

VKURA V.R RESEARCH

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INTRODUCTION

Throughout the summer, the research was dedicated to bringing story telling closer to the audience by giving them an immersive experience by not only making them listen to or visualize a story but by making them a part of it and giving them the freedom to explore different aspects and corners of the story they are invested in. The research worked on building virtual reality systems and evolving the environments for people to be a part of a story

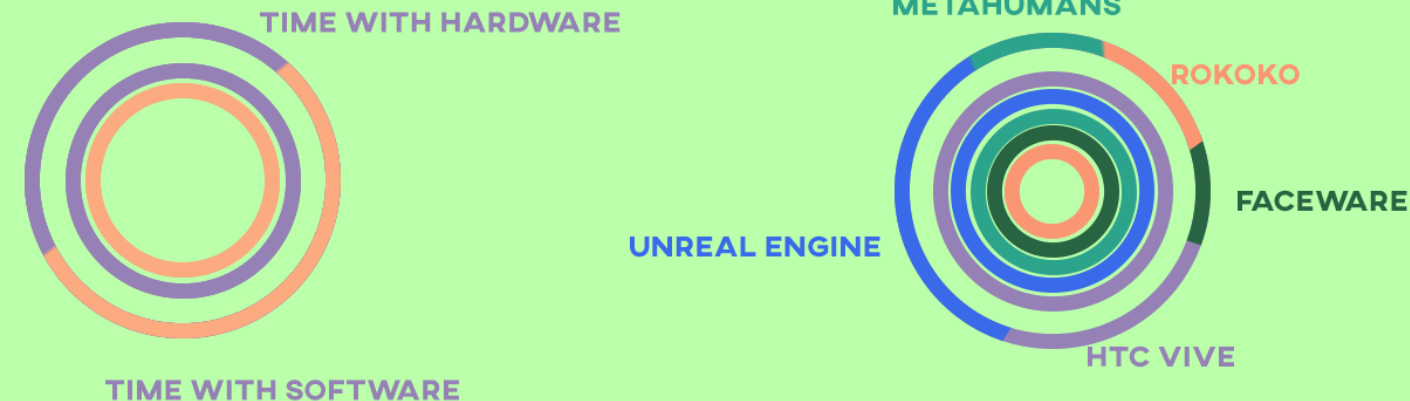
OBJECTIVE

- Make an interactive environment
- Get to know metahumans
- Build a language model
- Translate live motion into computer motion

METHOD

Full creative freedom
Open learning space
2 week power weeks with reports and work discussion
Trial and Error allowance

ANALYSIS



Supervised by David Leach and Derek Jacoby
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