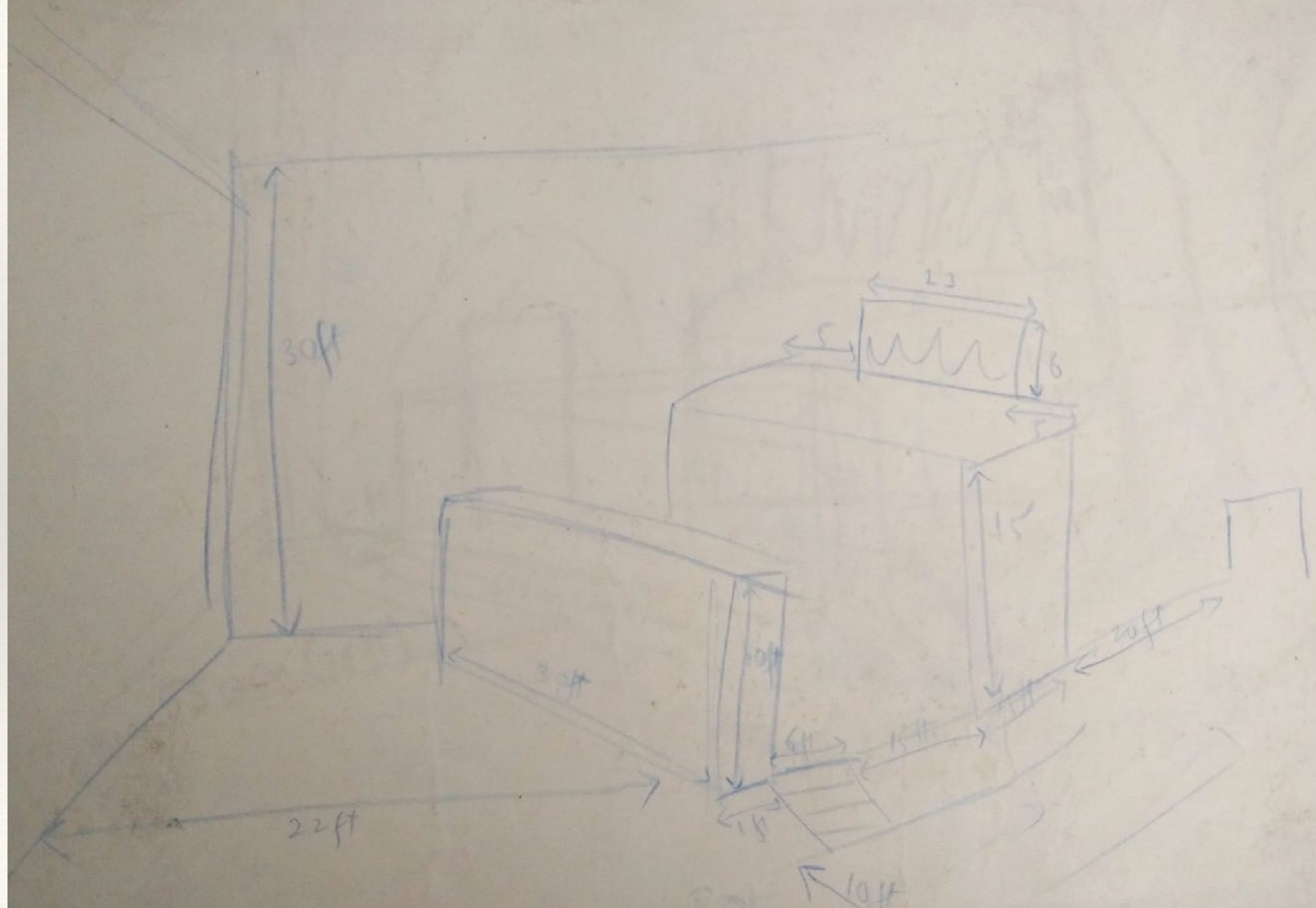
sky box
A
A

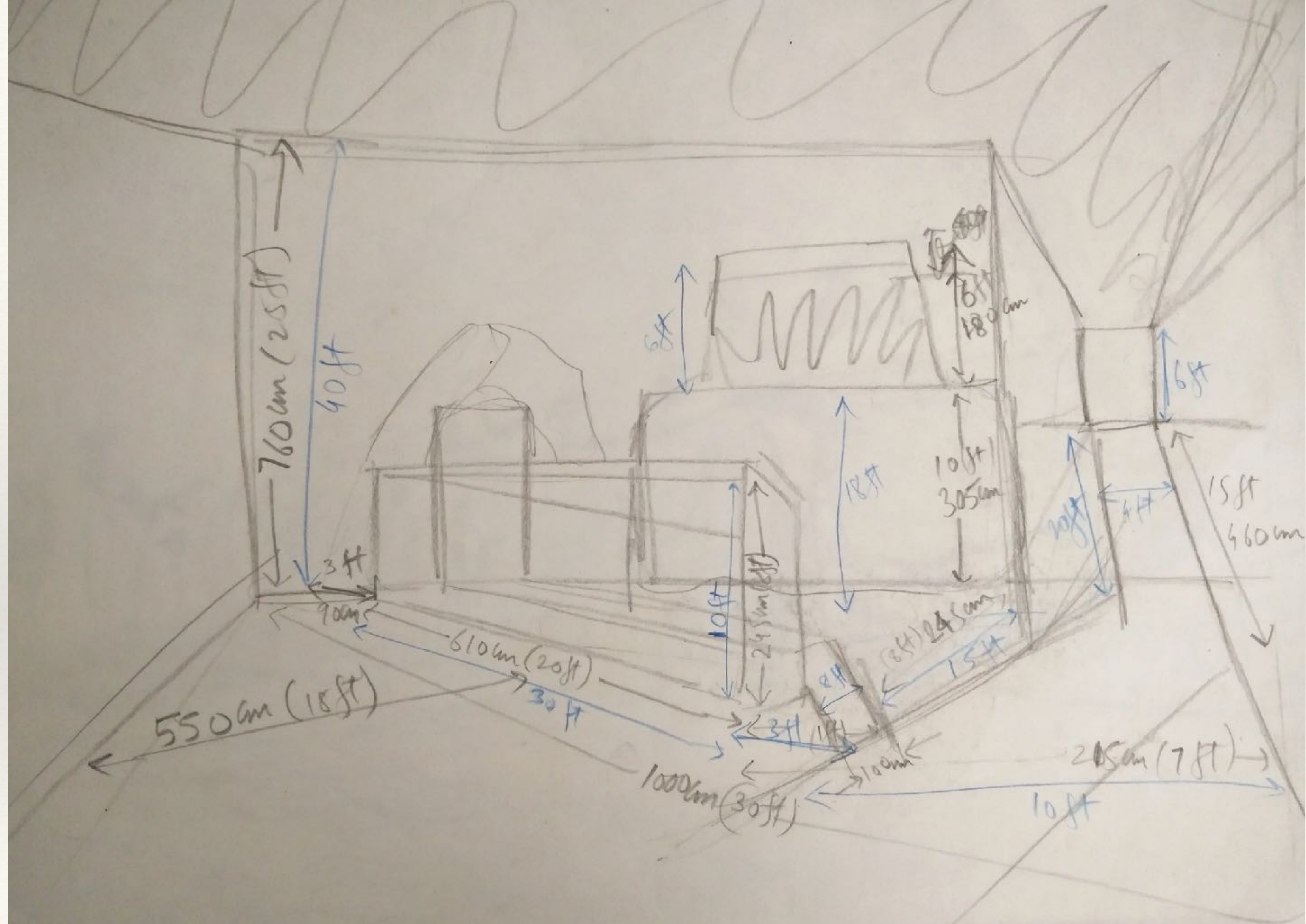


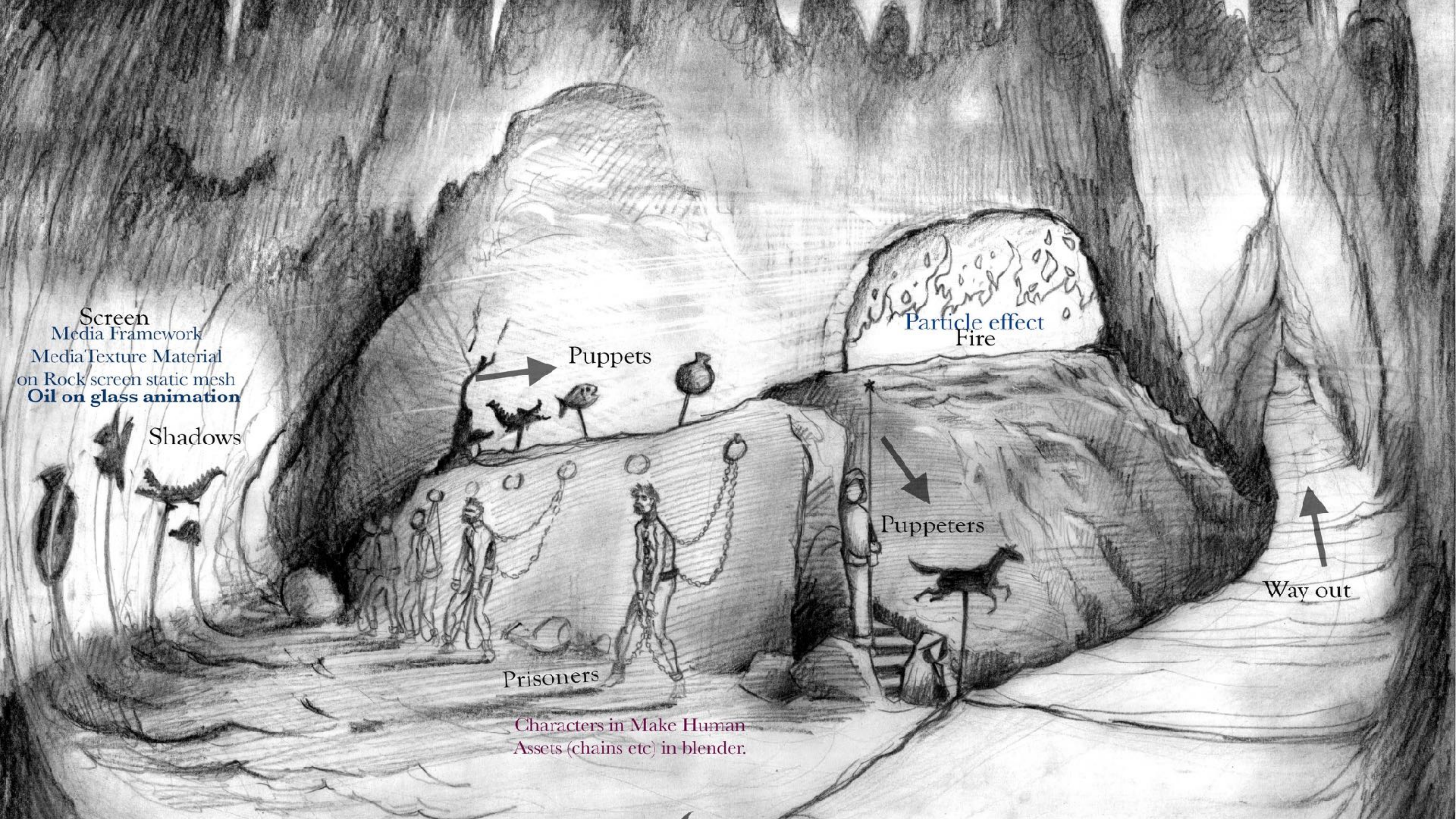
aligns

Five projecting semi-cylindrical screen.

what a wonderful world
(Joe black musical)







Screen
Media Framework
Media Texture Material
on Rock screen static mesh
Oil on glass animation

Shadows

Puppets

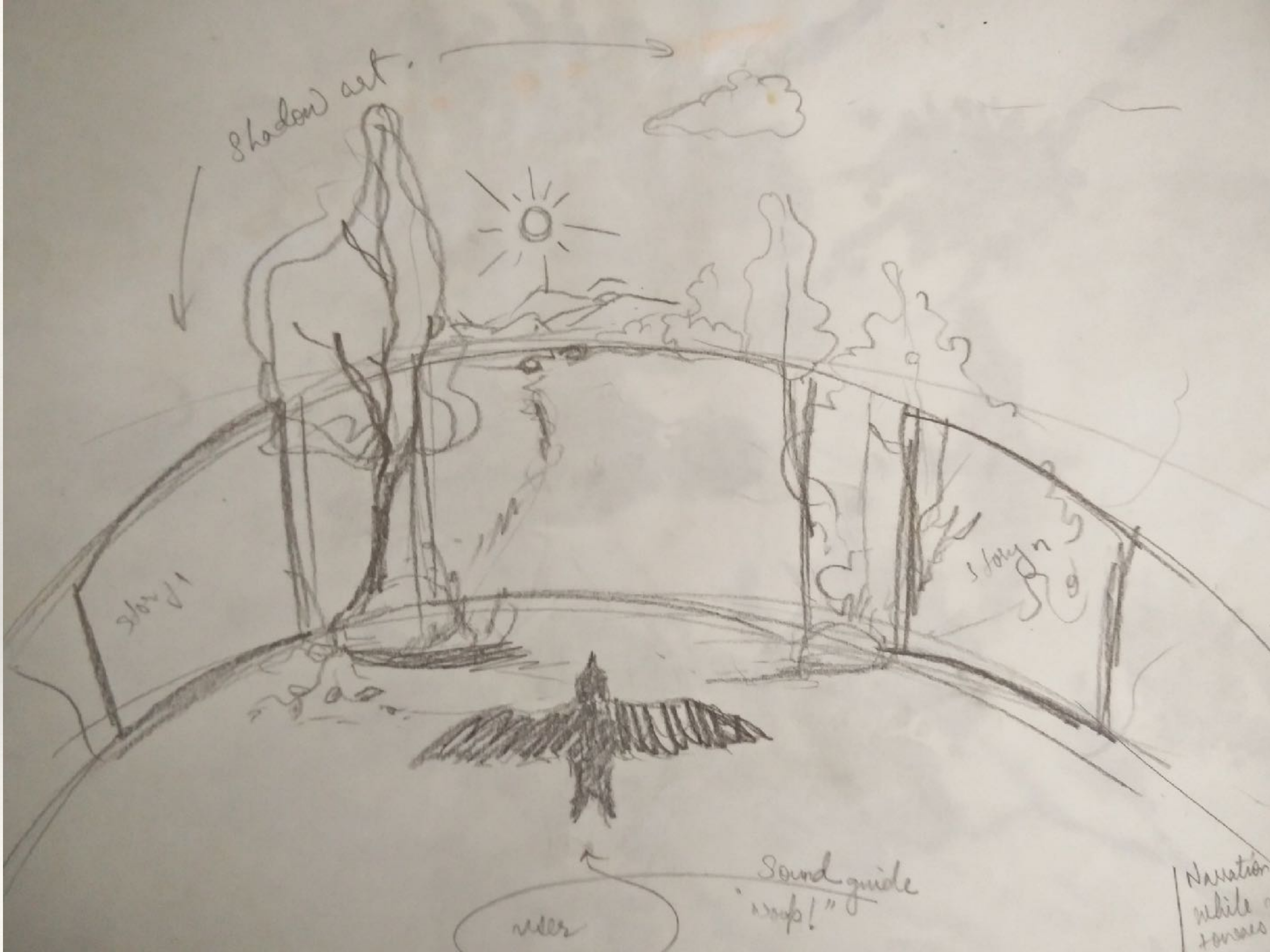
Particle effect
Fire

Puppeteer

Way out

Prisoners

Characters in Make Human
Assets (chains etc) in blender.



Shadow cast.

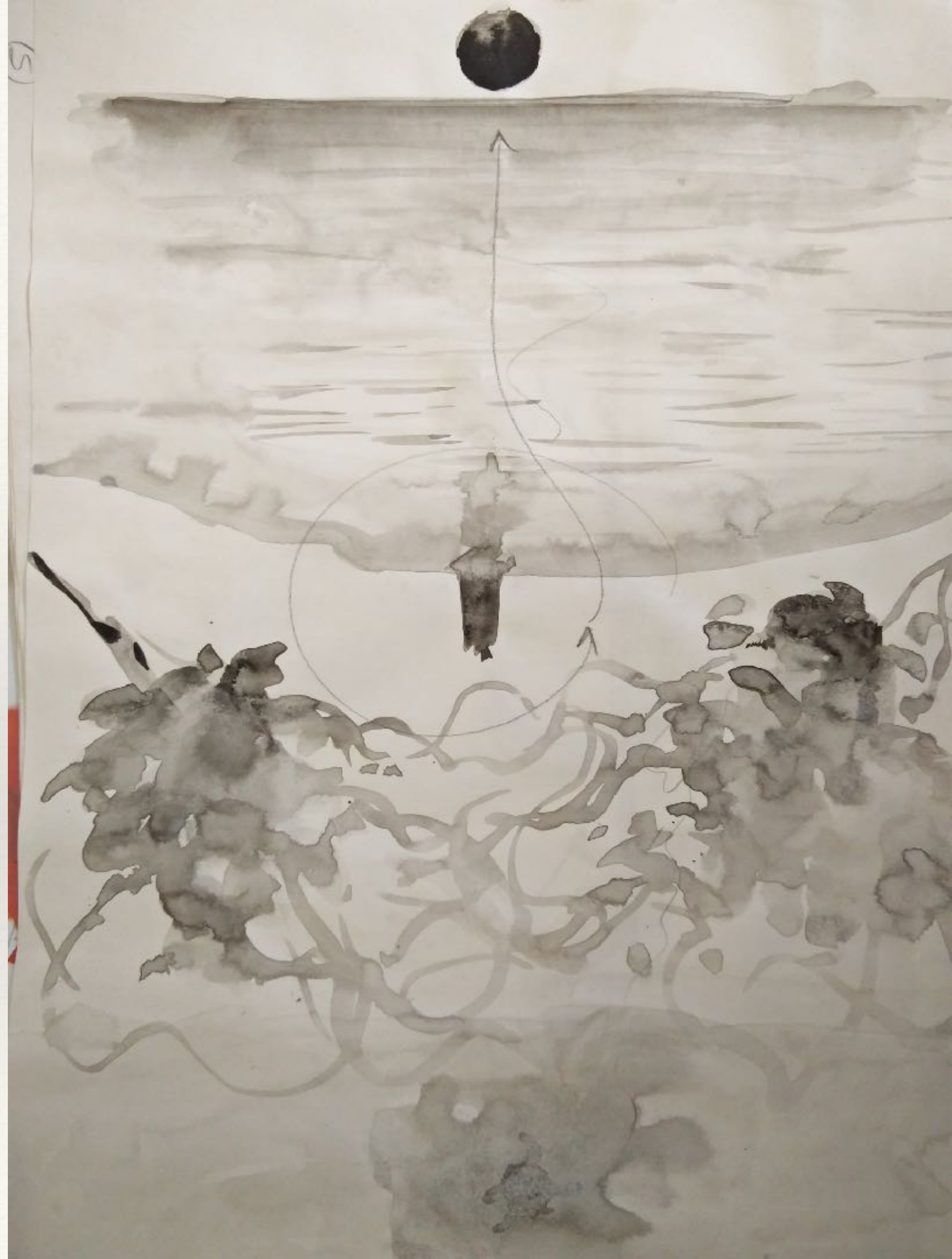
Sound guide
"wump!"

user

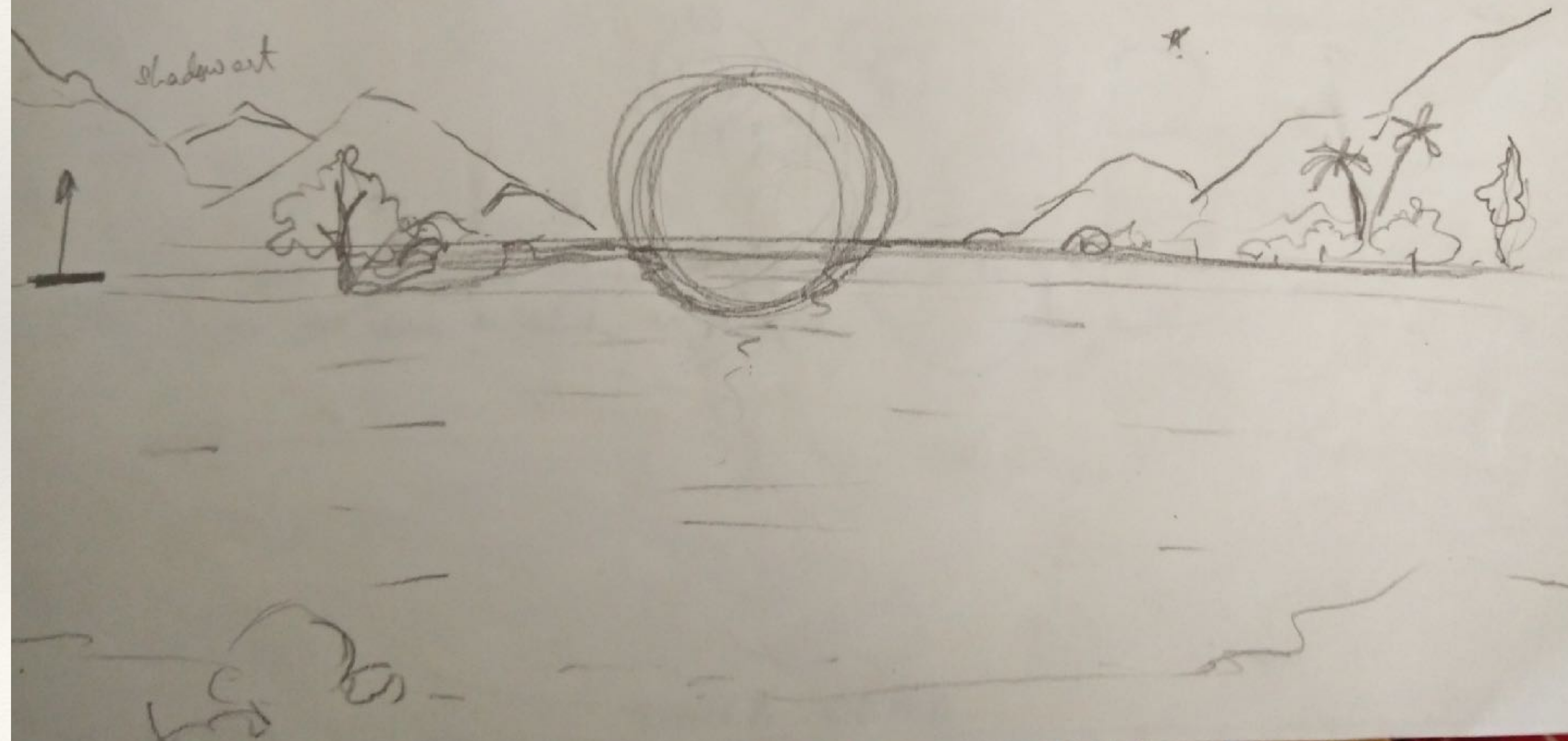
Narration
while on cases

Story n
5' 9''

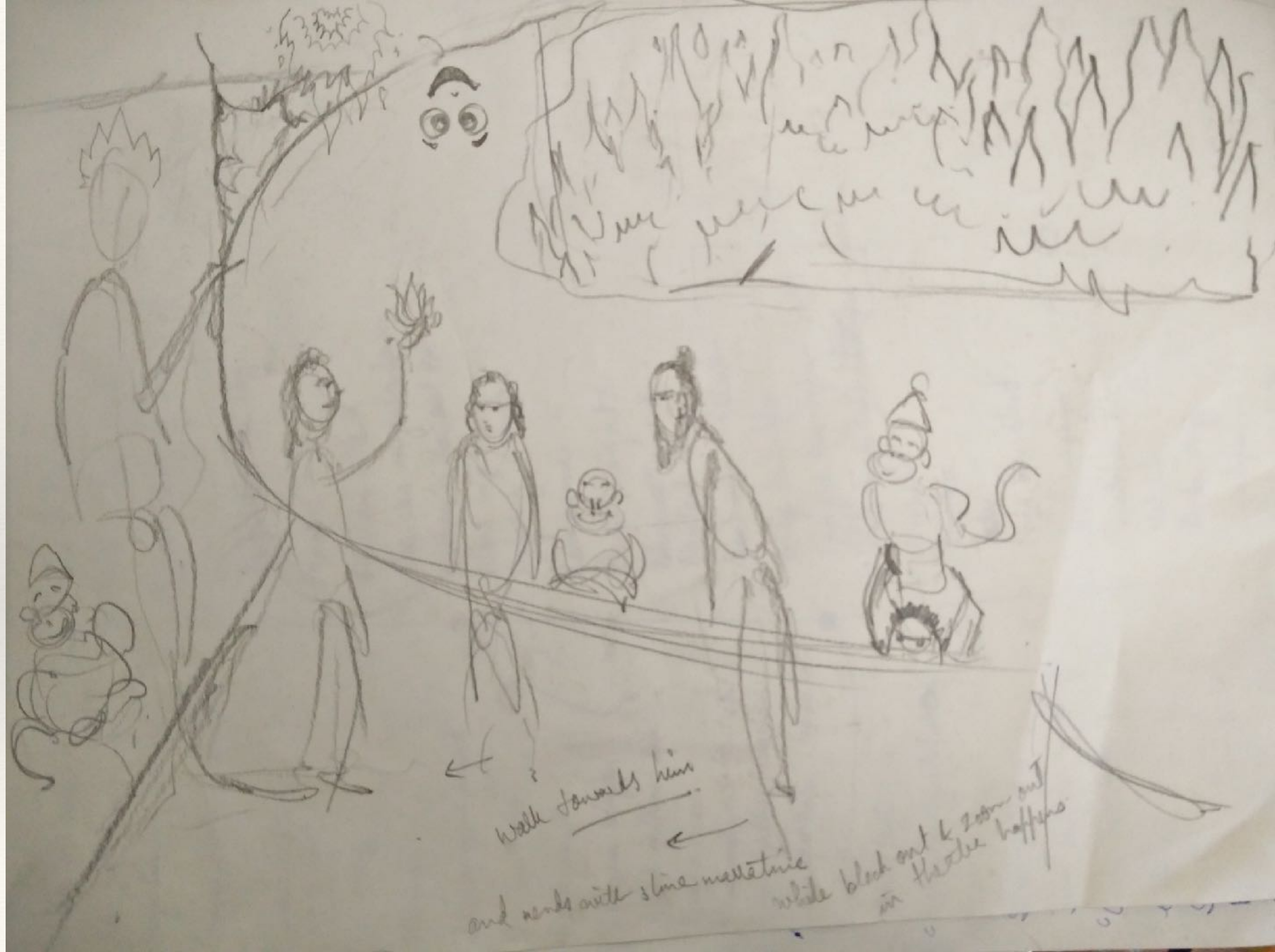
1/2 way



Towards
night



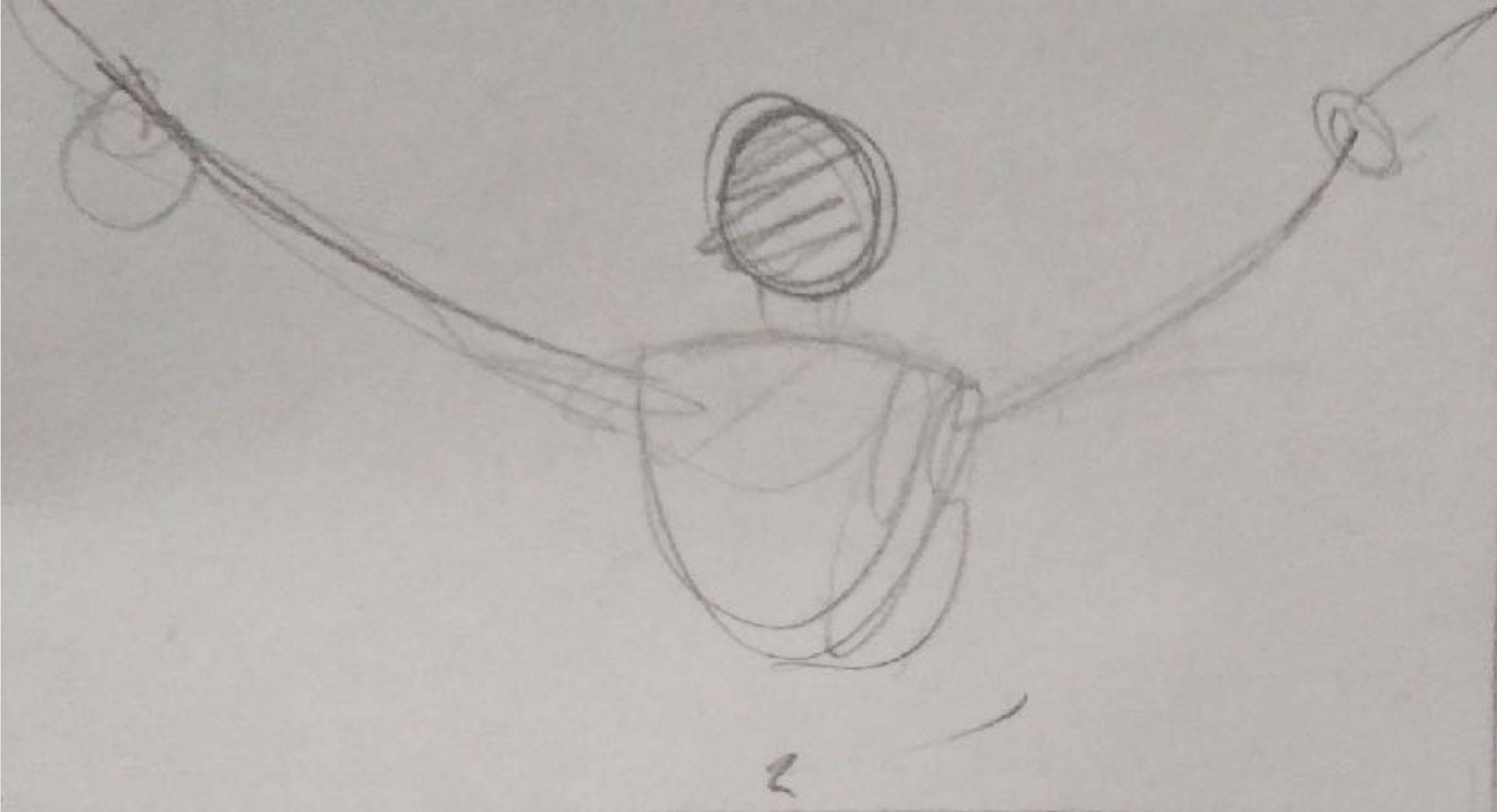
shadows



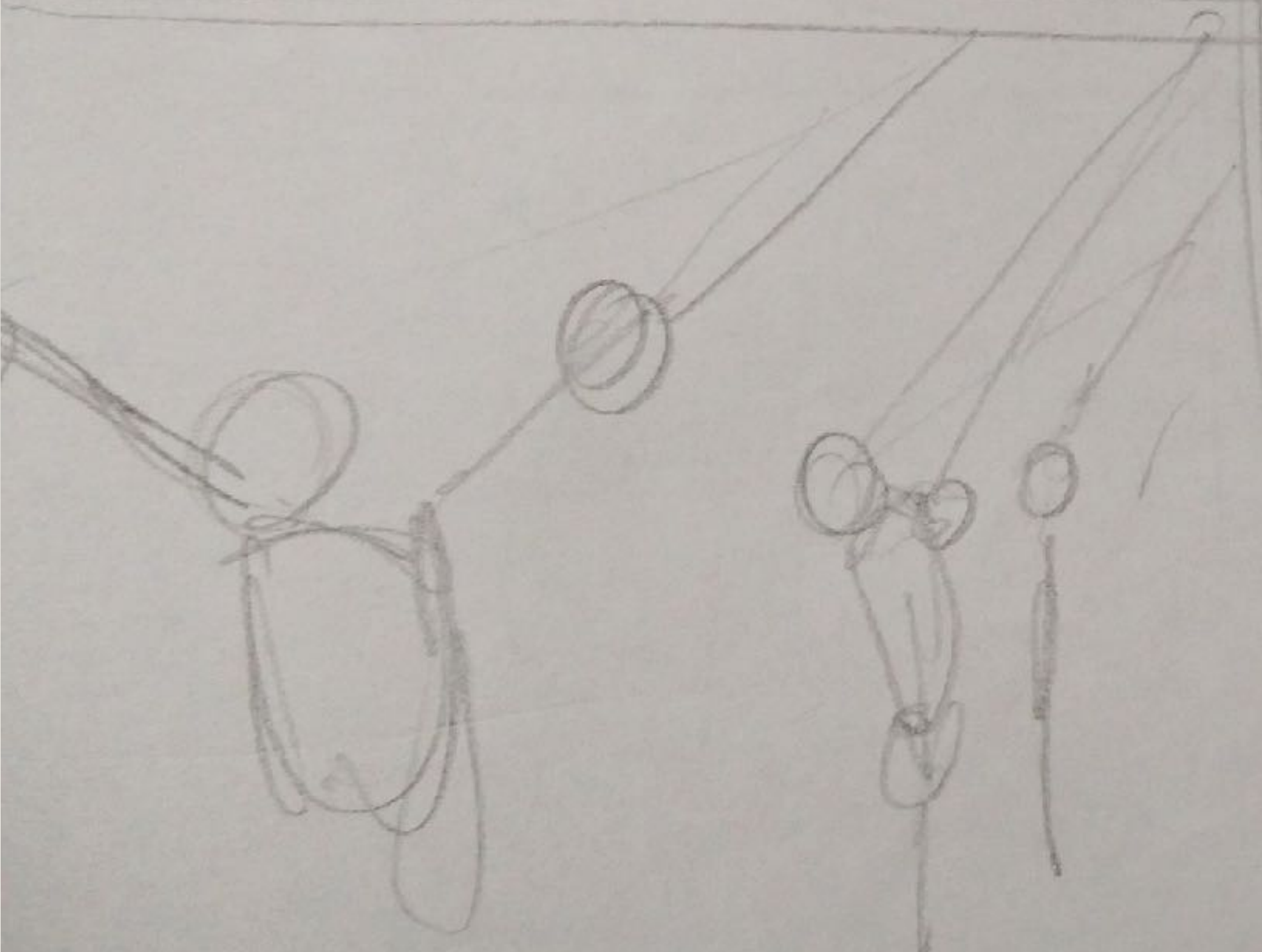
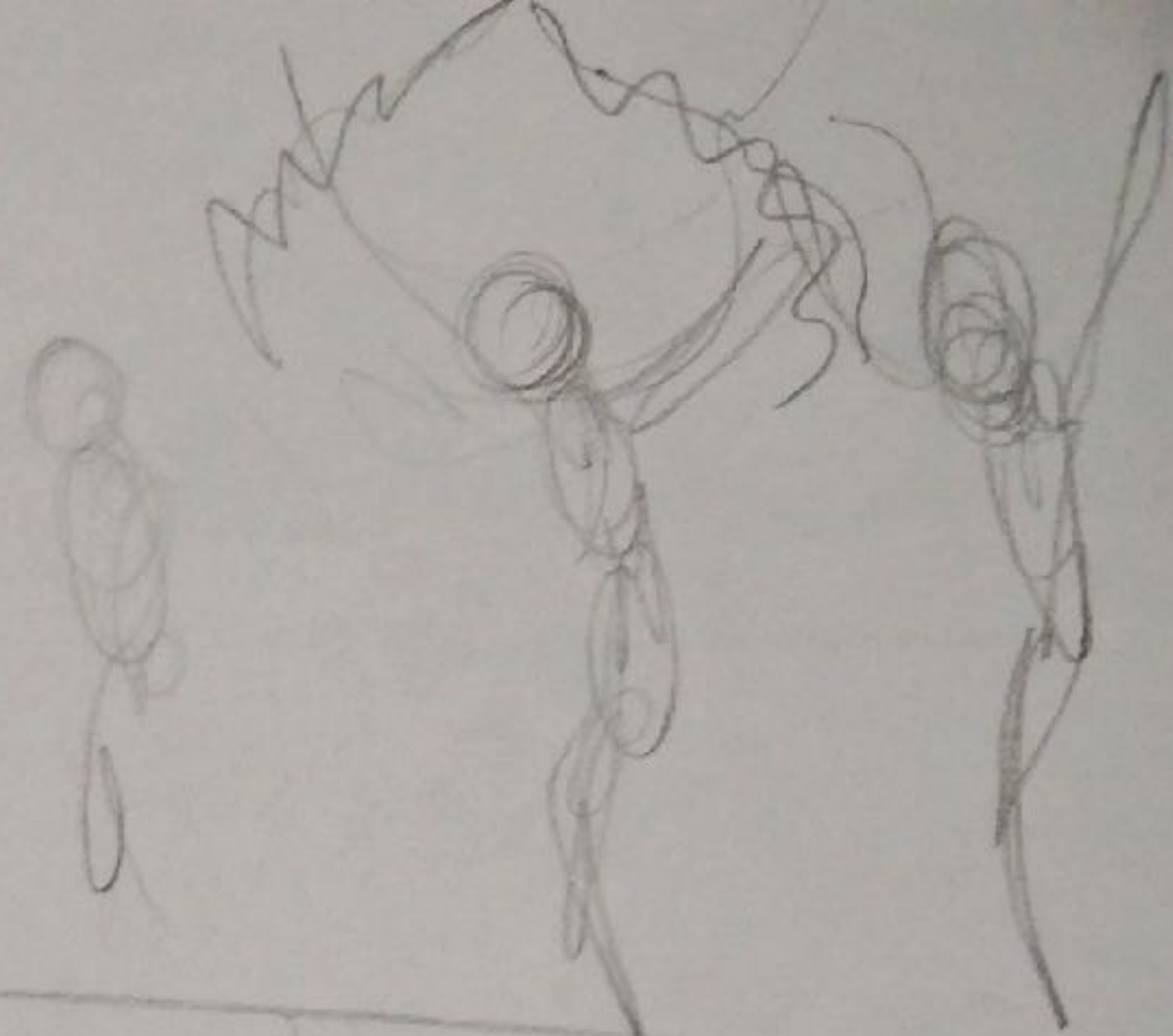
walk towards him

and ends with some metatext

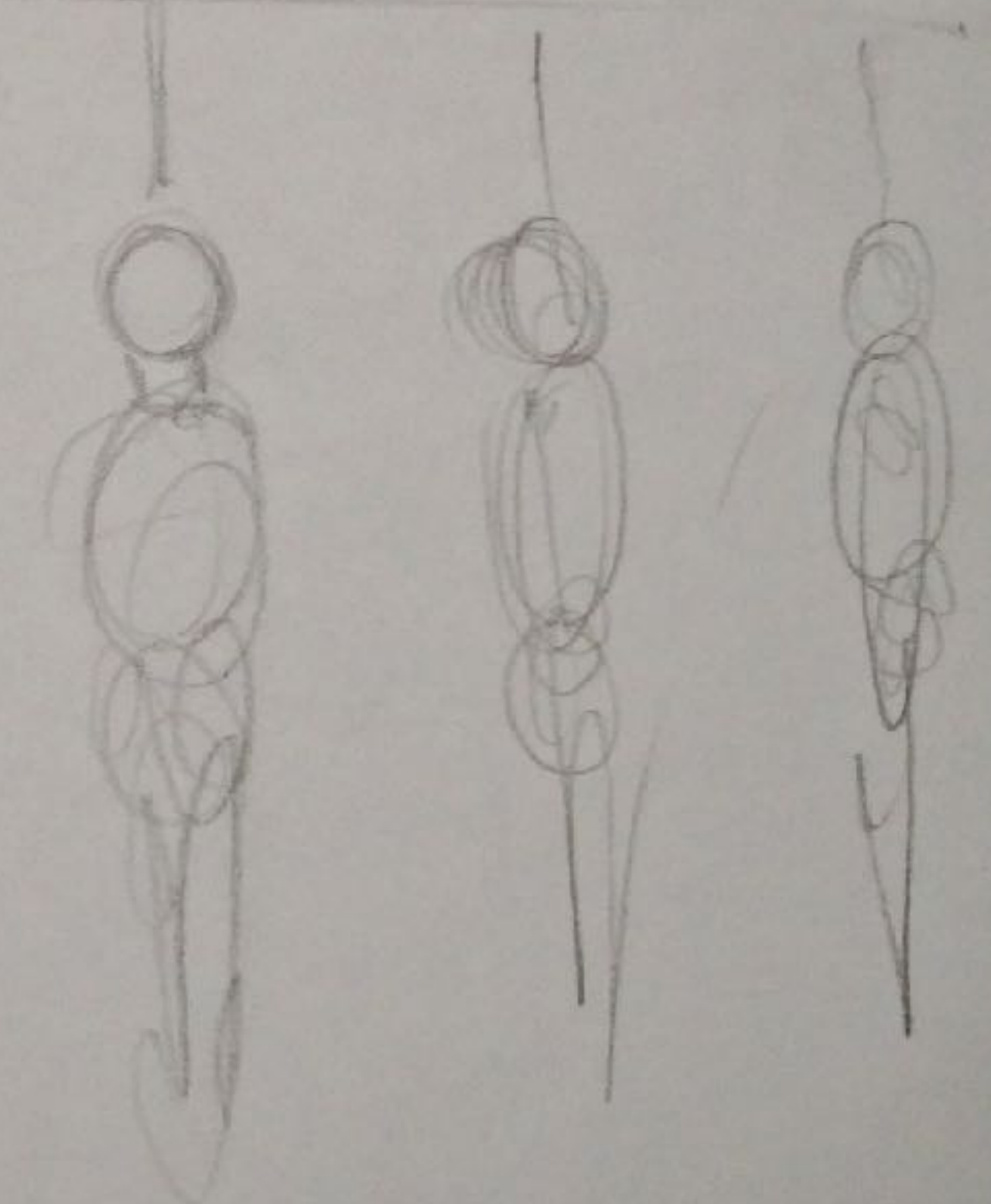
white blink out & zoom out
in theater happens

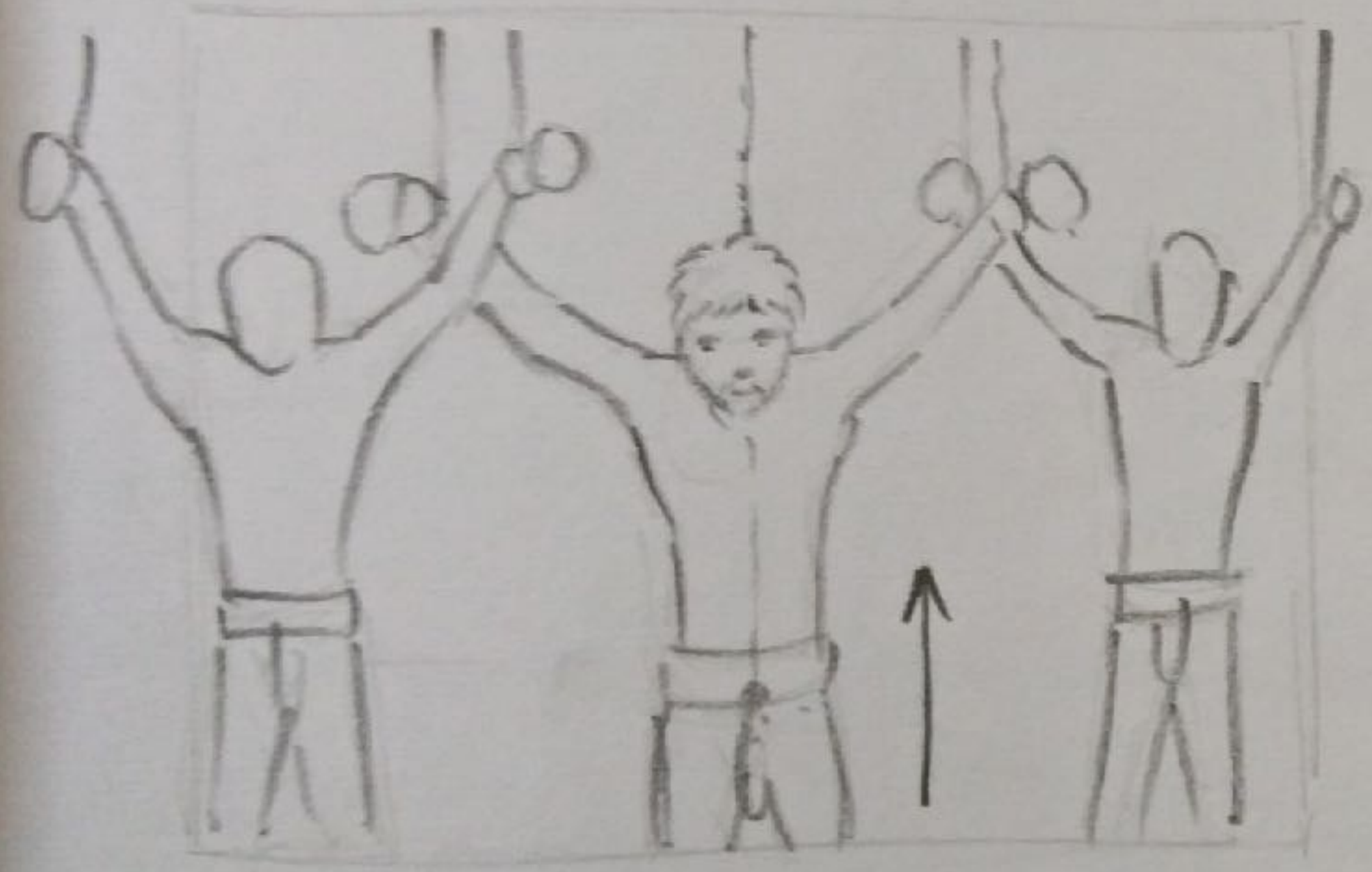
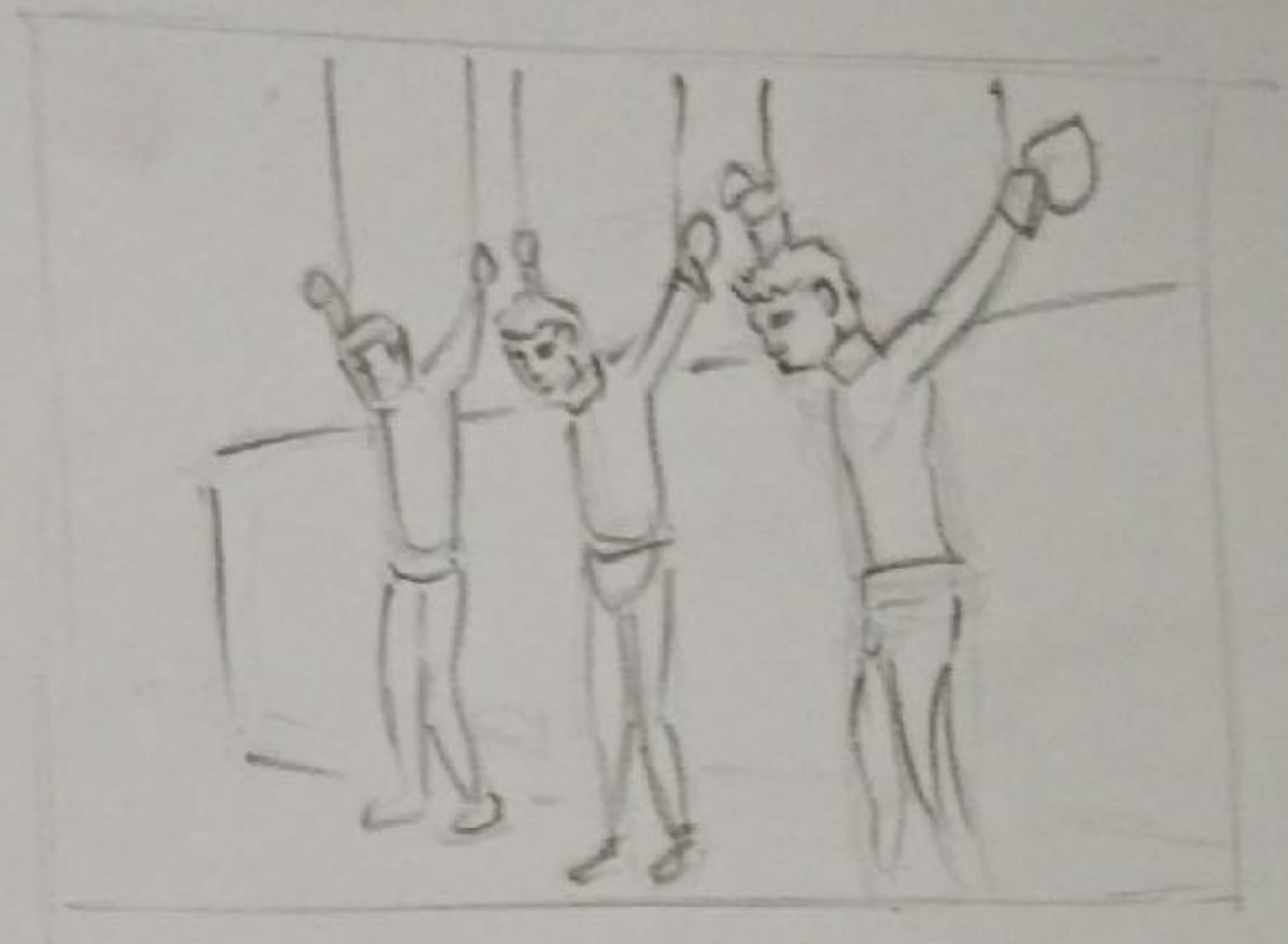
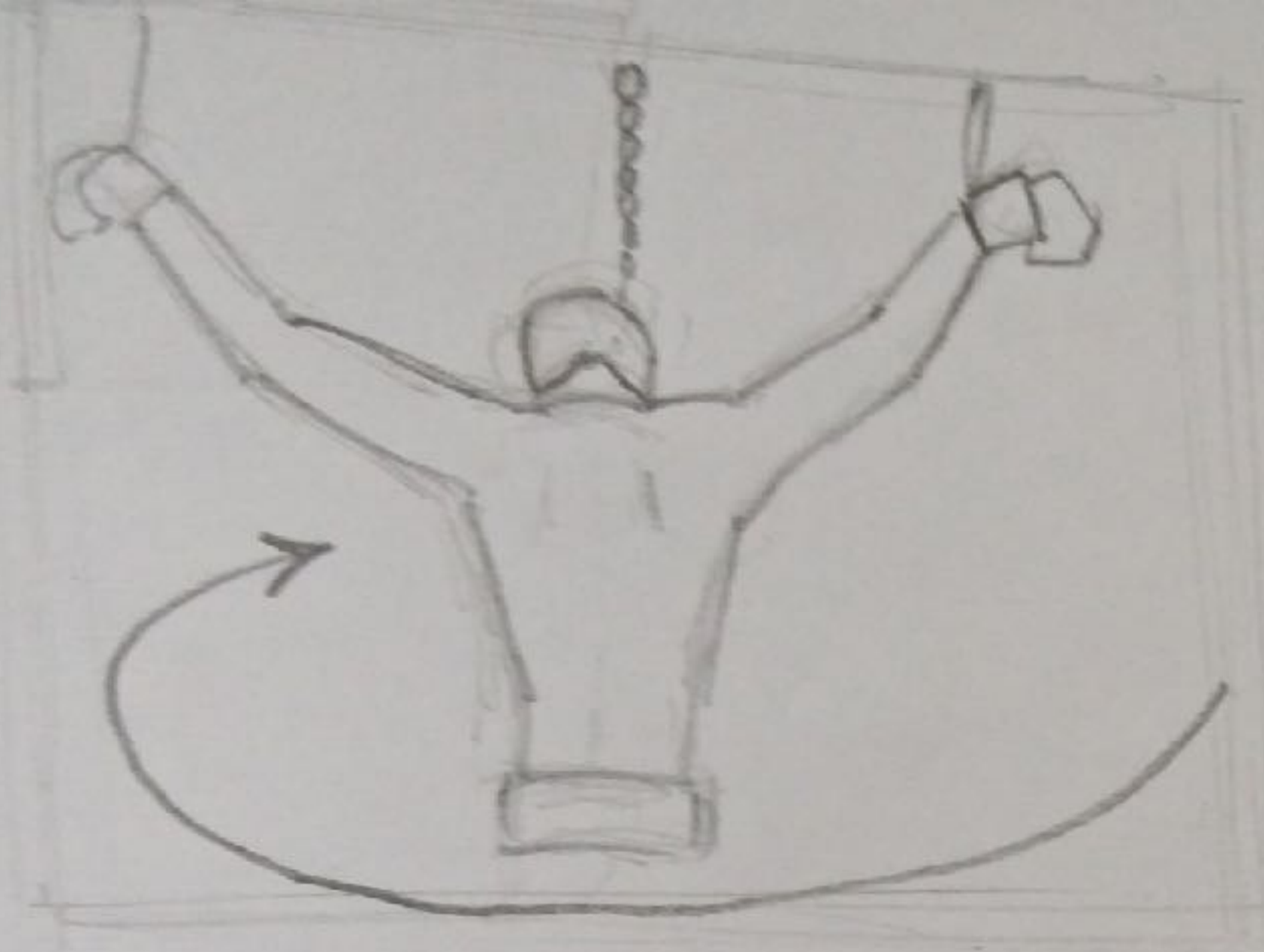


2



4

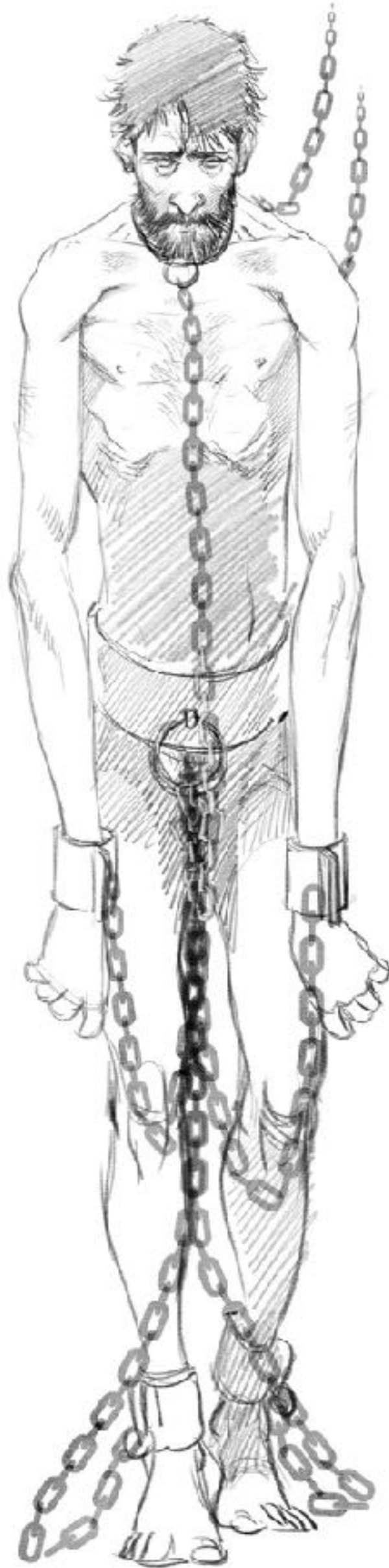




Character Design

Character Sketch of Prisoner

Front



Side



Back



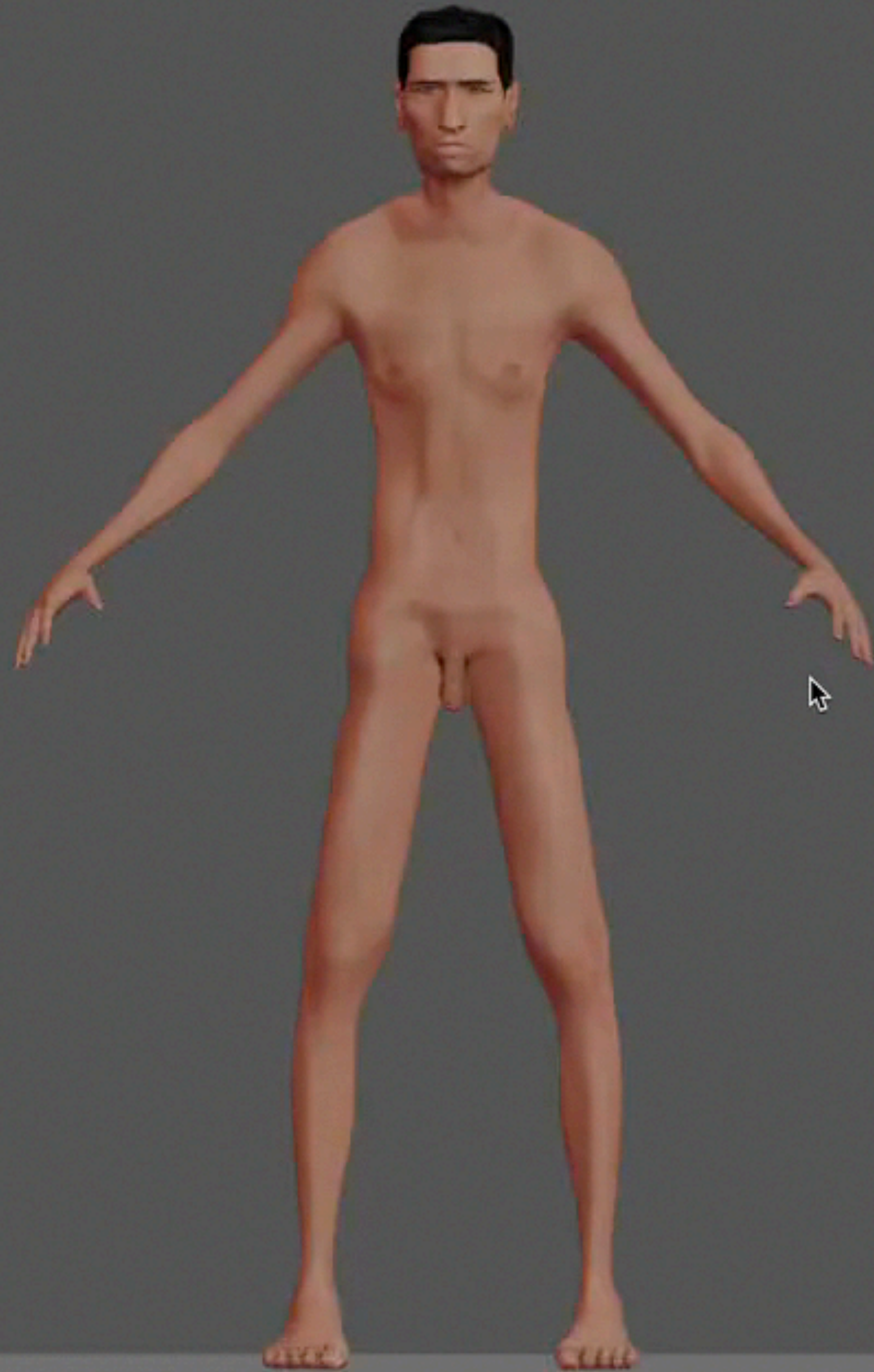
Front

Character Sketch of Puppeteer

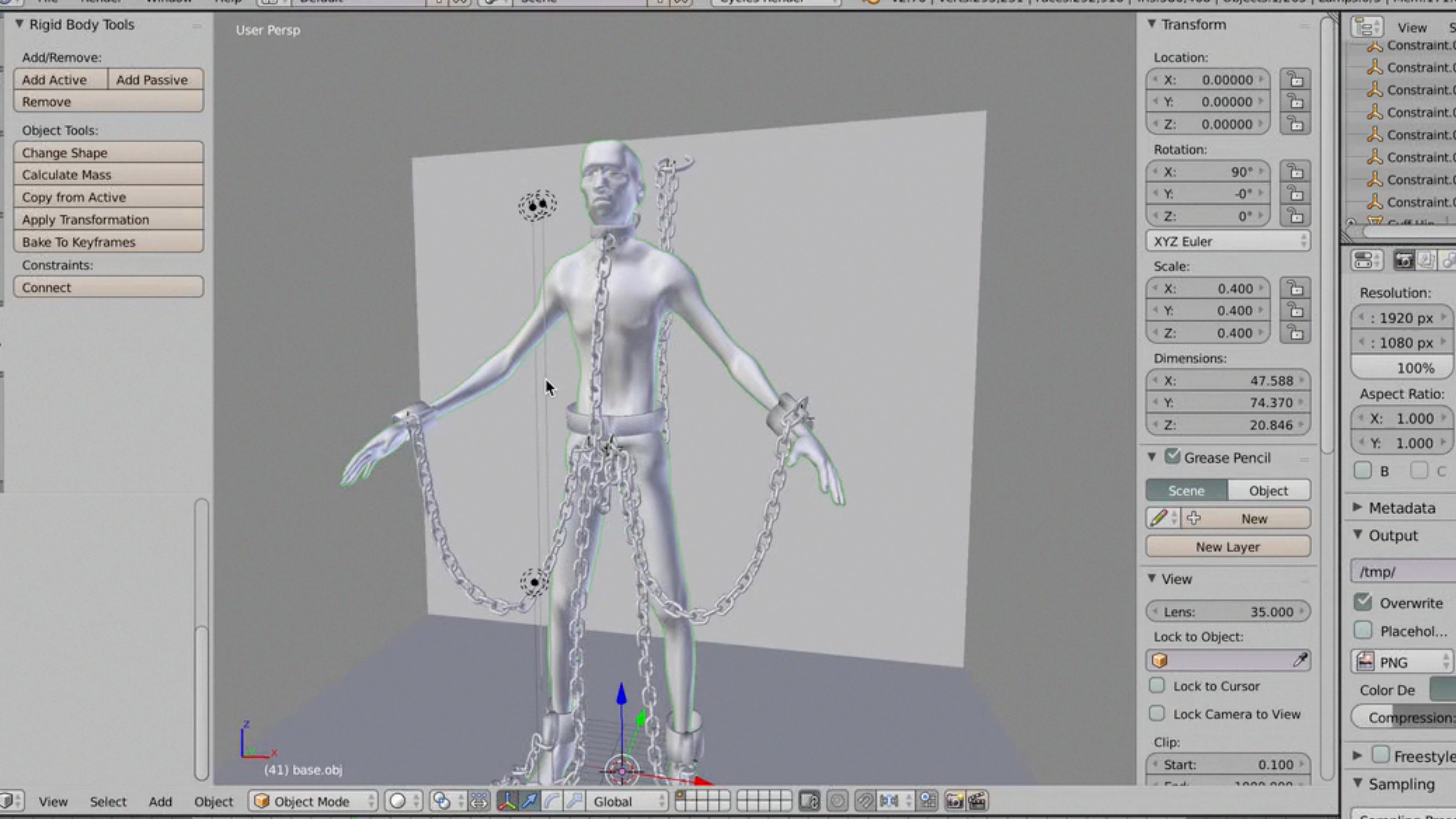
Back

Side









▼ Rigid Body Tools

Add/Remove:

- Add Active
- Add Passive
- Remove

Object Tools:

- Change Shape
- Calculate Mass
- Copy from Active
- Apply Transformation
- Bake To Keyframes

Constraints:

- Connect

User Persp

▼ Transform

Location:

- X: 0.00000
- Y: 0.00000
- Z: 0.00000

Rotation:

- X: 90°
- Y: -0°
- Z: 0°

XYZ Euler

Scale:

- X: 0.400
- Y: 0.400
- Z: 0.400

Dimensions:

- X: 47.588
- Y: 74.370
- Z: 20.846

▼ Grease Pencil

Scene Object

New

New Layer

▼ View

Lens: 35.000

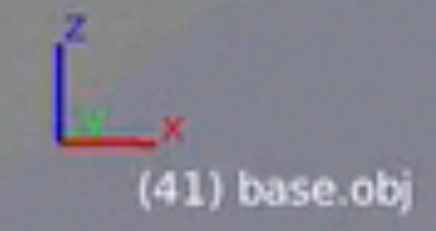
Lock to Object:

Lock to Cursor

Lock Camera to View

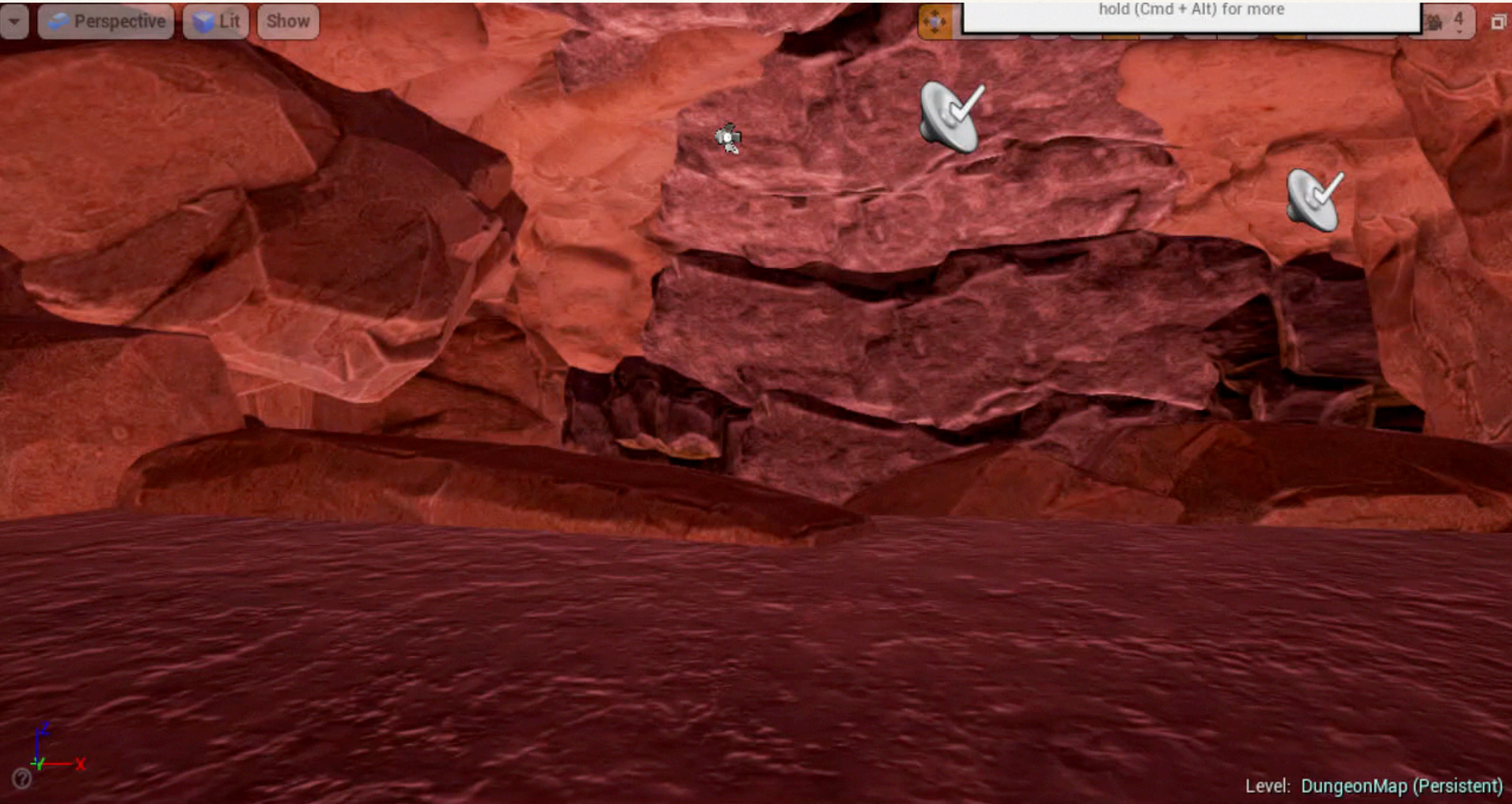
Clip:

Start: 0.100



(41) base.obj



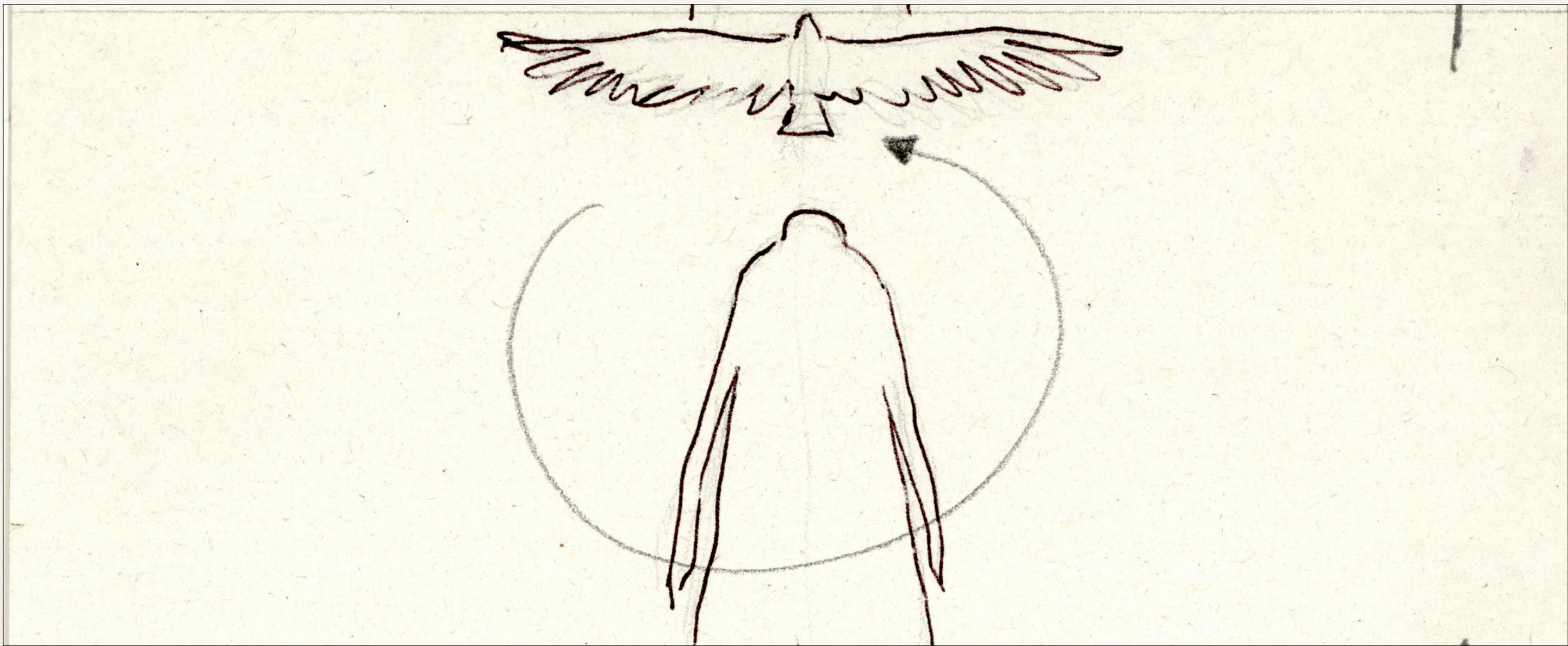
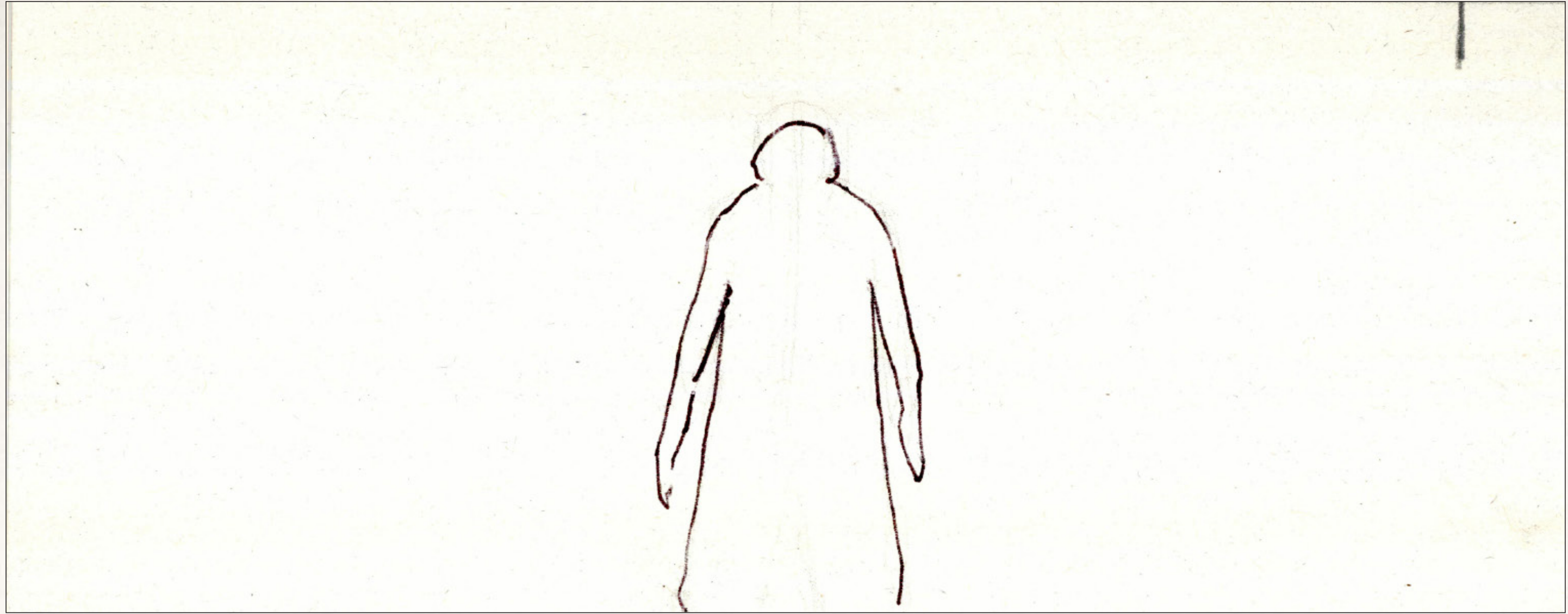


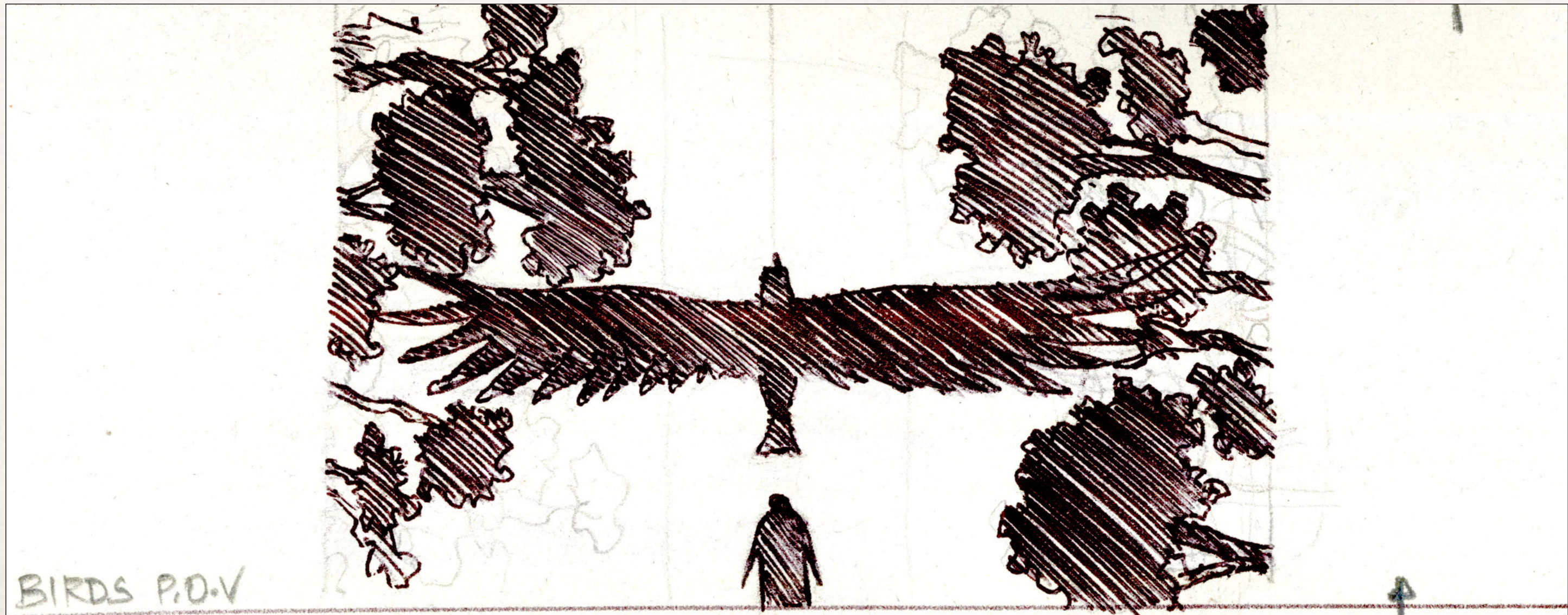
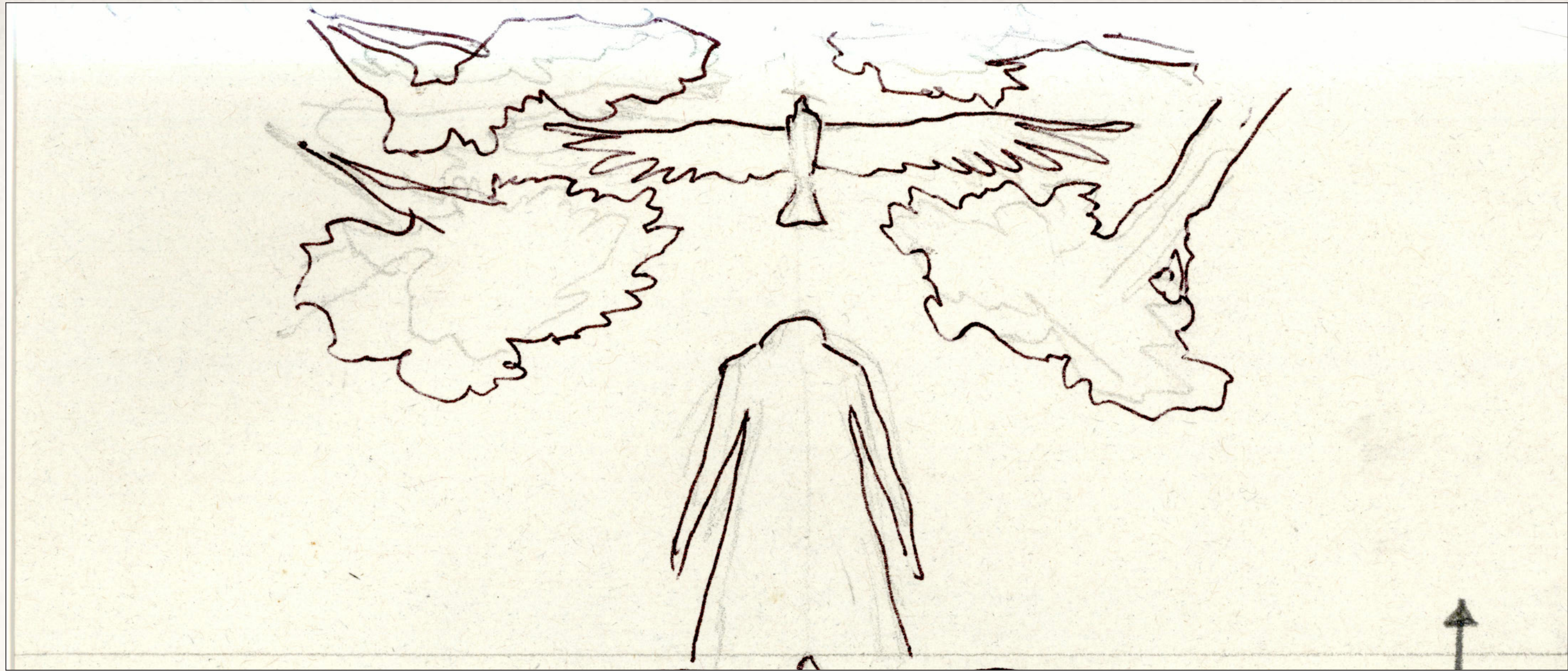
Q D P

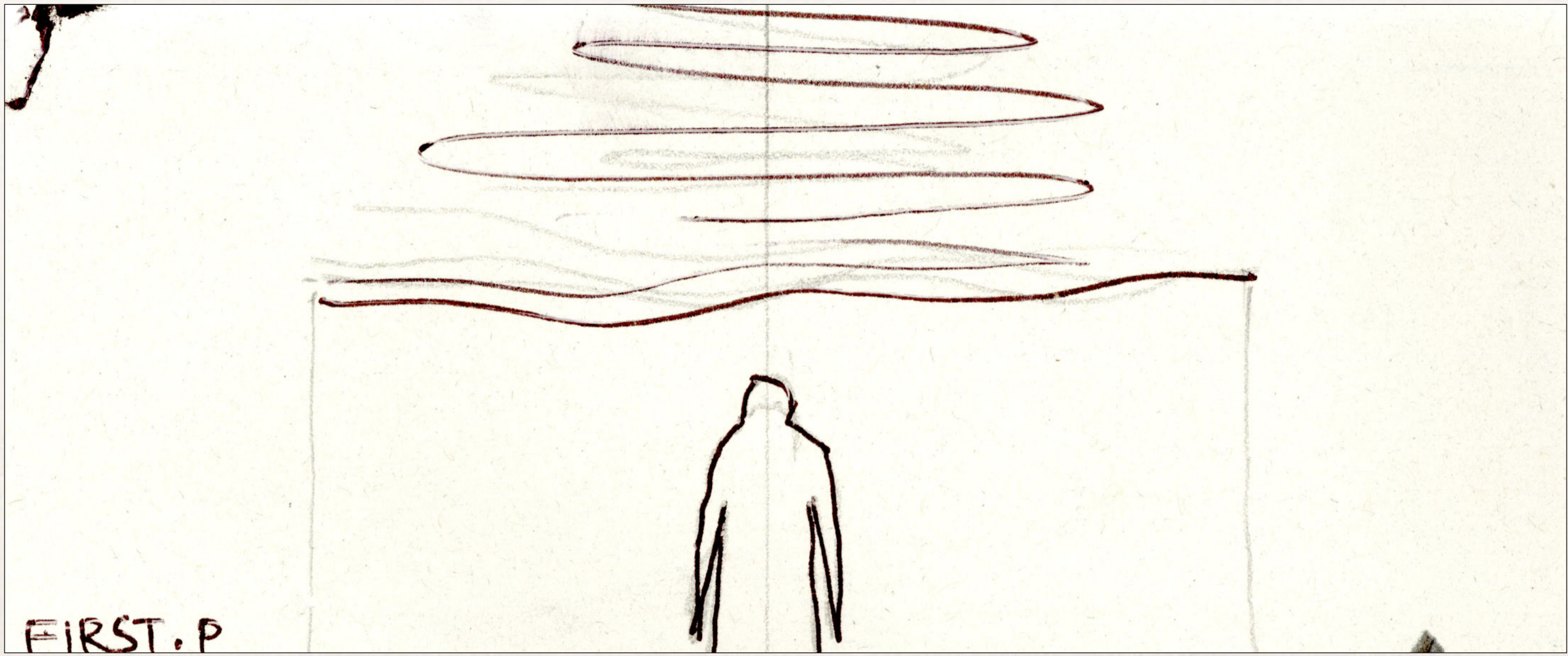
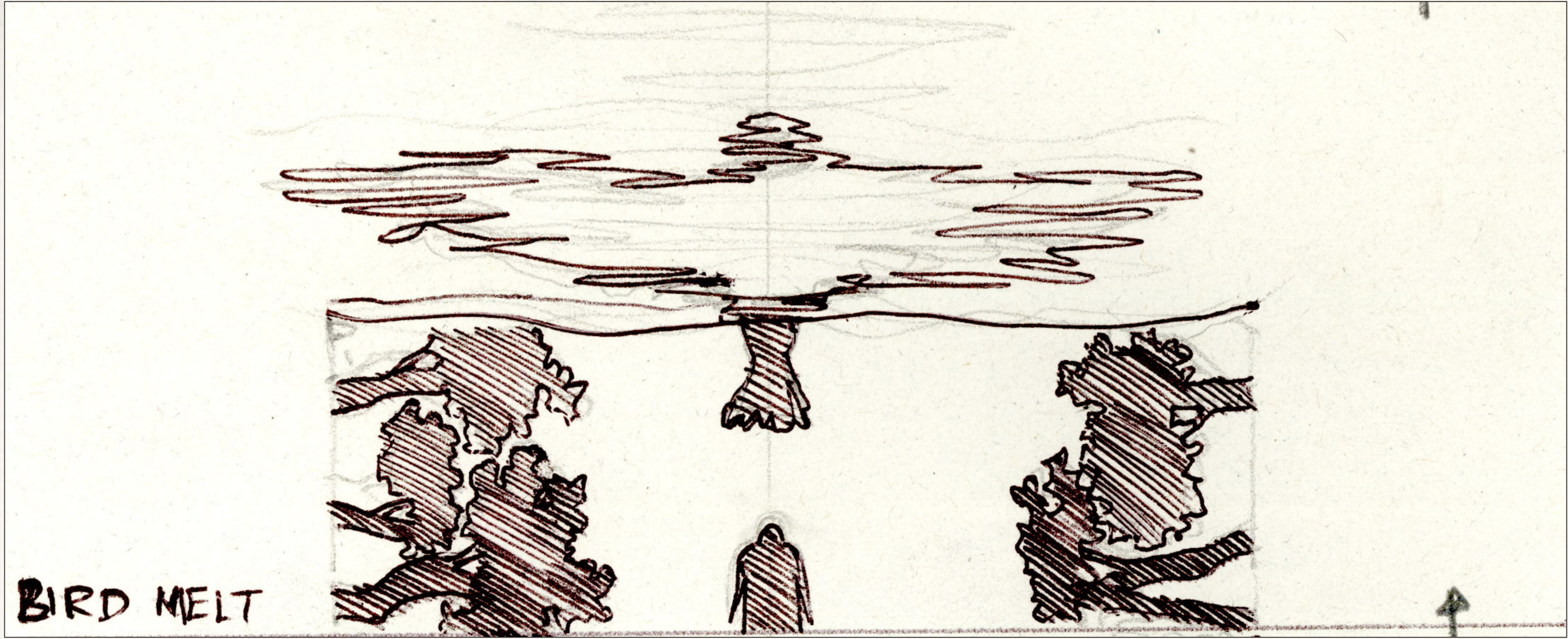


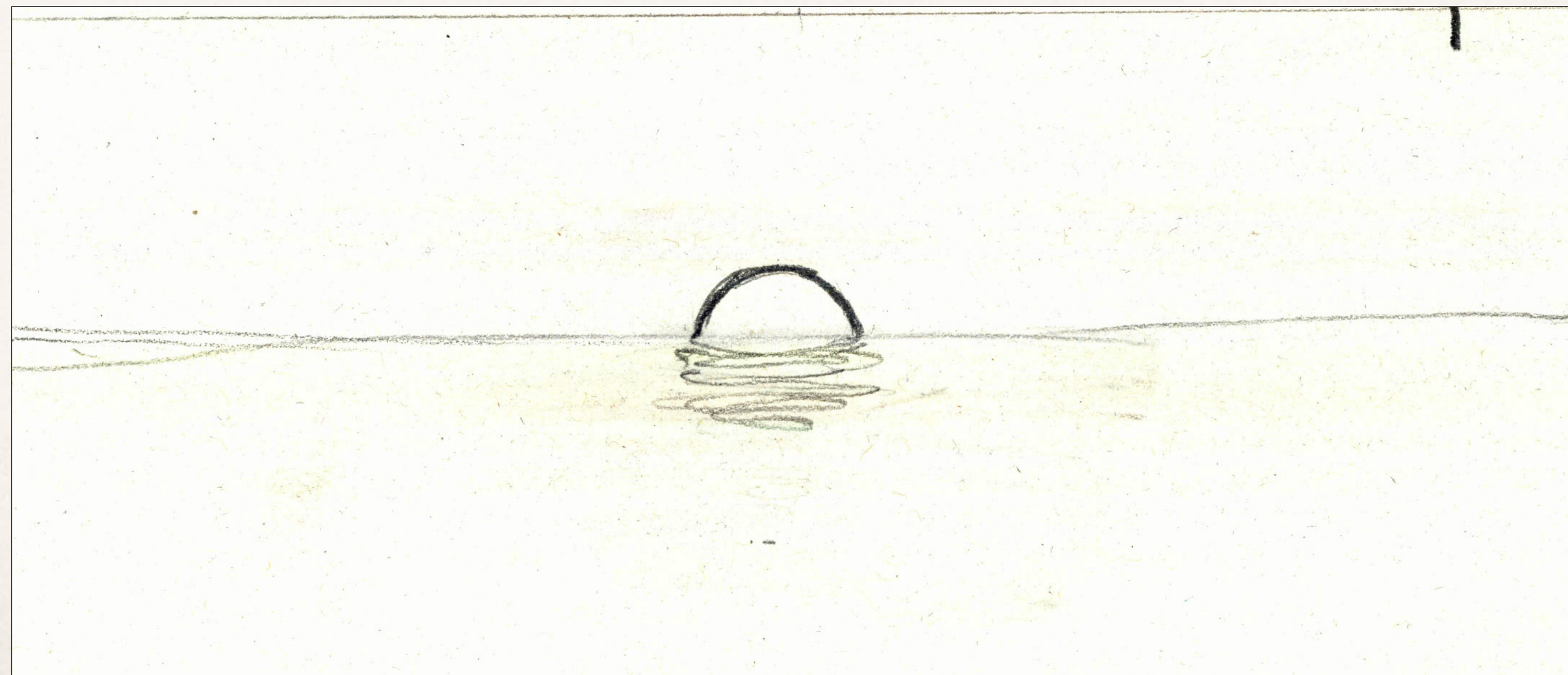
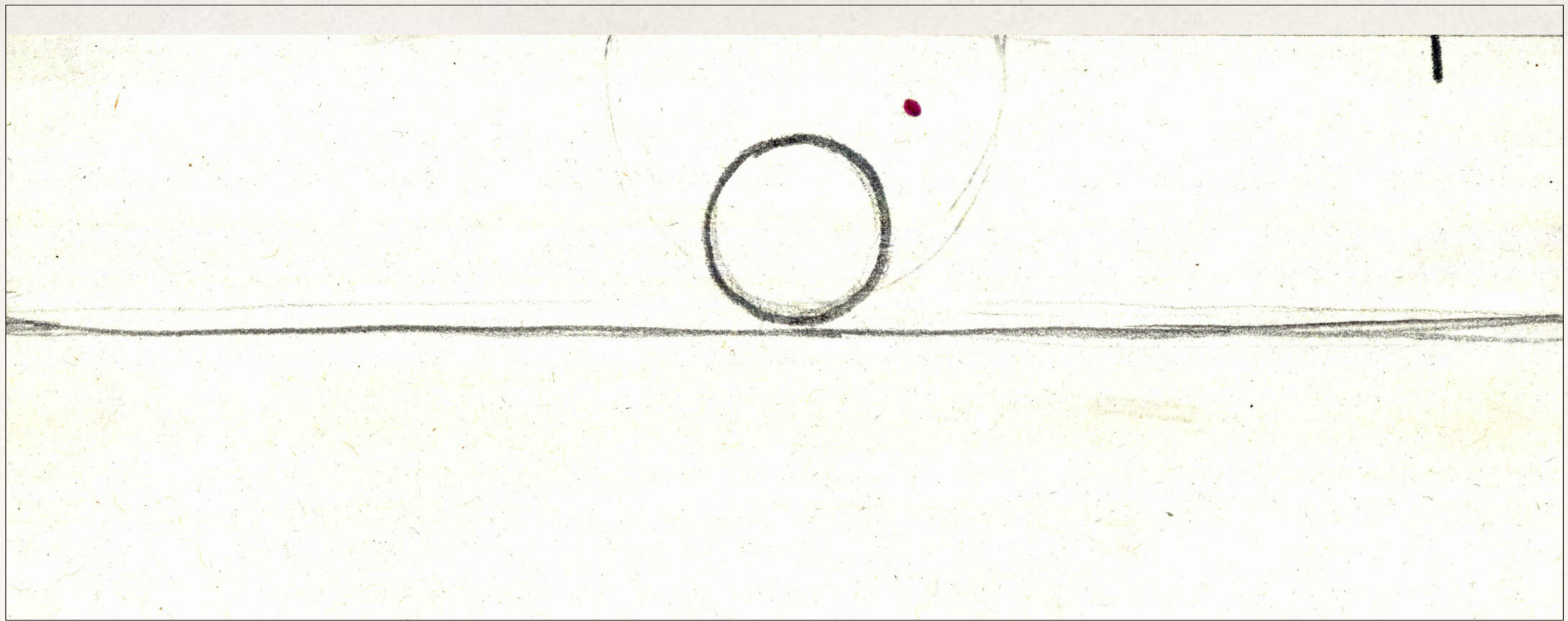
Play

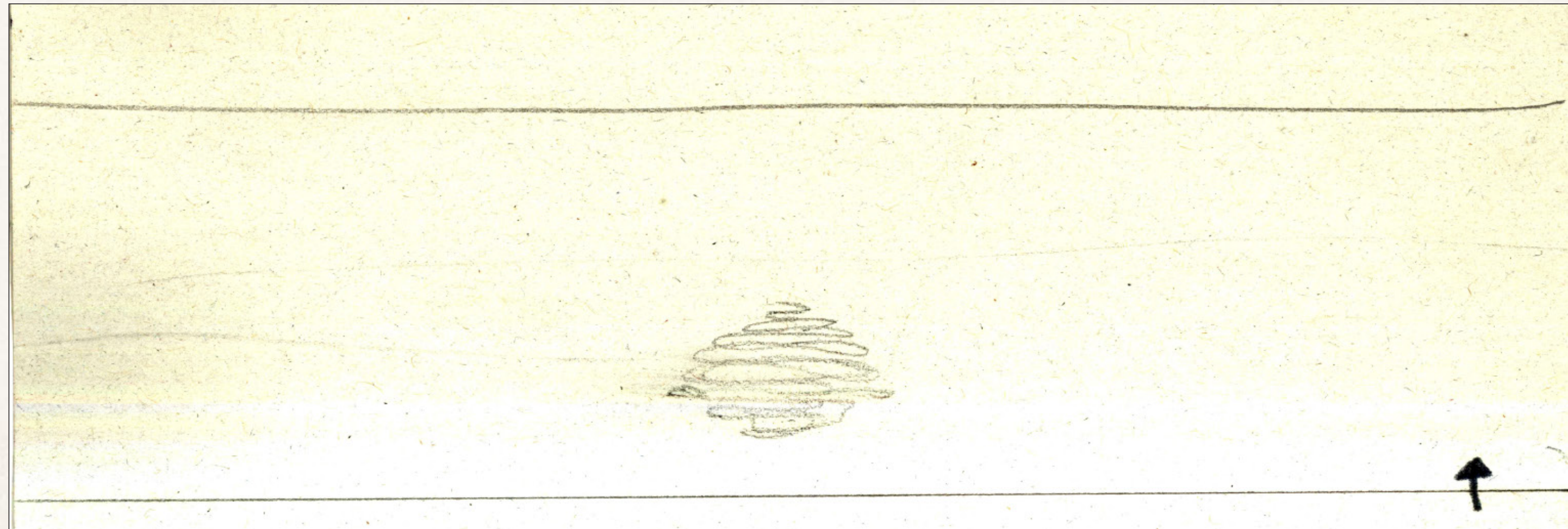
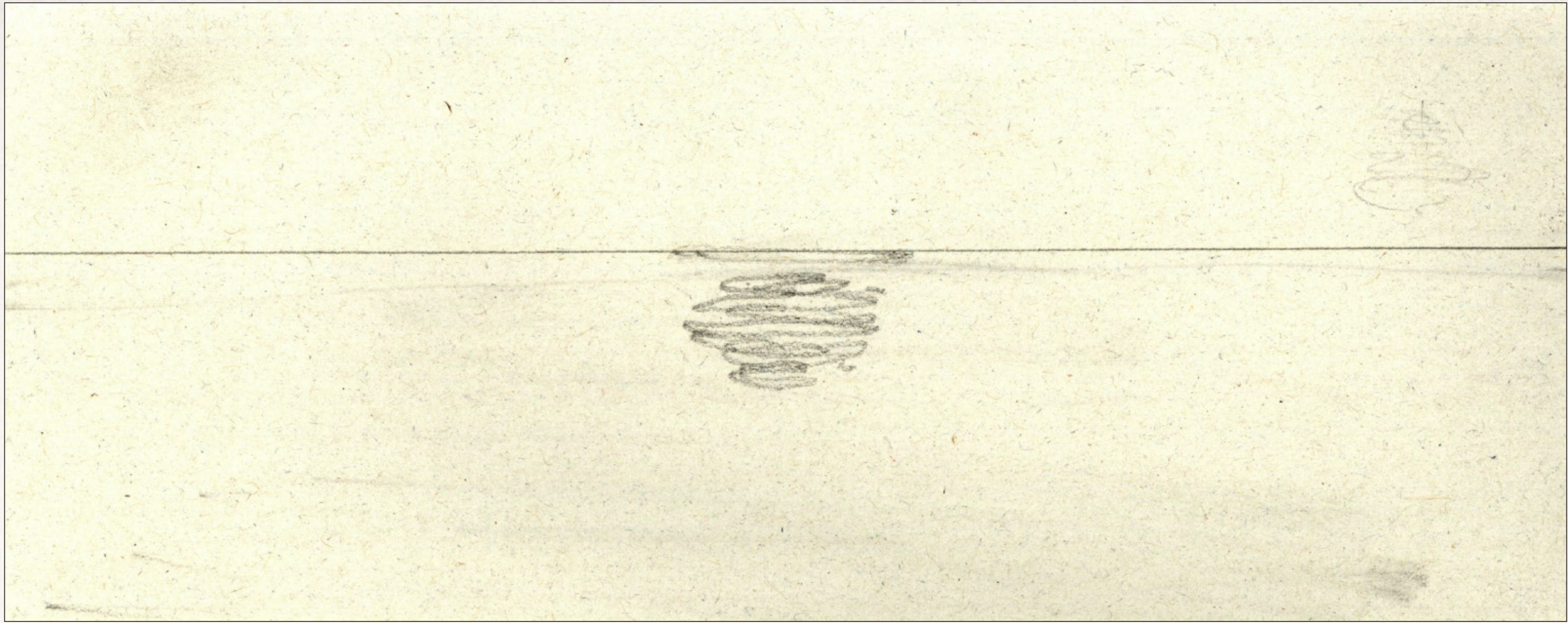
Storyboard

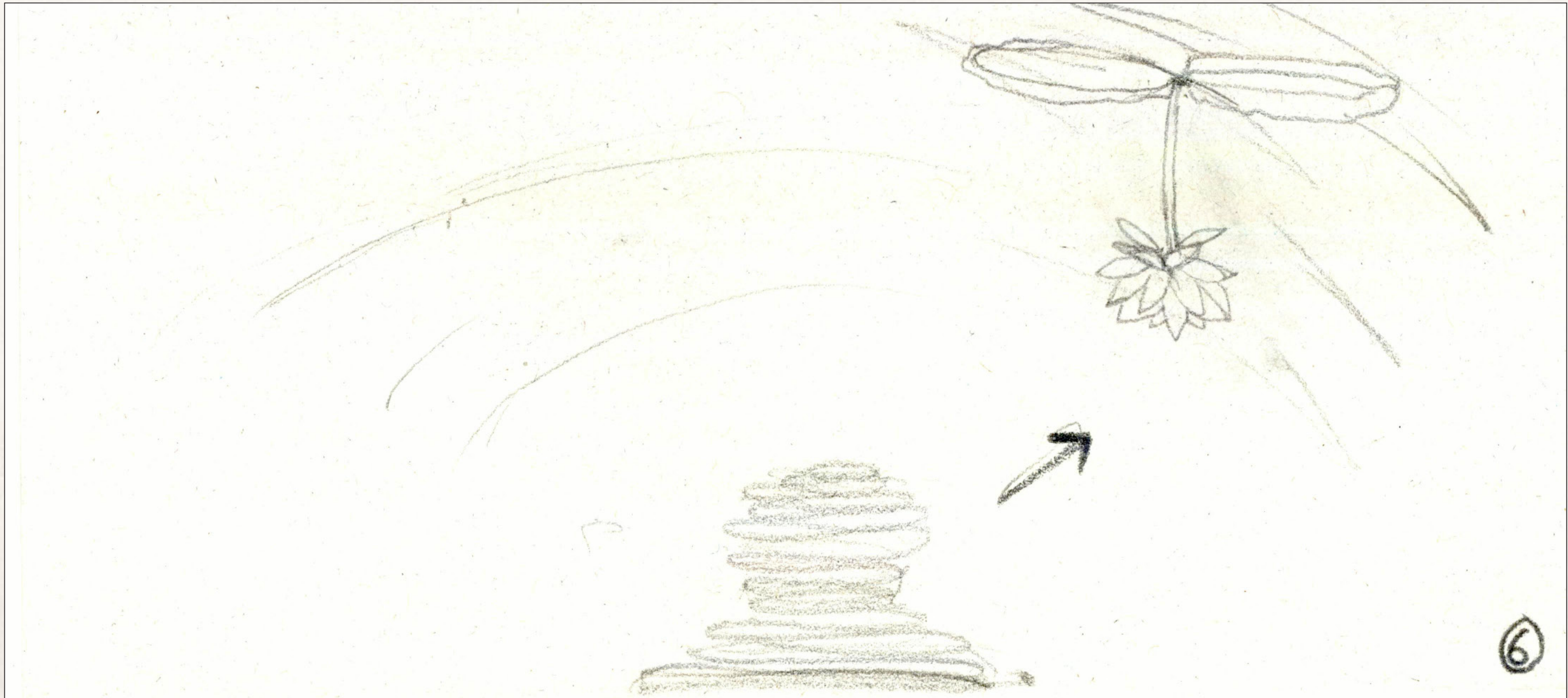
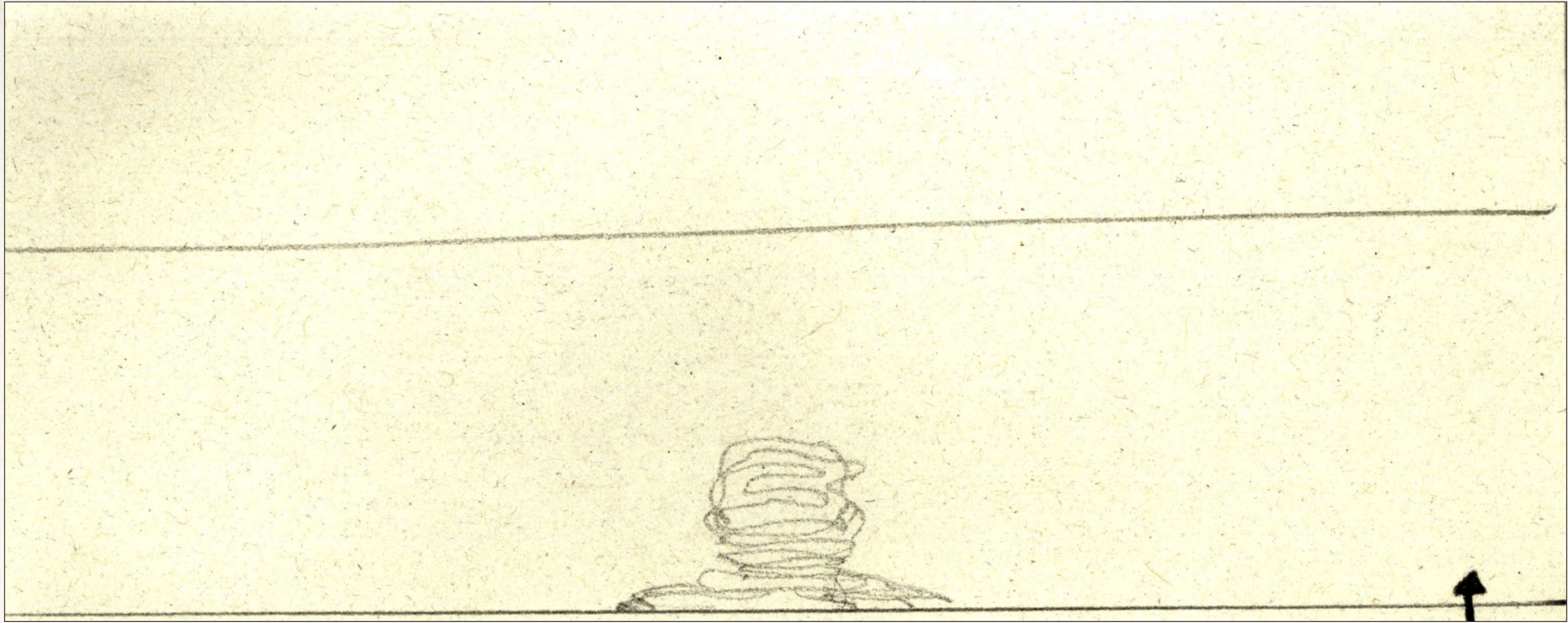


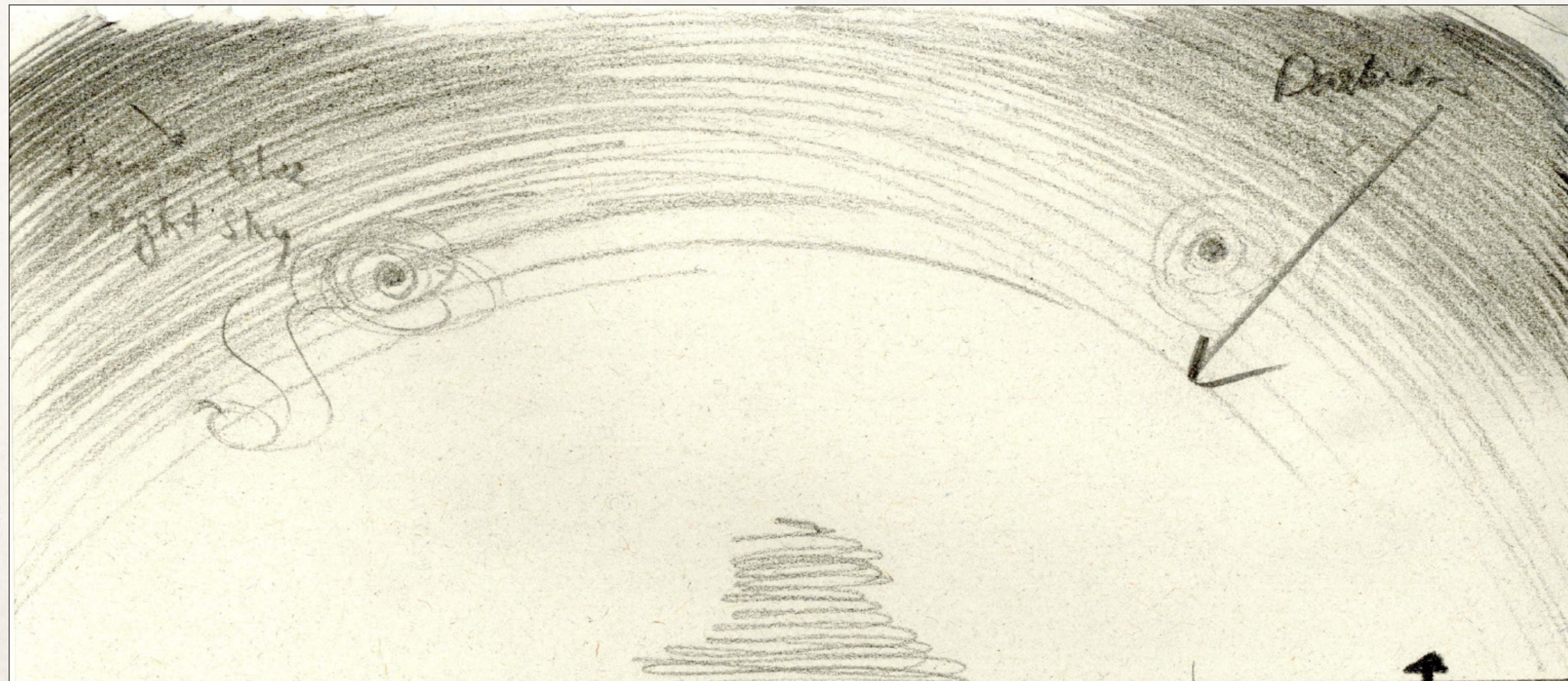


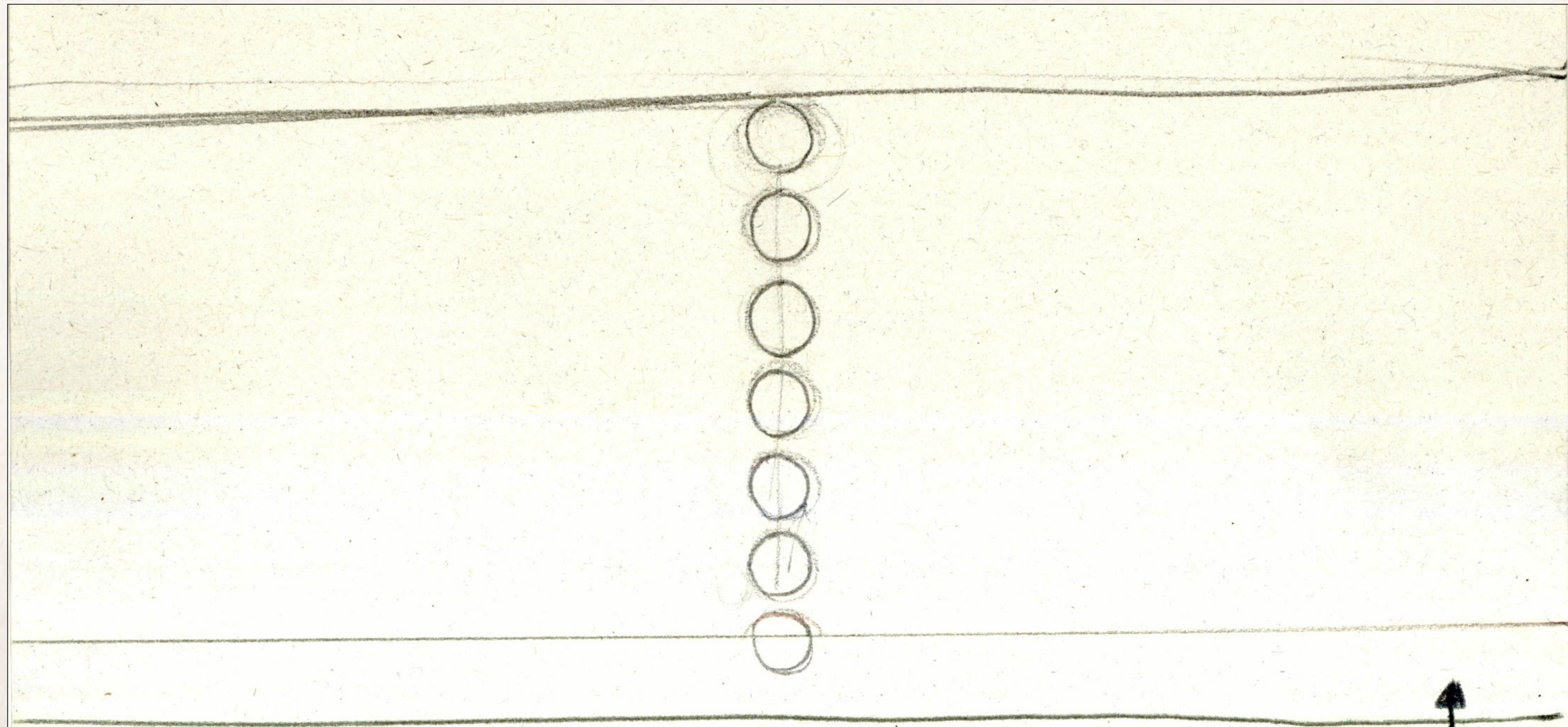
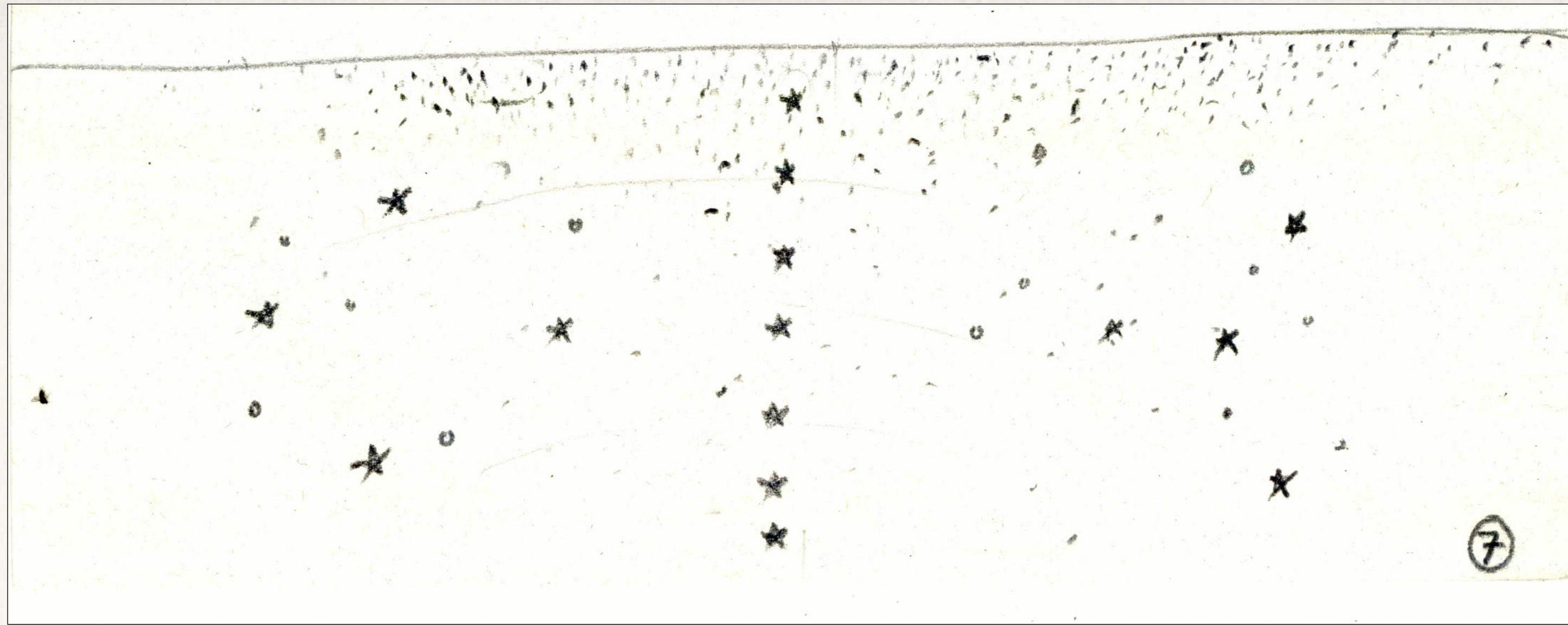


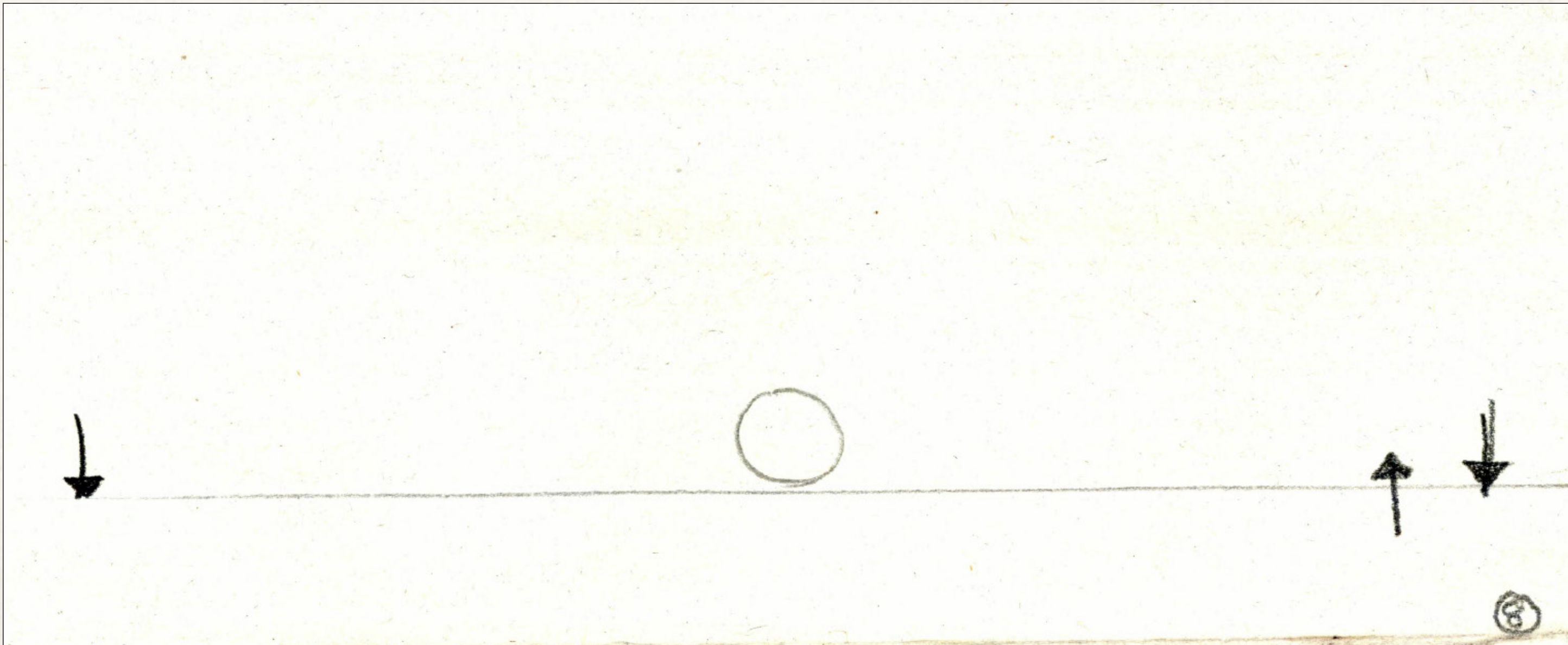
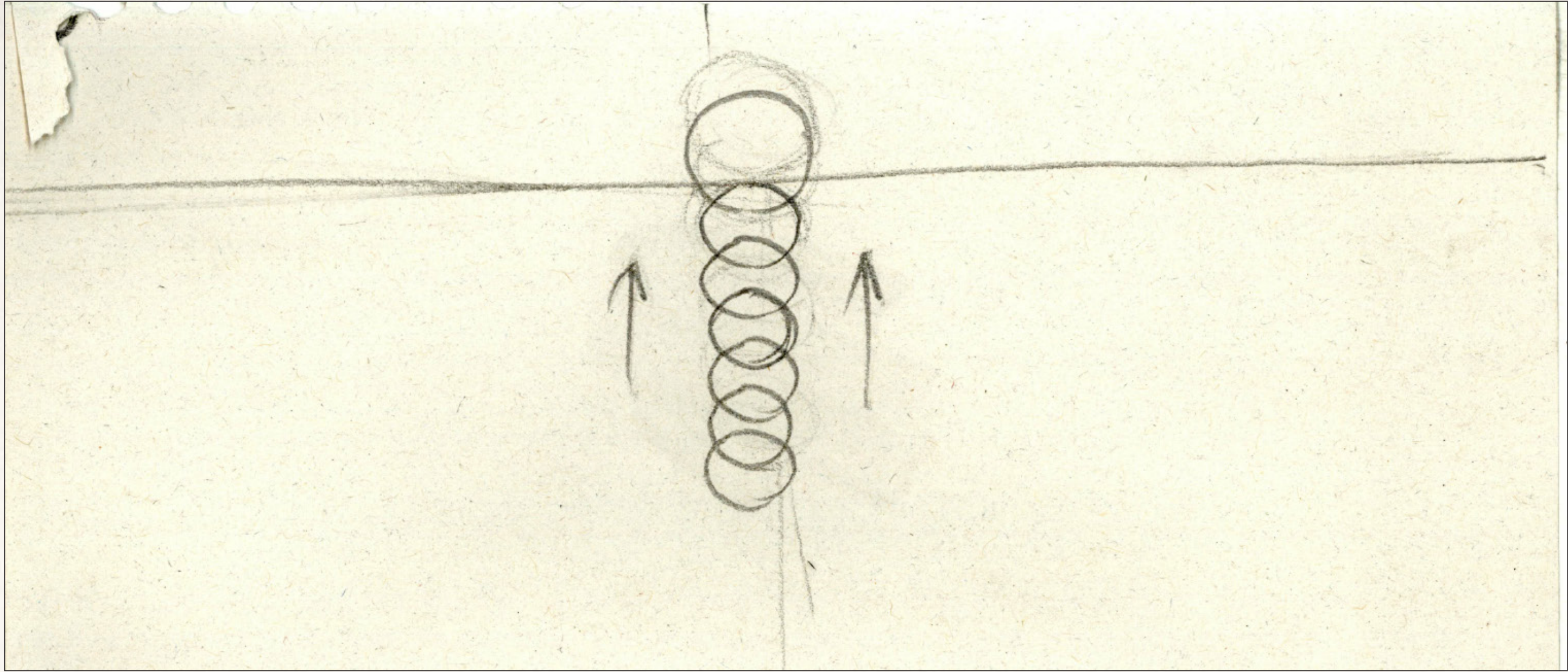












Designing for *Virtual Reality*

To draw a pixel on the screen.

“The perfect being, huh? There is no such thing as perfect in this world. That may sound cliché, but it’s the truth. The average person admires perfection and seeks to obtain it. But, what’s the point of achieving perfection? There is none. Nothing. Not a single thing. I loathe perfection! If something is perfect, then there is nothing left. There is no room for imagination. No place left for a person to gain additional knowledge or abilities. Do you know what that means? For scientists such as ourselves, perfection only brings despair. It is our job to create things more wonderful than anything before them, but never to obtain perfection. A scientist must be a person who finds ecstasy while suffering from that antimony. In short, the moment that foolishness left your mouth and reached my ears, you had already lost. Of course, that’s assuming you are a scientist.”

– *Tite Kubo (Bleach)*

Time map

Start

Cave (3 mins)

Journey (6:40 mins)

Conclusion (3 mins)

Journey Scene Map

Silence

1:51 - Water and front sun, Shine sun rays

Dissolve sun and form your reflection in 20 sec of silence

2:10

- Radiate out
- Show inverted images
- Radial darkness comes in, everything dark
- Stars show up in water
- Moon rises in next two beats
- Ring around

3:12 Coming Out

- Wormhole takes you out towards / beyond moon
- 3:22 Earth and astroids
- 3:33 Space Intro
- 3:41 Space walk
- 3:49 Nebula
- 3:57 3 Shockwaves in two beats

4:07 Going in

- 4:15 Ink Tunnel
- Blood Cells
- 4:25 DNA Split
- 4:32 Portal > Cell union > Sperm retreat (Reverse)

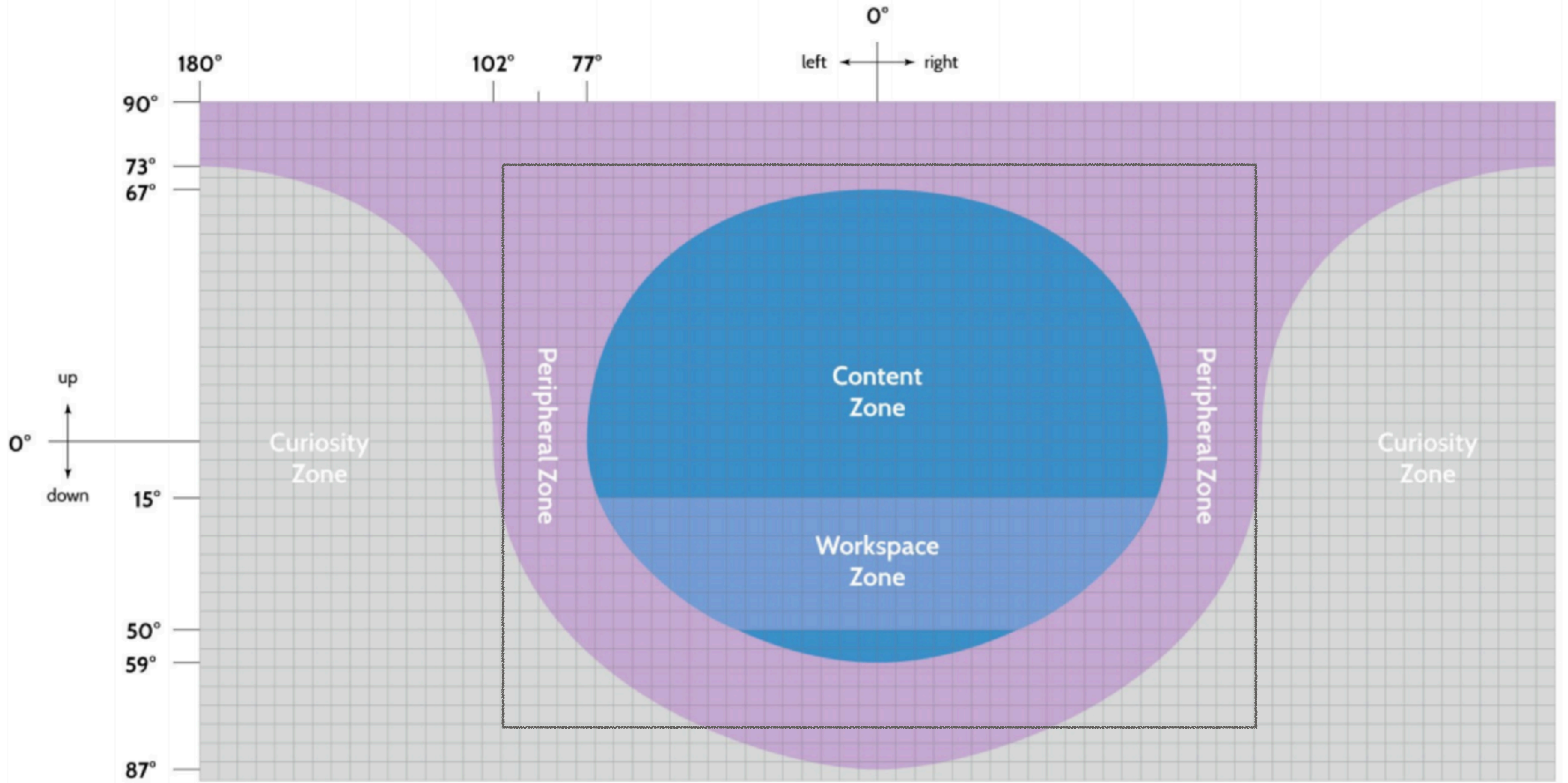
4:50 Sunrise, mask shadows to real things

5:21 Clouds & river running

5:41 Forward travel, Sun-rays, Layers moving (one step in two scene)

6:07 Zoom out, Particle+background, Particle zoom in and particle zoom out + disintegration (move back in 3 shots)

6:38 End



❖ UE4

❖ Unity

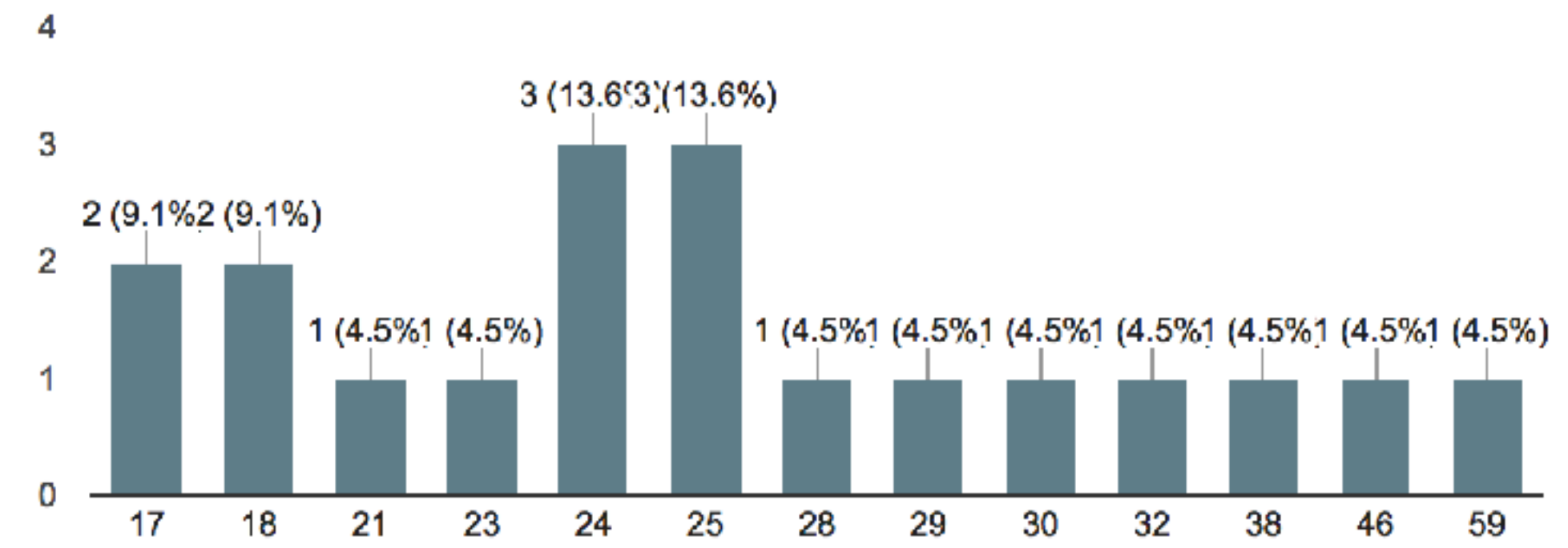
❖ AE

❖ Mettle Skybox

Evaluation



Age



Narrate the story as you saw it. (24 responses)

bird flies. tunnel of dots. light caves. bubbles. jellyfish. pschyadelic pool of light. lights in sky. landscapes. bus driving on road. landscape turns pixelated. bubbles of light again. done

It started with the definition of Allegory, and then moved into psychedelic journey across the 4 rules of the game, which in a way has representations from the cosmos, and in a way puts forth the fact that this is probably the law which governs the cosmos, and that we are a part of the game (in fact, we're the one playing it)

A bunch of people. Viewing a painting in an empty space. Some begin to move while the others stay back and go deeper into it. A bird starts from the bottom, levitating in air and moving to the top as trees surface underneath it. Fluidic movement of coloured liquid. View of earth from space moving in to see a more destructive view. a red sphere representing an ovary kinda stuck in time as sperms move in. A static view of the northern indian mountains. the stream begins to move. A pattern appears on it.

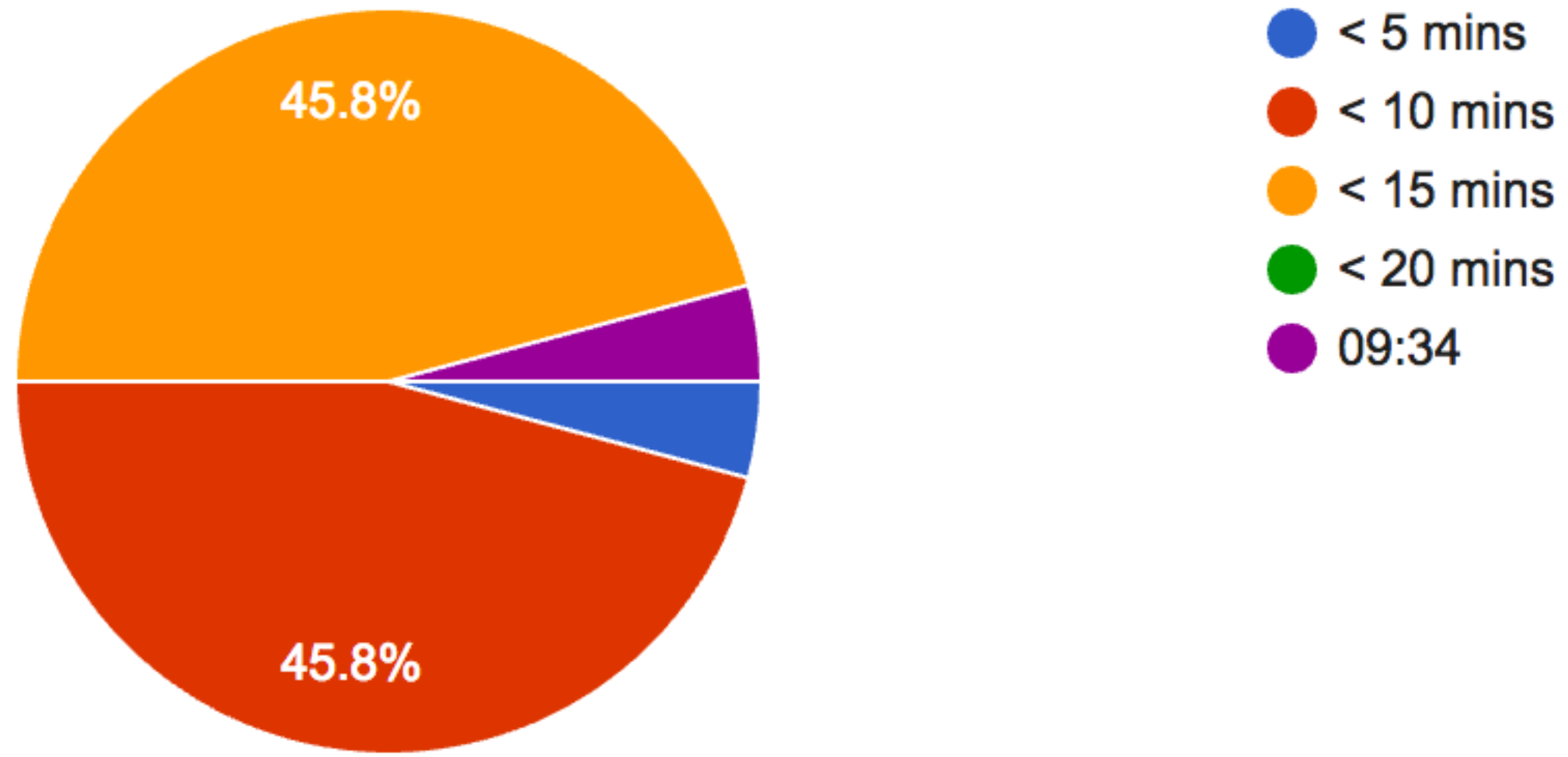
It started off with a scene of the cave, taking me up from the normal arena of life to the reality. the tunnels through which change our perception. The way we look at the world around us., from the surface level to the way up off the third eye. Deep inside.

Random illustrations but later on builds with the concept of universe and it's micro elements like frst the world then human and their blood cells all DNA and so on.

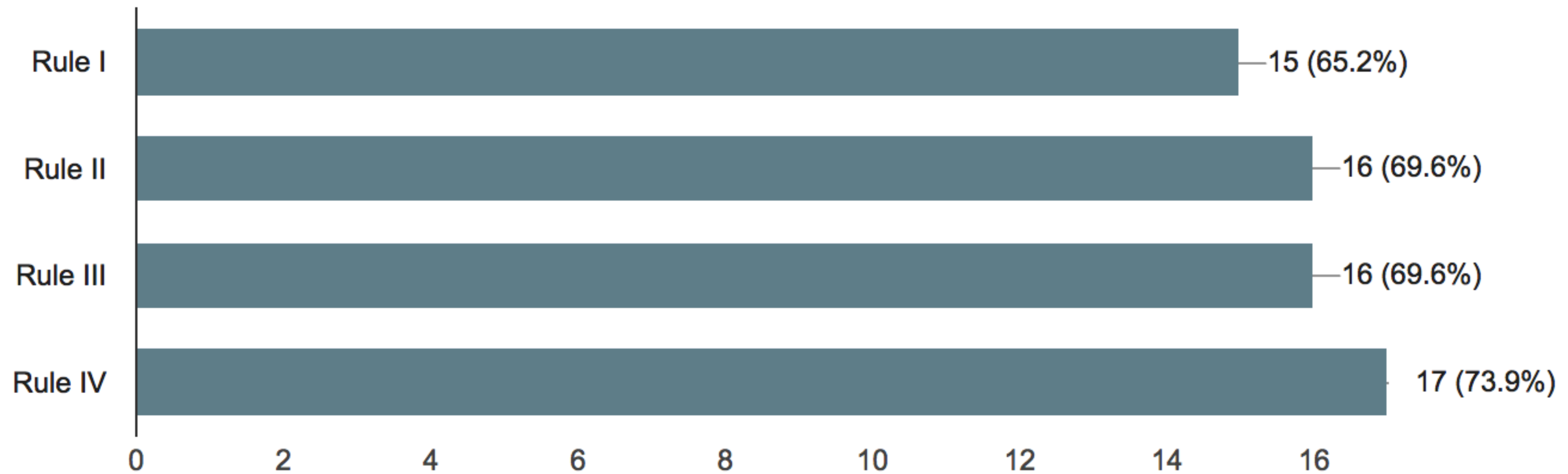
sunset, inside the water, zoom out the earth, life activities, inside the blood, cell division, DNA,

First it sailed me across a space and then it brought me back to earth, showed me mountains and rivers. But again those things faded away. It made me realise that nothing is permanent. It is all an experience we take away with us.

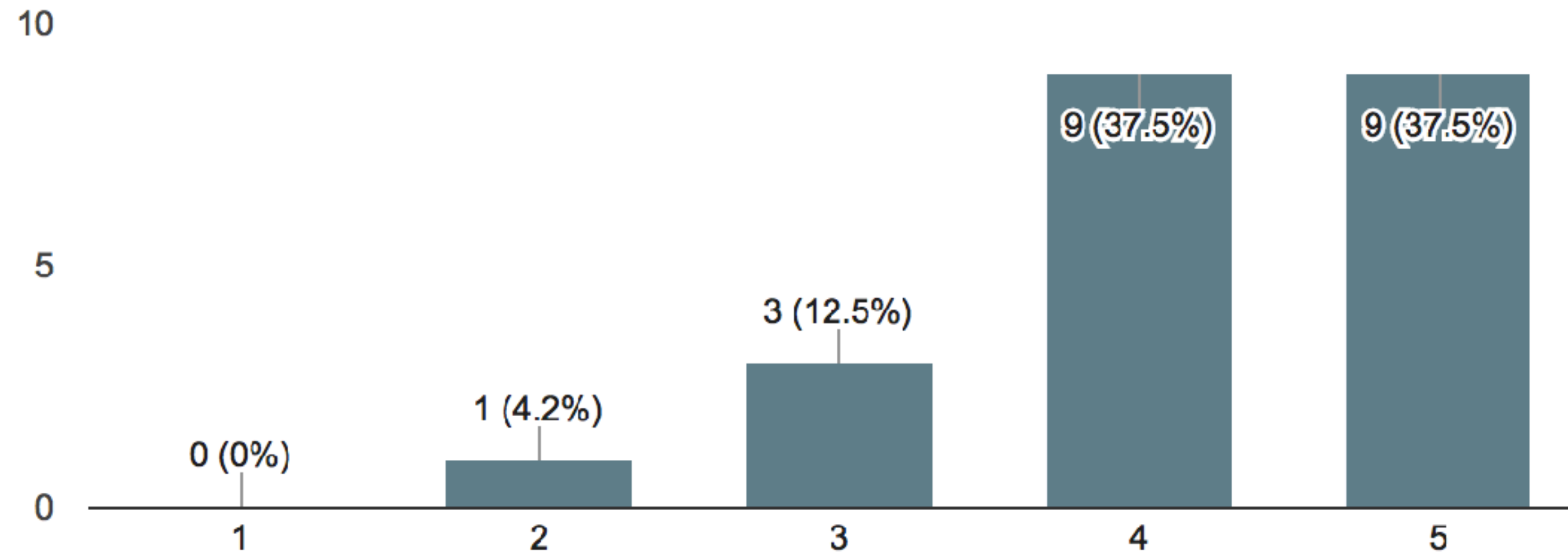
How long was it? (24 responses)



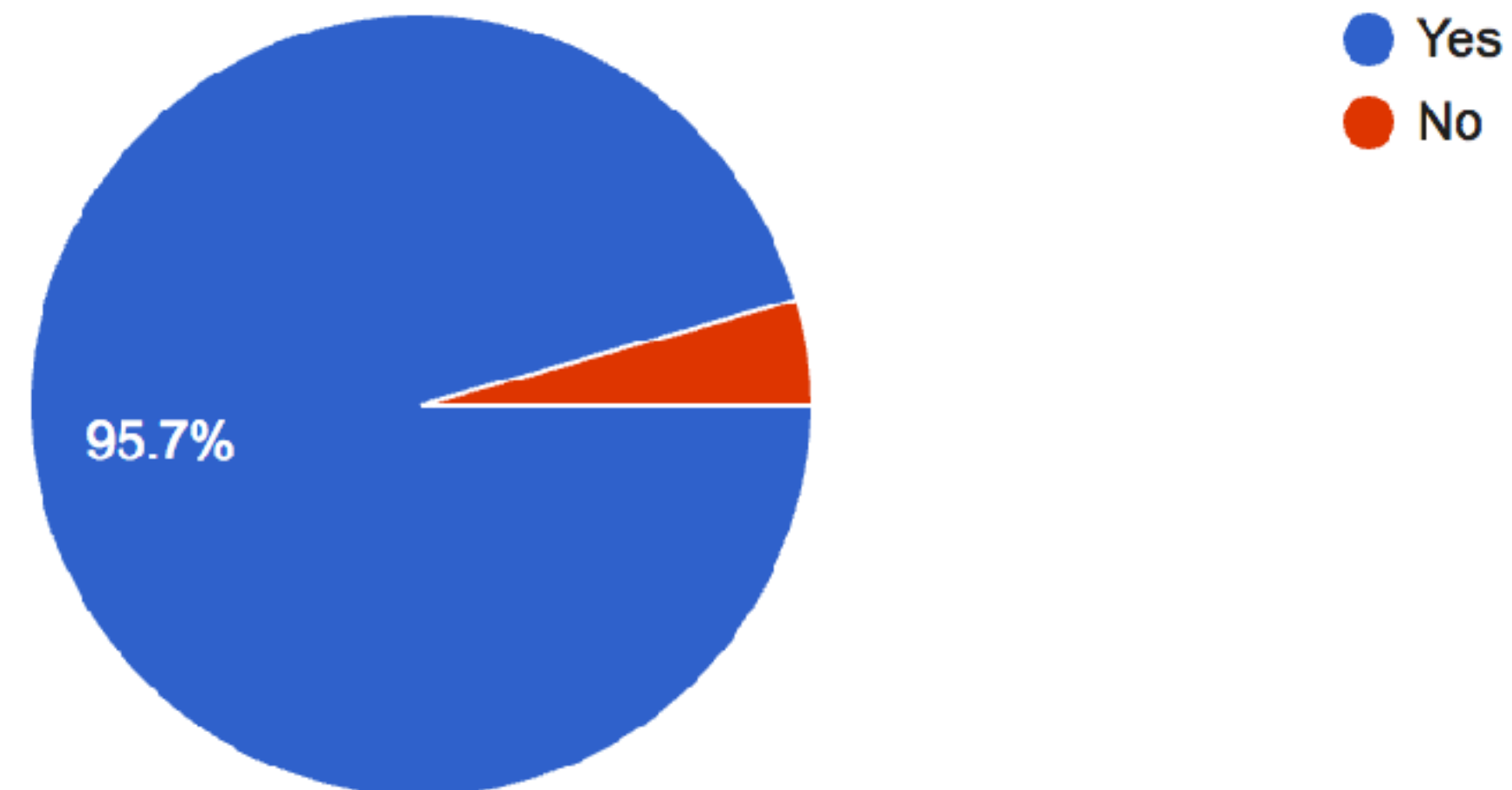
Which of the rules do you remember? (23 responses)



How relevant was the content for VR as a medium? (24 responses)



Would you like to watch it again? (23 responses)



Thank you for your attention