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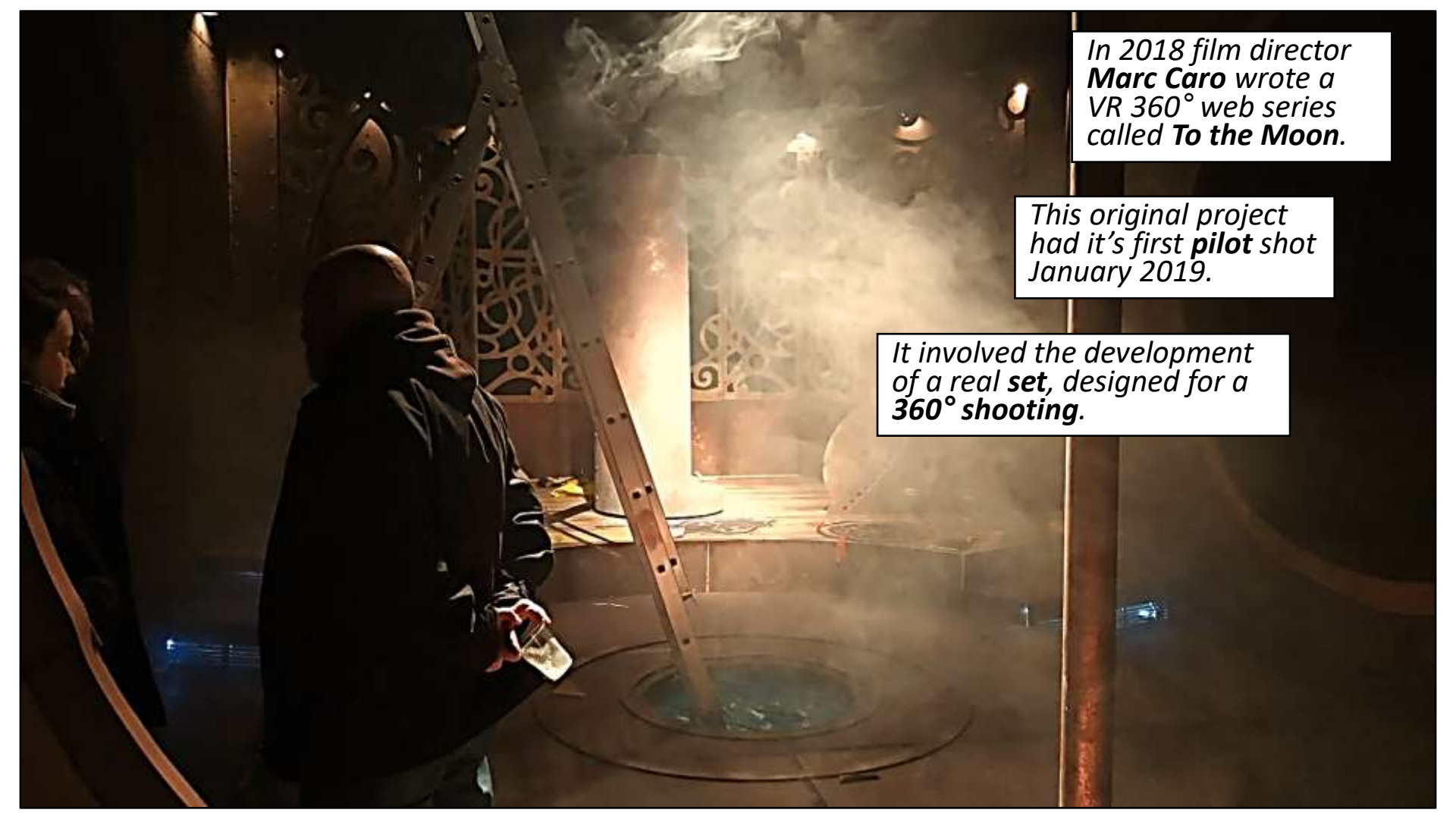
44262 Nantes

*Story
telling in
VR*





*Take me
to the
Moon*



In 2018 film director **Marc Caro** wrote a VR 360° web series called **To the Moon**.

This original project had it's first **pilot** shot January 2019.

It involved the development of a real **set**, designed for a **360° shooting**.



The design of the set has been made by the **Master students** of the Nantes' Superior School of Architecture.



The film presents the first flight towards the moon of a very incompetent space crew.



A professor, a young pilot and a robot under the command of a remote authority

*Vr in a
school
of
archi
tecture*



A larger image for an immersive experience

NAEXUS VIRTUAL SPACE SCOPE



The **Naexus** developed in Dessau and Nantes has a 220° / 15m long screen
4 projectors for a 7680px large and 1080px high image!

Panoramic image

O vanishing point



RENDERED IN 3D AND 220° FOR IMMERSIVE DEVICE

1
VP

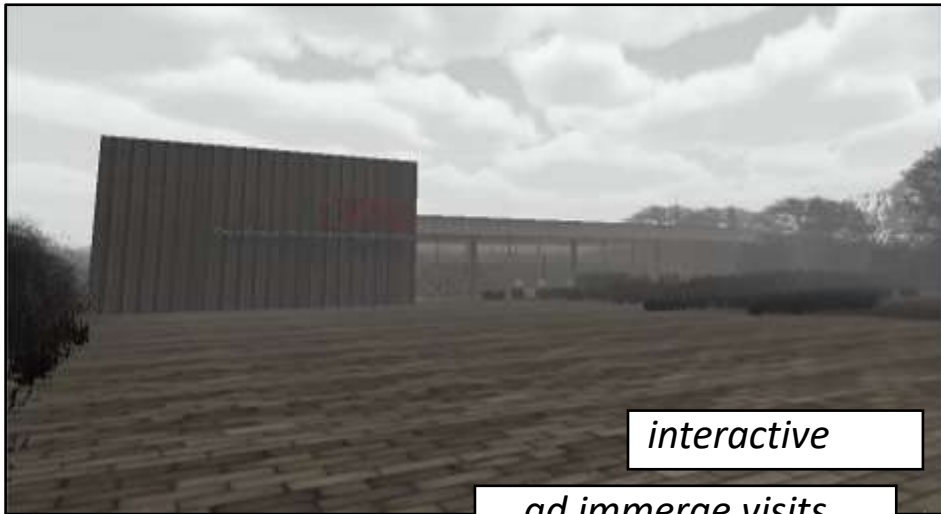


4
VP



8

*With immersion
comes interaction*



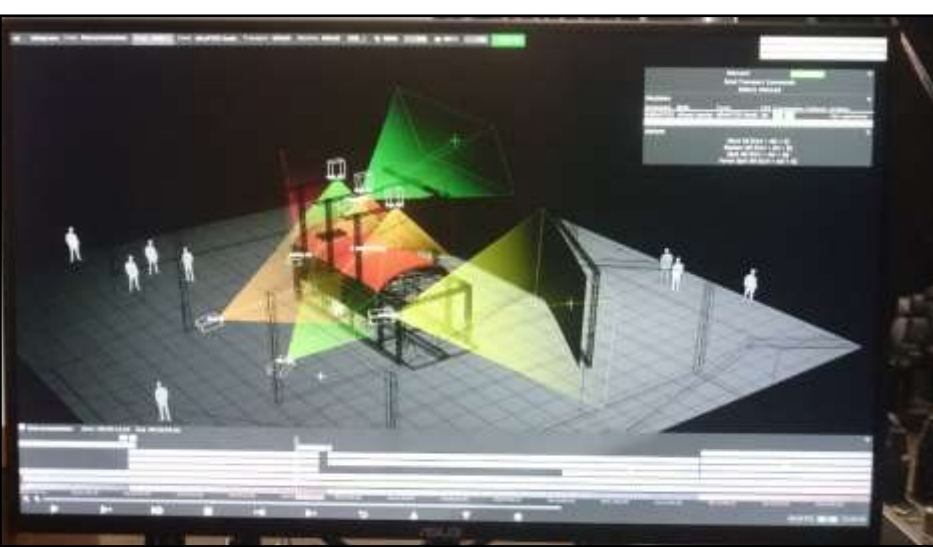
interactive

...ad immerse visits



Unity et Unreal



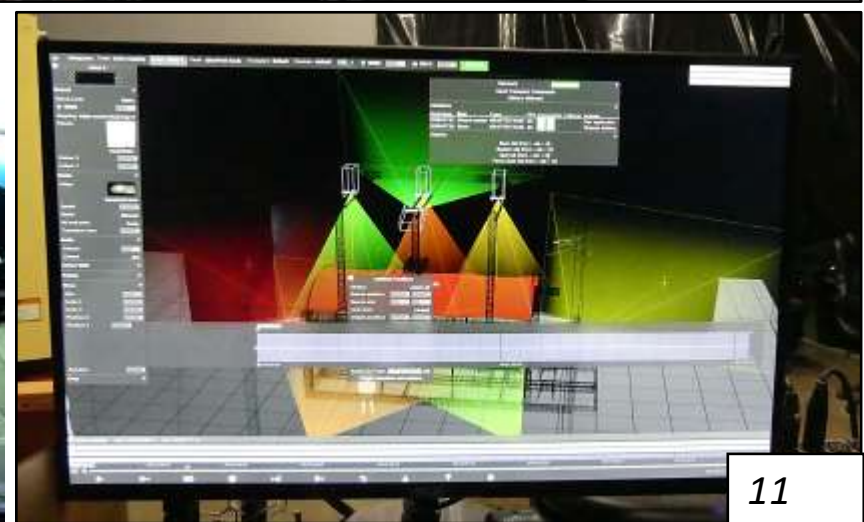
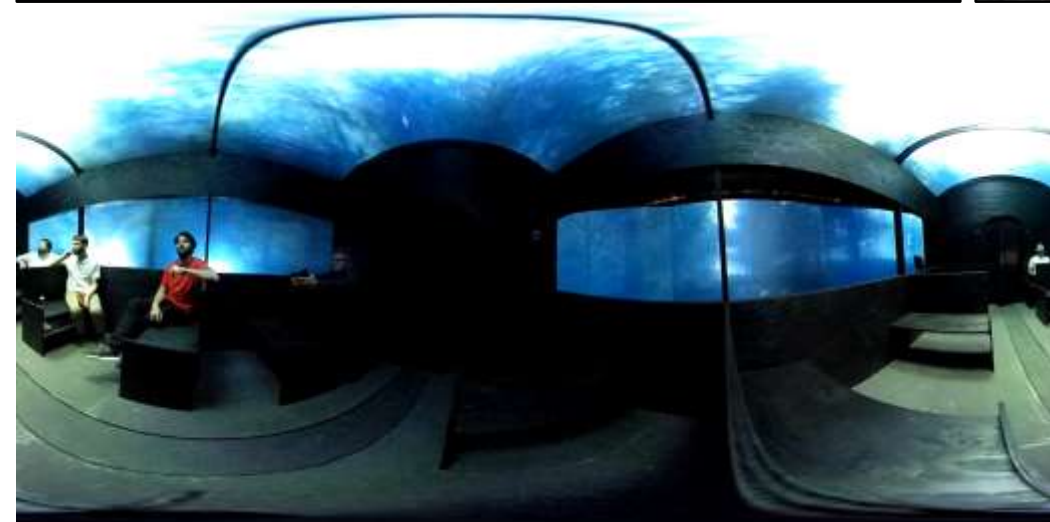


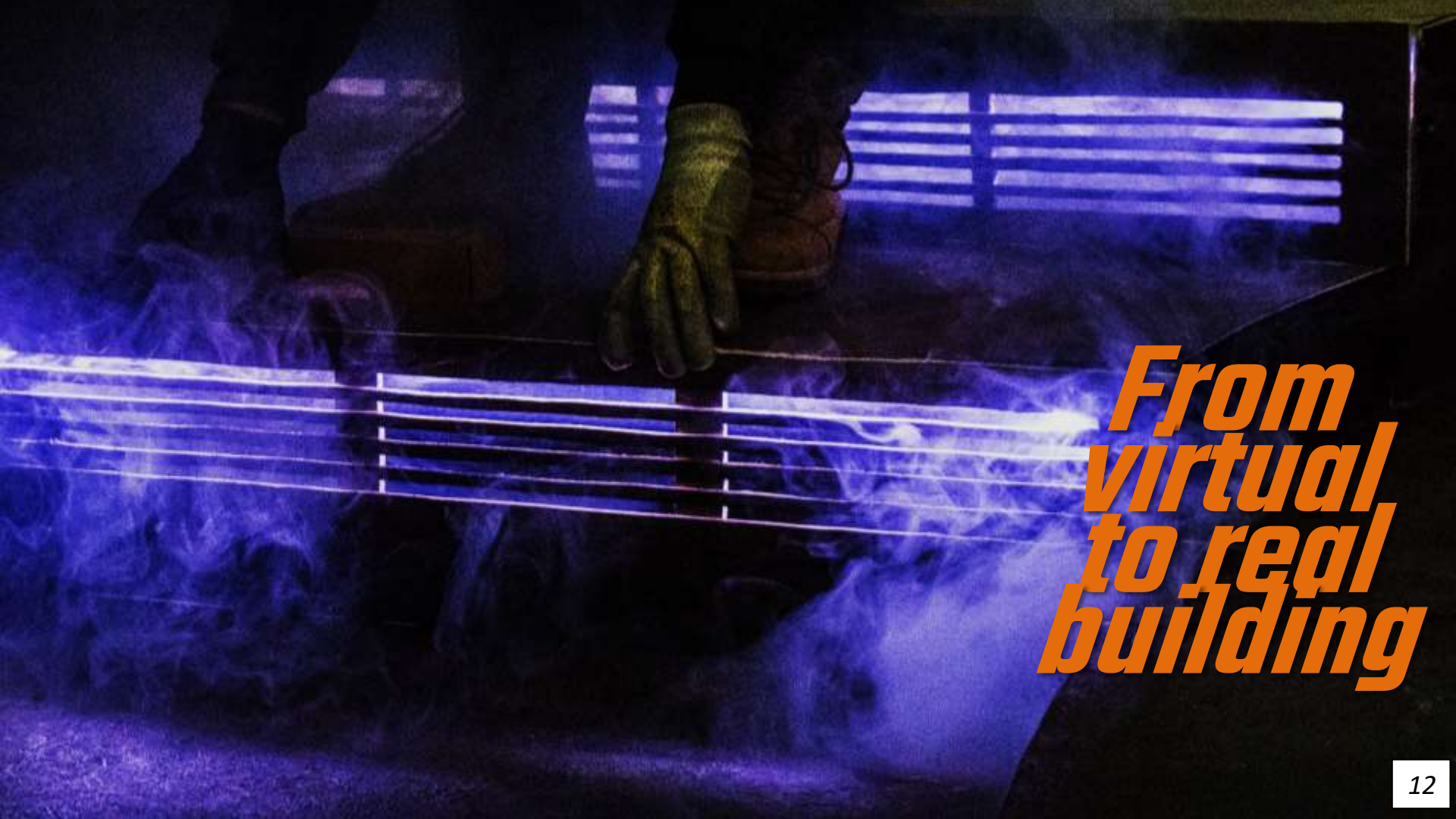
Question: is-it possible to design immersive devices with immersive tools ?





Victor Yvin –
Pacôme Gérard



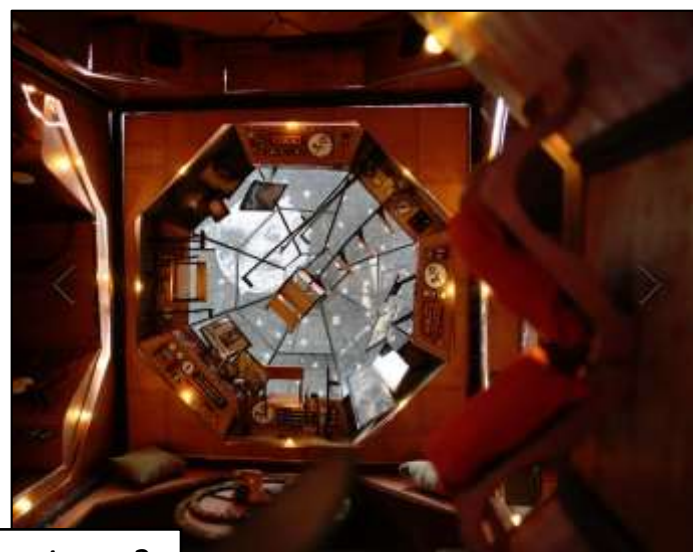


***From
virtual
to real
building***



*In a VR 360° project, **building** brings all narrative, staging, acting issues very much acute*





Can a detailed scaled model be a VR experience?





Very detailed scaled models were made

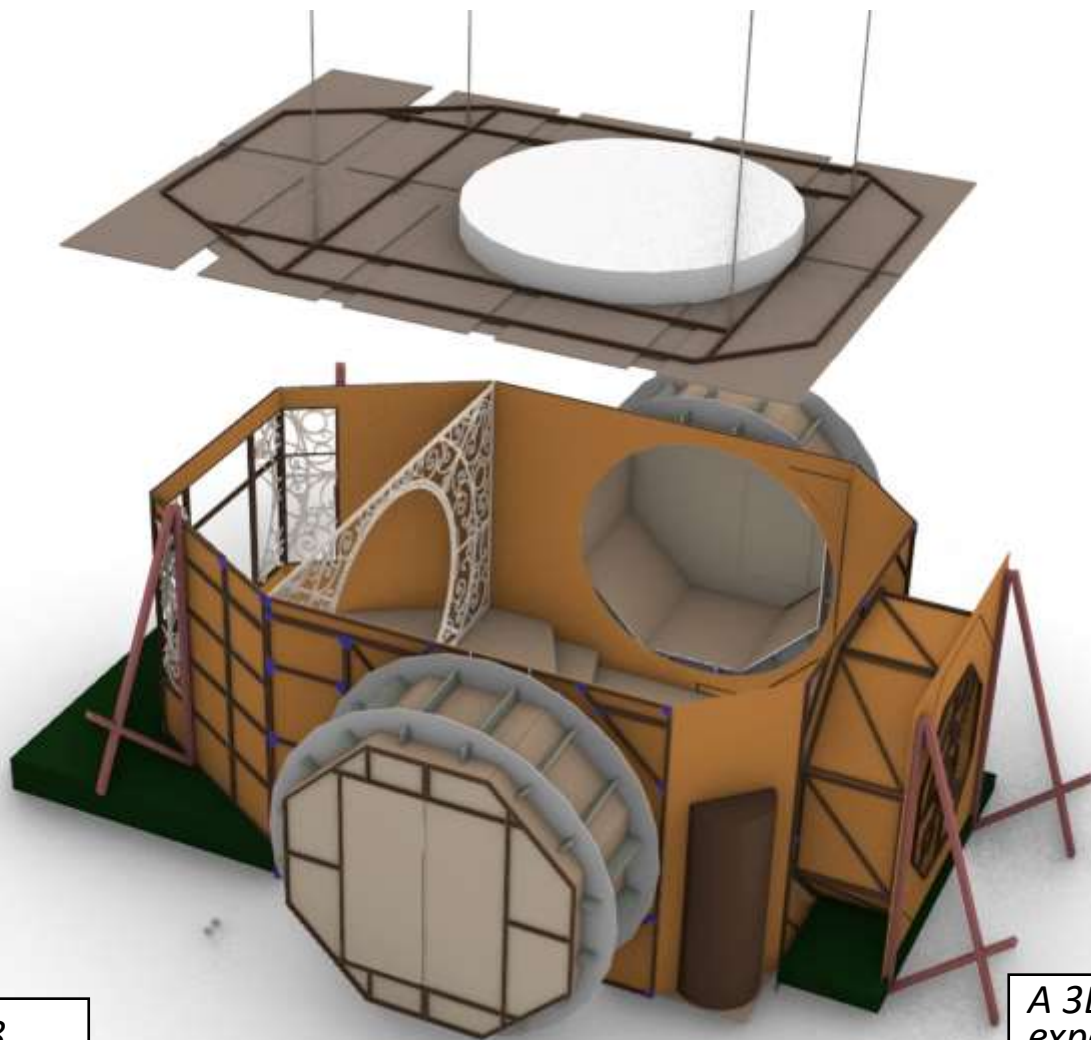


1/10 scaled model at an early design stage



VR tests made in the scaled model with a Ricoh Theta camera









What will all things very much complicated, it's the roof. Even in cinema it's a rough problem, in VR, it's even worse.





Organic rendering



Telling Staging Acting

Not all actors are comfortable in VR



Staging for VR is very much similar to staging for theater





Marc Caro delivering indications to the actors





*Everything shall be decided **outside the stage**, no visible extra diegetic element shall be visible.*



***The off-
screen
issue***

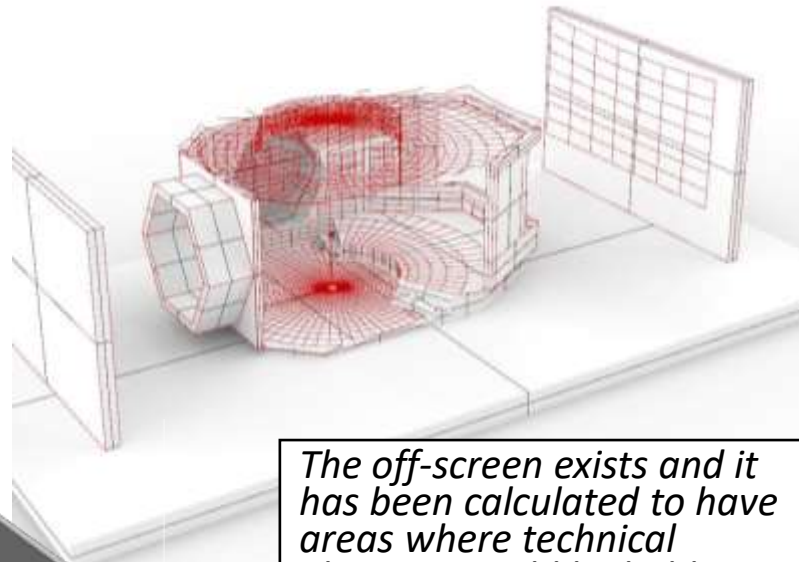
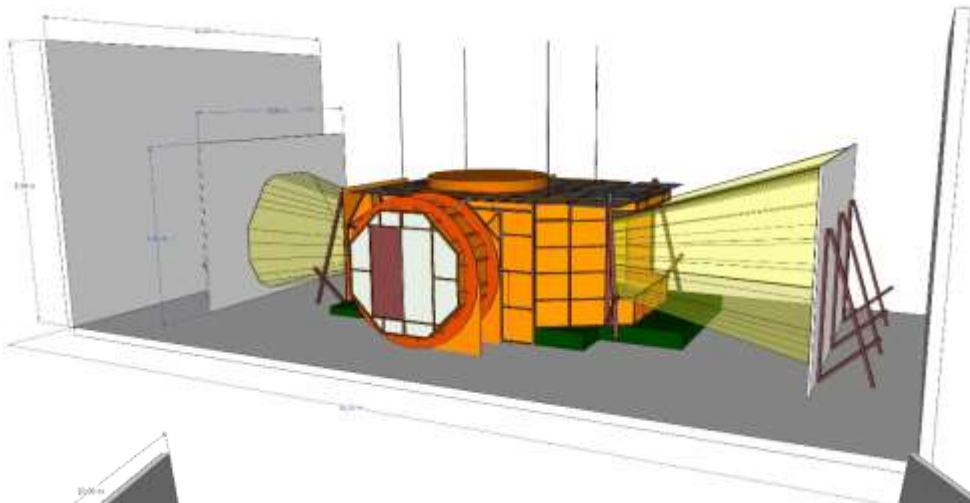




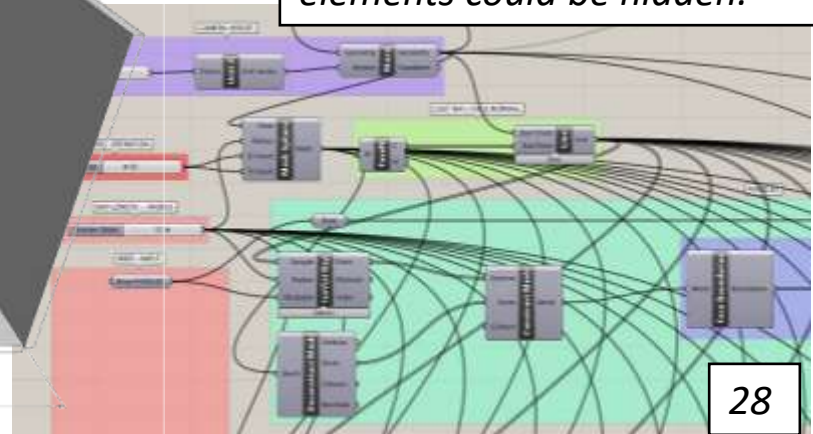
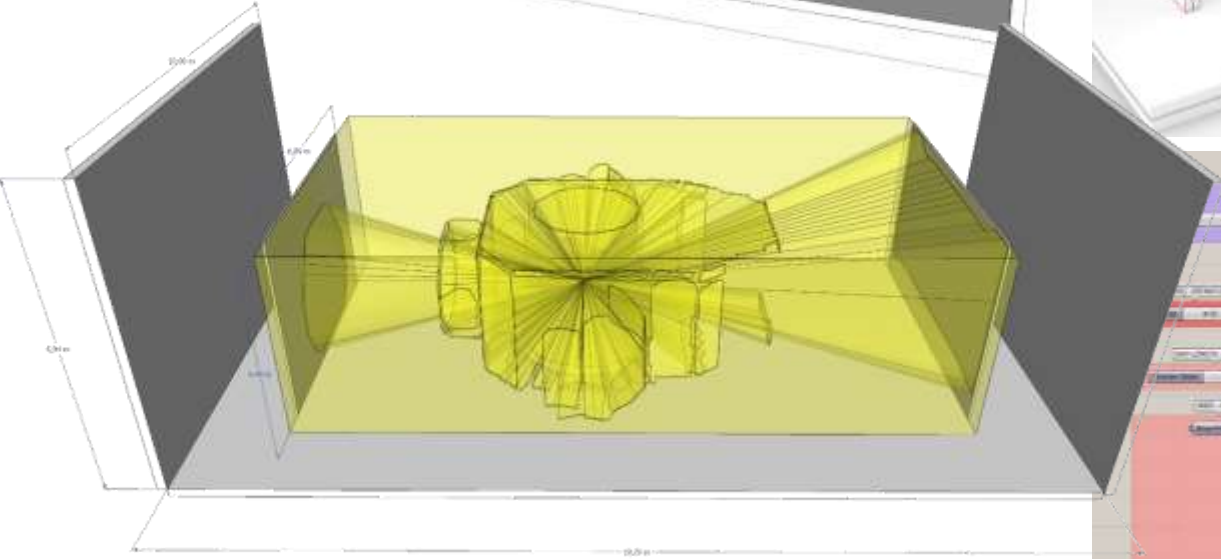
The off-screen issue is the belief that everything is visible in 360°.

It would make impossible or very difficult to hide the technical elements.





The off-screen exists and it has been calculated to have areas where technical elements could be hidden.



*In / out
From
personal to
collective
experience*



Solitary virtual experience



Mutoscope



peepshow



Kinéscope



Samsung Gear 360

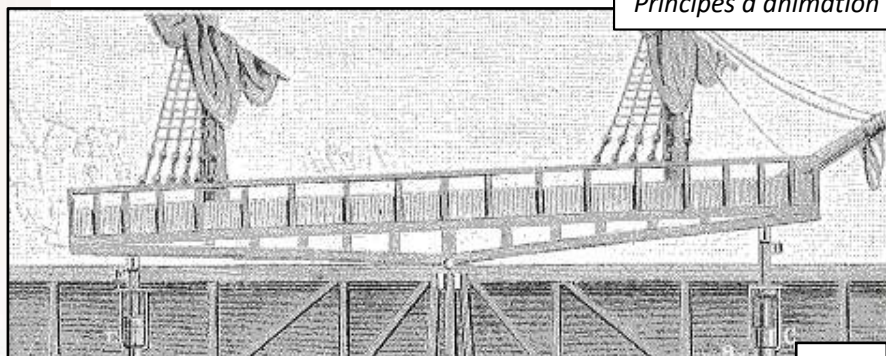
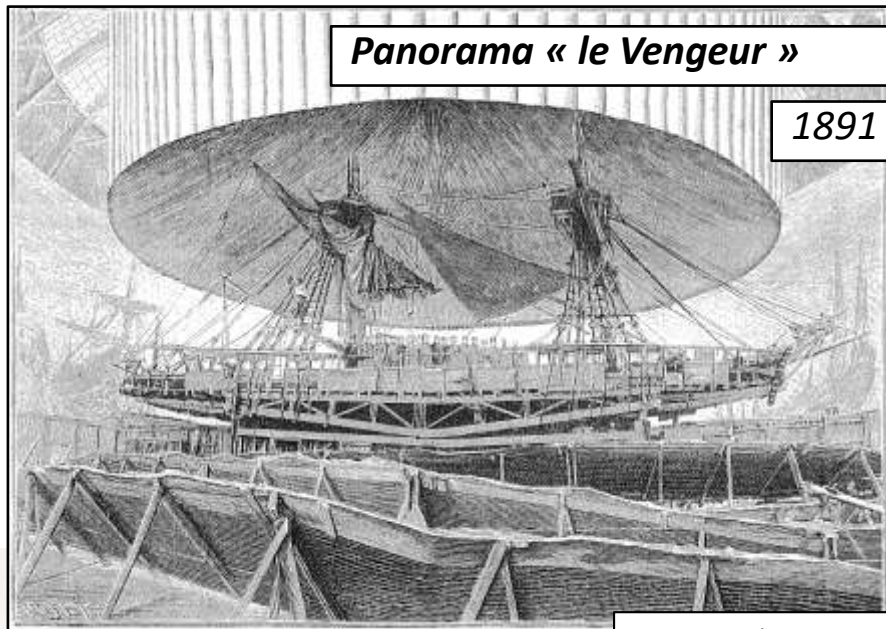
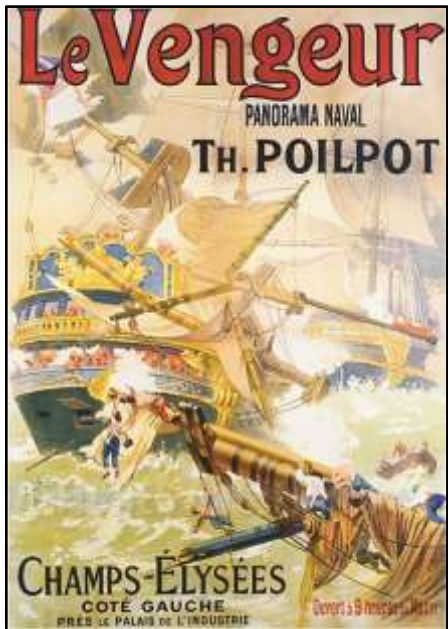


What *scenography* for a Virtual Experience ?



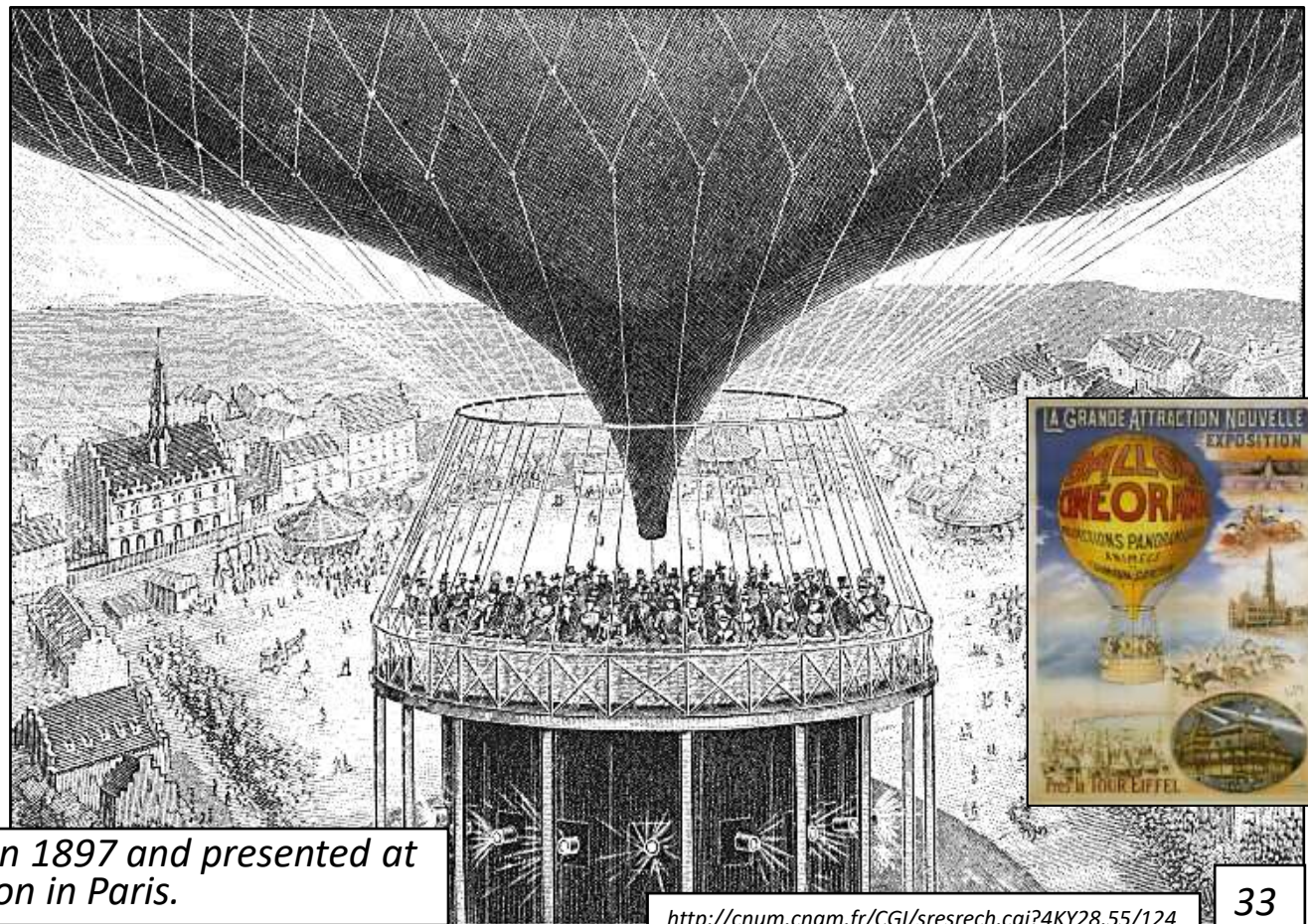
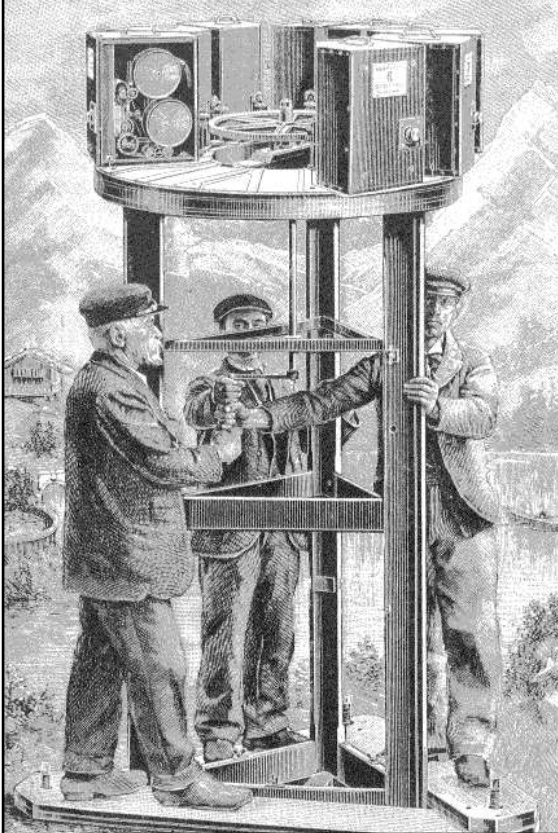
Banal space or staged one?





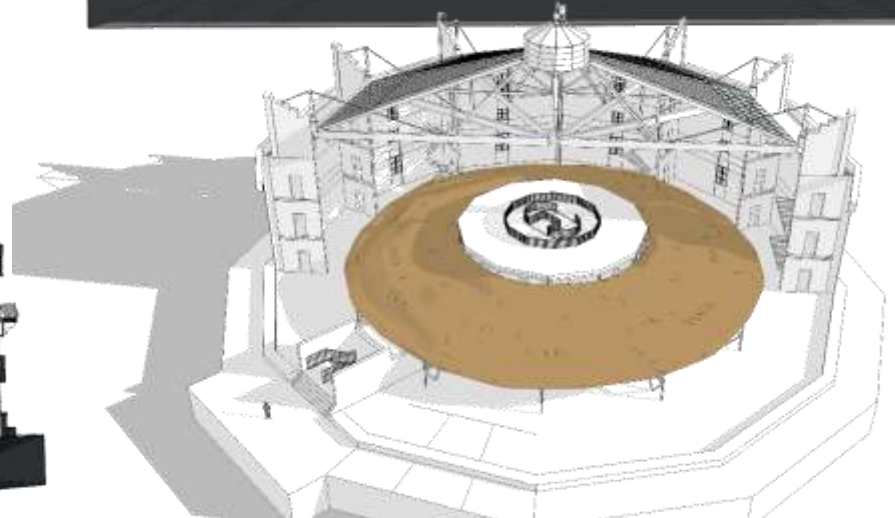
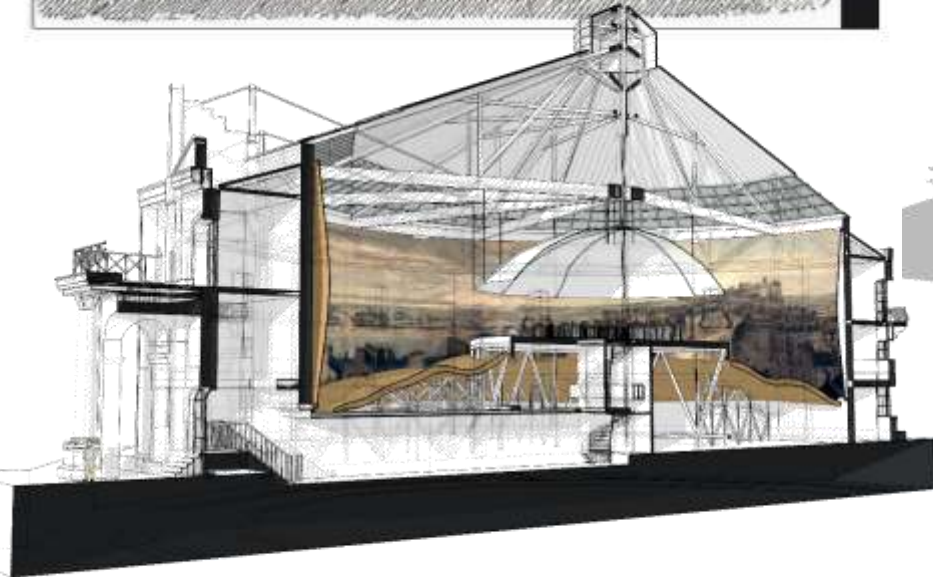
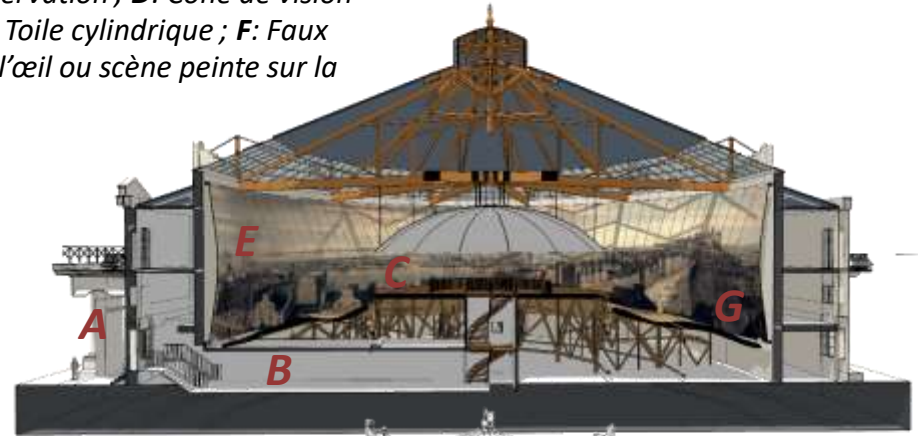
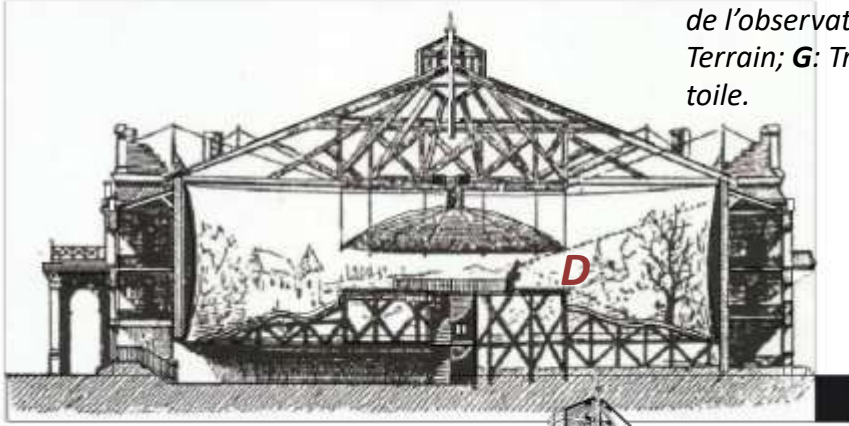
conceived by **Théophile Poilpot**

The Cinéorama by Raoul Grimoin-Sanson, it a circular projection with 10 synchronized projectors.



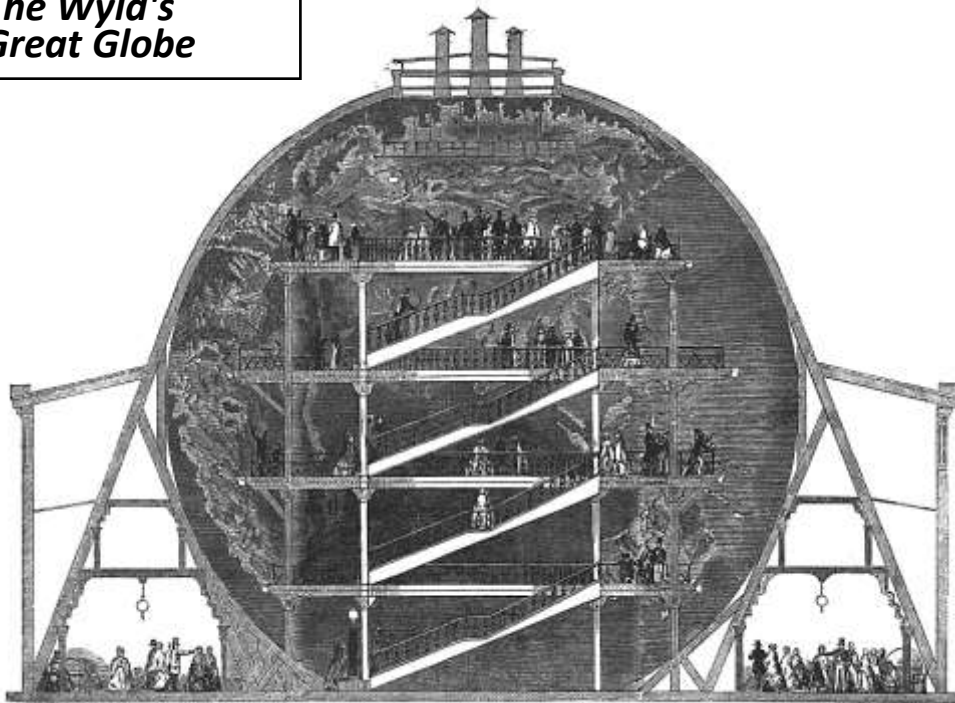
The process was patented in 1897 and presented at the 1900 Universal Exhibition in Paris.

A: Entrée et caisse ; B: Couloir d'accès (sombre) ; C: Plateforme d'observation ; D: Cône de vision de l'observateur ; E: Toile cylindrique ; F: Faux Terrain ; G: Trompe l'œil ou scène peinte sur la toile.



Section of a panorama mid 19th century...

The Wyld's Great Globe

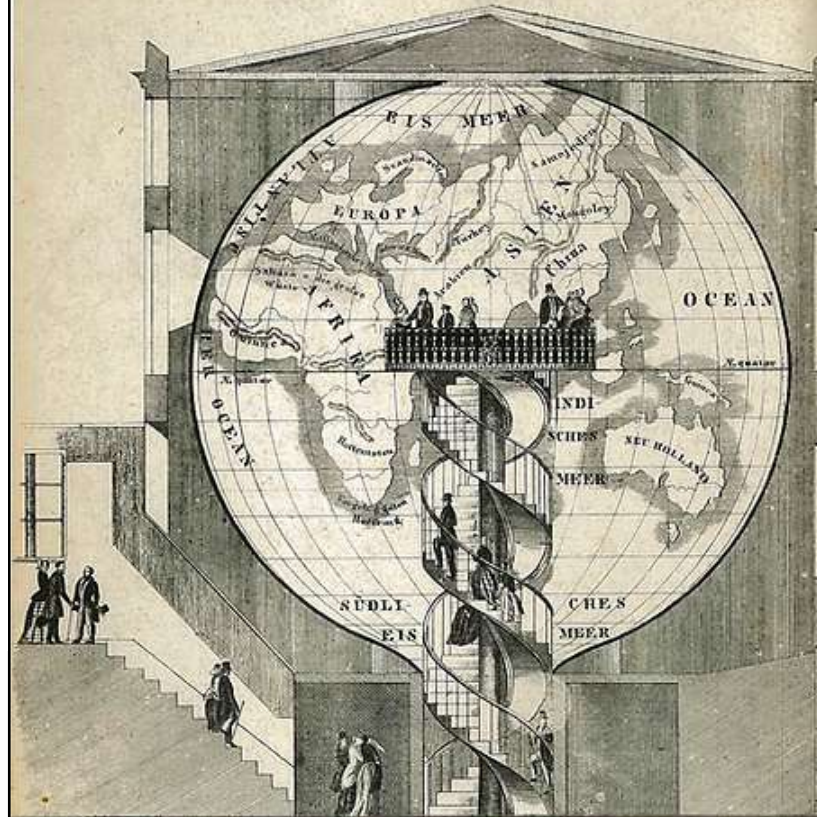


The Wyld's Globe was a main attraction in London between 1851 et 1862.

The Géorama, 1840 is a gigantic globe of 32 m high and with a diameter of 10m.



The Guérin's Georama.

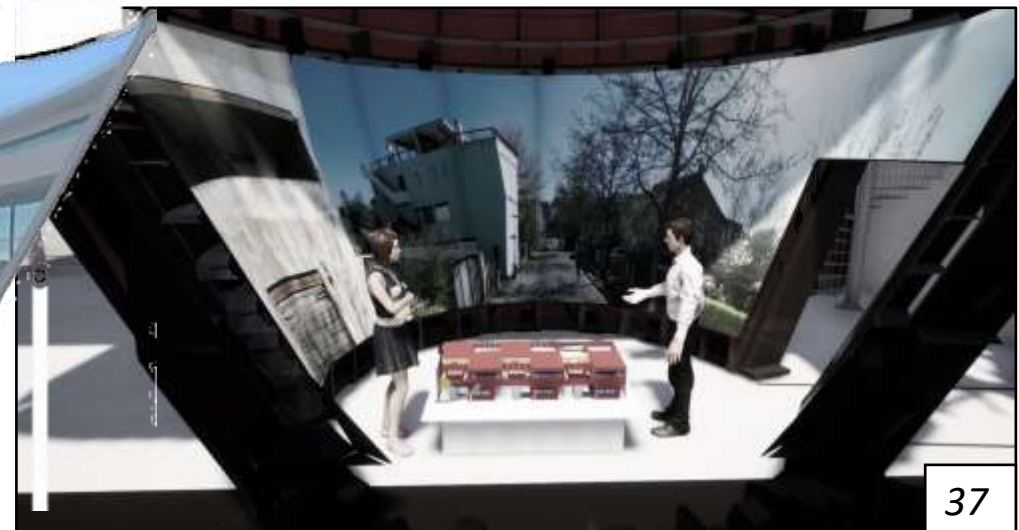
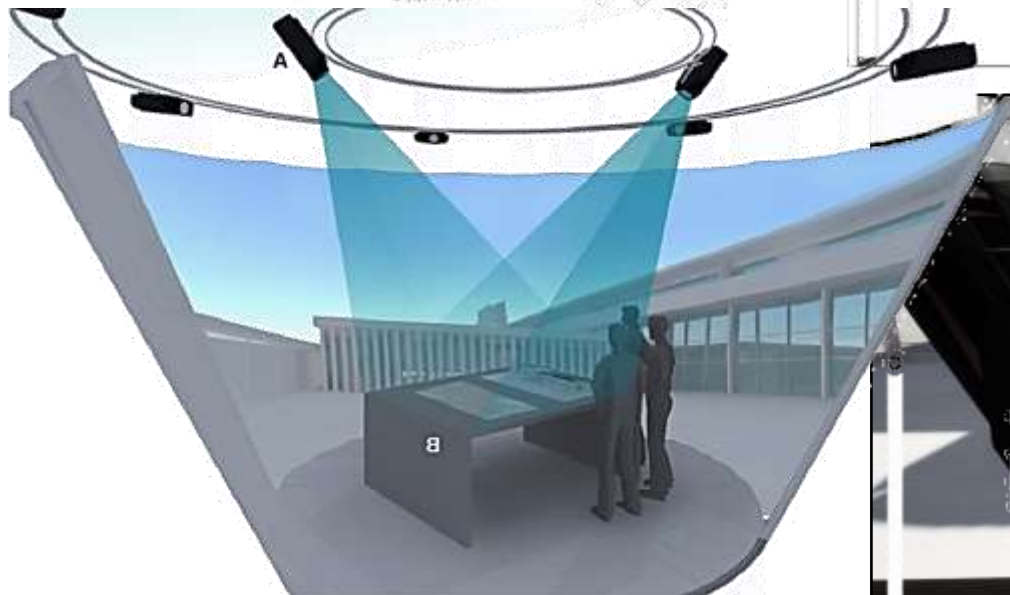
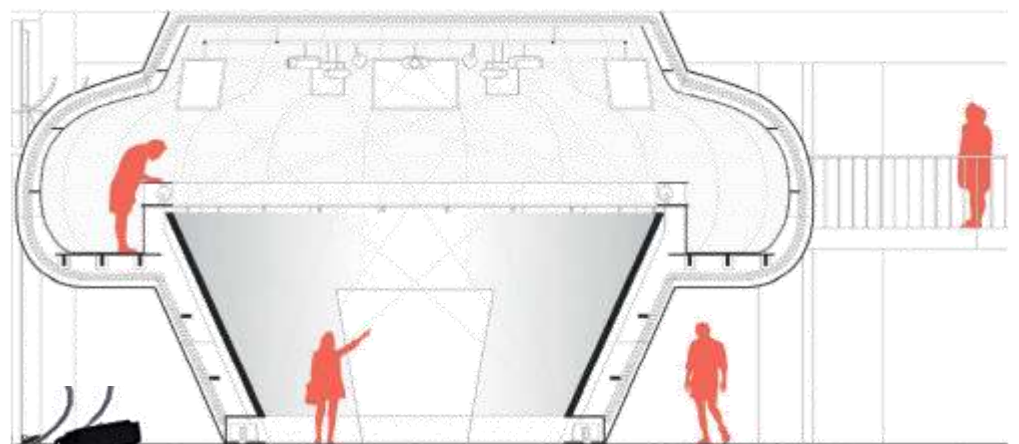
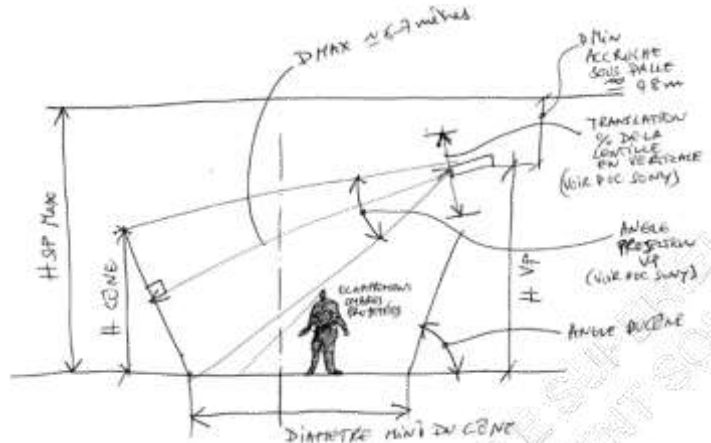


Das Georama in den Elysäischen Feldern zu Paris.

Lith. & J.F. Kuster in Gratz.

Coraulis,
*immersive
device 360°*





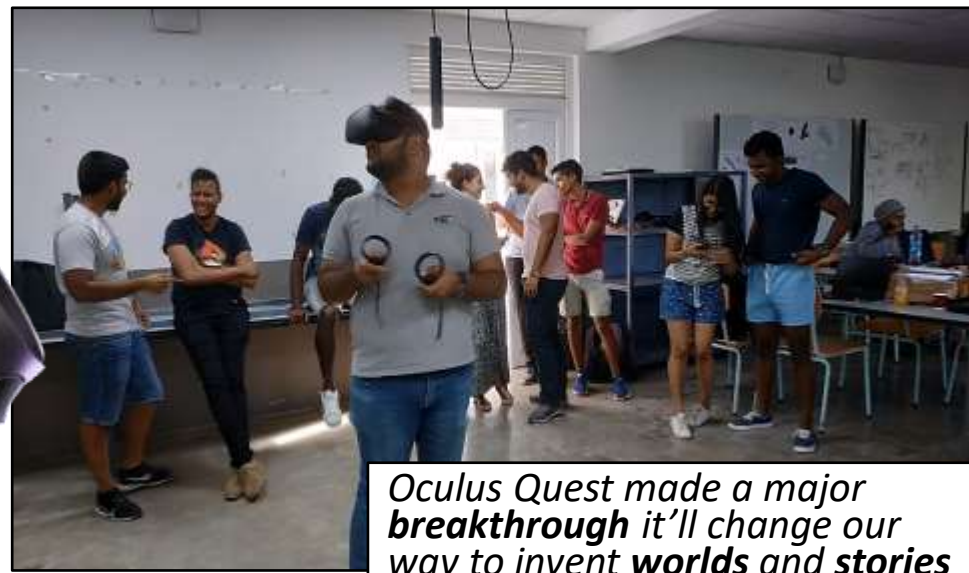
The next step



HTC Cosmos



Oculus Quest



Oculus Quest made a major **breakthrough** it'll change our way to invent **worlds** and **stories**



<https://www.oculus.com/quest/>

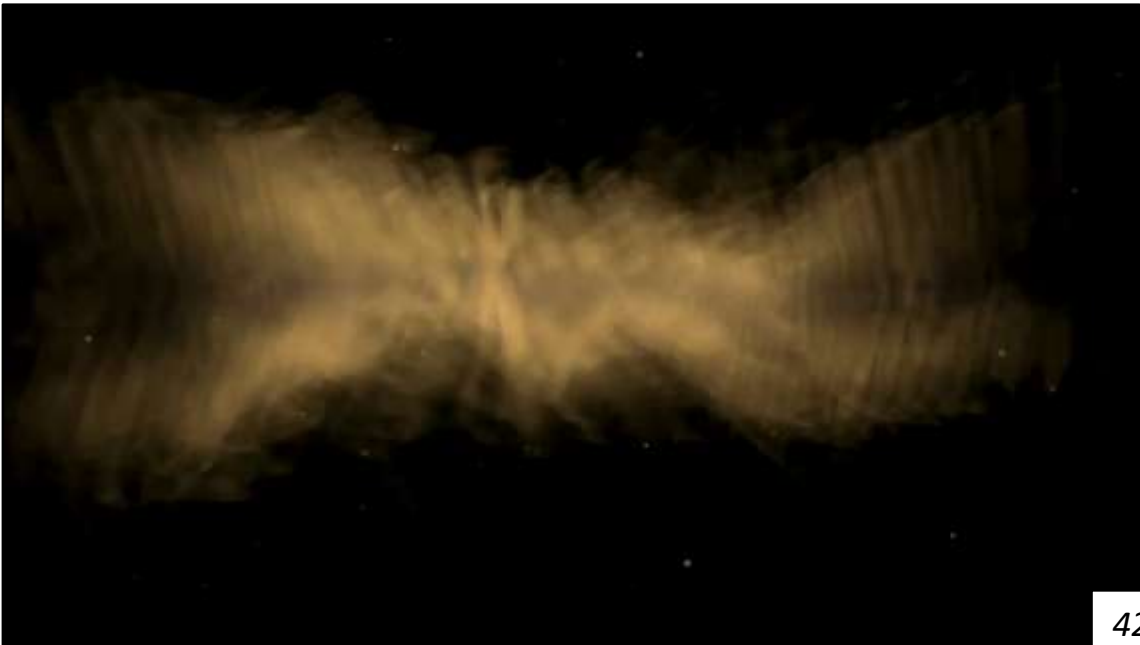
*Point
Of
vue*



*The perception of **John Hull** who became blind*



Notes on Blindness.



[http://creative.arte.tv/fr/series/notes-blindness.](http://creative.arte.tv/fr/series/notes-blindness)

Alejandro G. Iñárritu

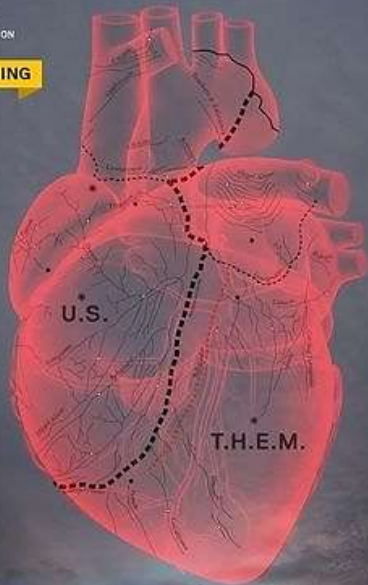
CARNE Y ARENA

(Virtually present, Physically invisible)



OFFICIAL SELECTION
FESTIVAL DE CANNES

A PRE-OPENING



A VR INSTALLATION
FESTIVAL DE CANNES, 2017
17.5.2017 - 27.5.2017

<http://www.imdb.com/title/tt6212516/>

Alejandro Gonzalez Inarritu

Carne y Arena.

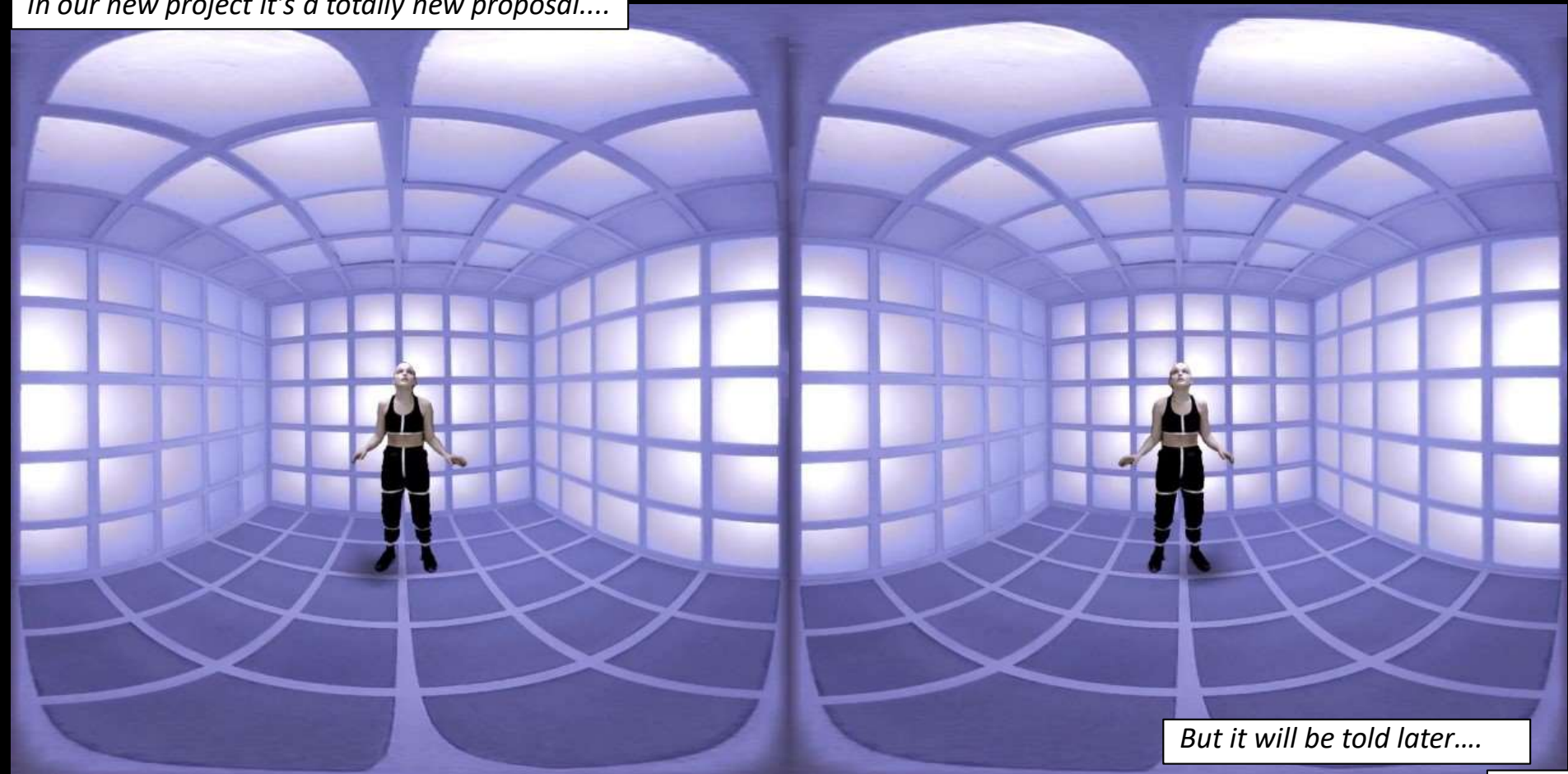


A wetback at the US border.

*In **To the Moon**, the point of view is a witness from earth.*



In our new project it's a totally new proposal....



But it will be told later....



Content Creation

Jeudi 23 avril 2020 11:30 à 11:55

TransVRsal

Content Creation

Content creation

Informations

https://www.youtube.com/watch?v=Qh1gbpR8NX8&feature=emb_rel_end

Intervenants



Laurent Lescop

Enseignant

Ecole Nationale Supérieure d'Architecture de Nantes

