What is a VR/360° film?

- VR films are shot using multiple cameras which are “stitched” together to create a 360° view.
- They can be viewed using a smartphone or a VR headset such as the Oculus Rift or the Vive.

How was this film shot?

- This film was shot using a Ricoh Theta VR camera and a GoPro VR camera rig.
- After comparing the footage from both cameras, the Ricoh Theta footage was used for the final cut of the film.

Ricoh Theta vs GoPro Rig

- The Ricoh Theta camera is made up of two 180° fisheye lenses.
- The footage from these two lenses can be automatically stitched together almost seamlessly, but the footage is low quality and grainy.

Can you tell narrative stories in VR?

- Most current VR films are documentary films. We’re still learning how to tell effective narrative stories in VR.
- The big question is: How do you make the medium relevant? How is a VR film different from a traditional film?
- In this film, I attempted to make the VR medium relevant by turning the physical object of the camera into both a prop and a character in the piece.
- VR films are more play-like than film-like, because the director can’t dictate where the audience is looking and can’t use traditional film conventions like closeups.

Watch the film!

Title: Rebooting
Run time: 8 mins
Writer, director & editor: Natasha D’Amours
Sound: Hector Andres Perez Villatoro
Starring: Alistair Ogden and Stephen Dopp
Special thanks to: Rachel Enns, Ana De Lara, Maureen Bradley and Daniel Hogg
Watch it at: bit.ly/RebootingVR

Experimenting with Virtual Reality and 360° Filmmaking
Natasha D’Amours, Department of Writing
March 7, 2018
This research was supported by the Jamie Cassels Undergraduate Research Awards, University of Victoria
Supervised by Maureen Bradley

Watch it at: bit.ly/RebootingVR