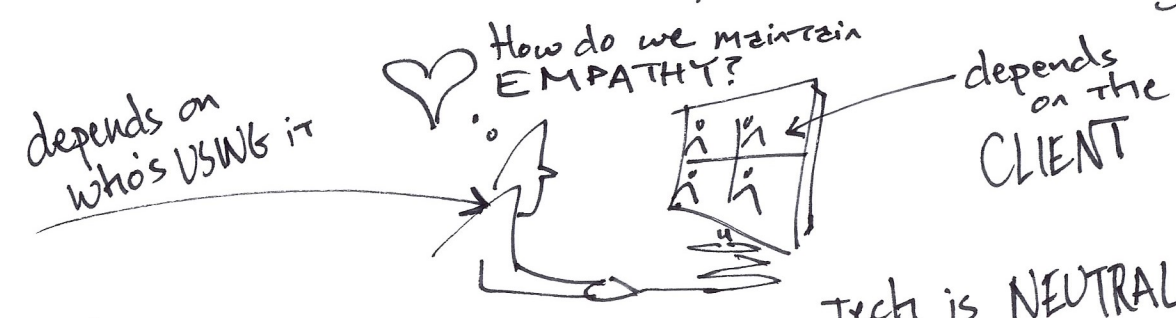


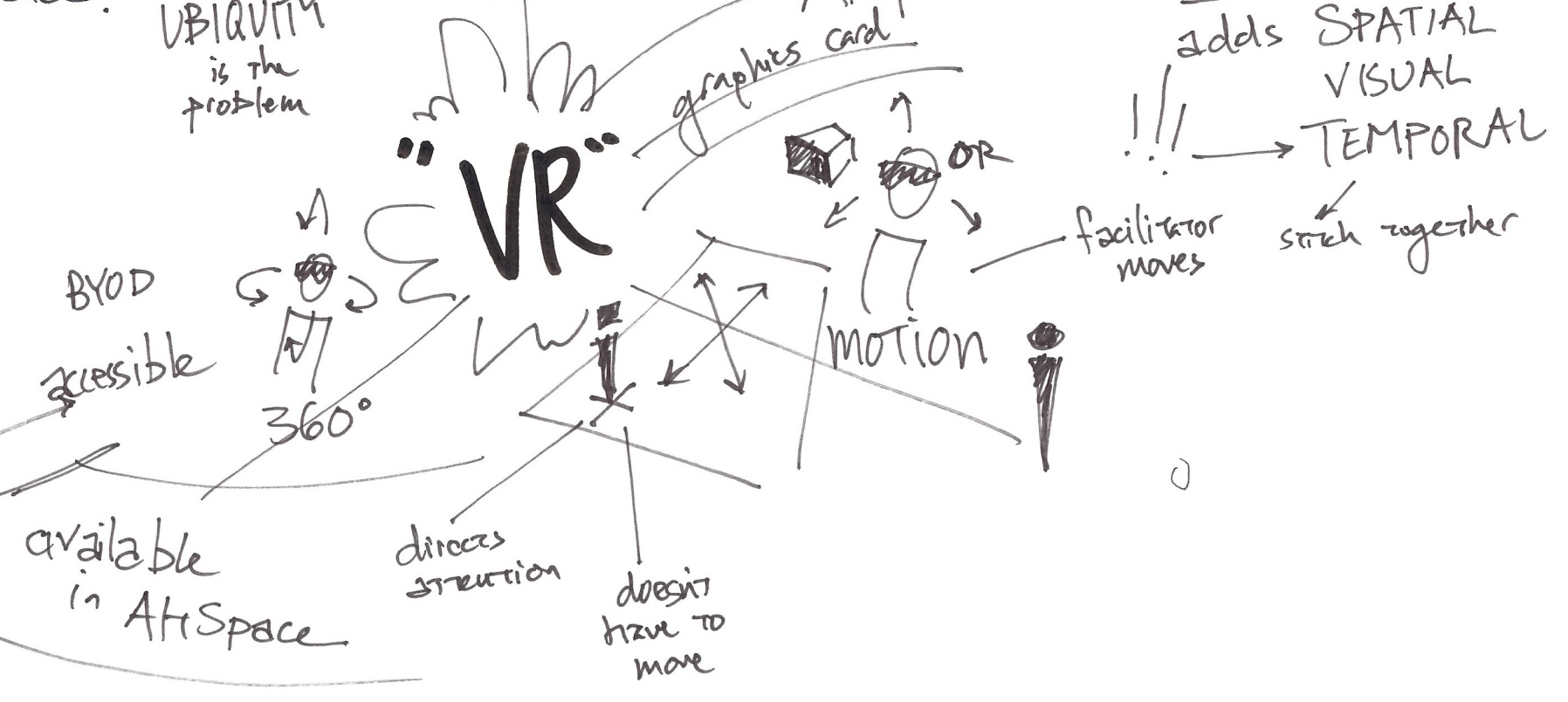
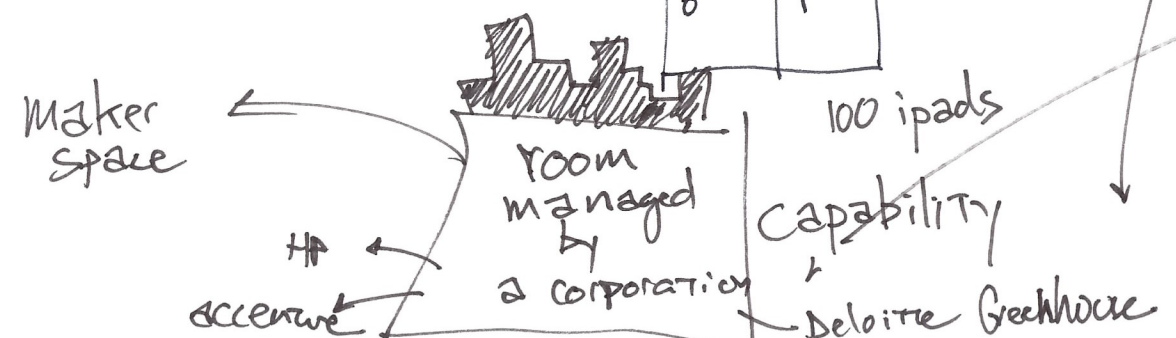
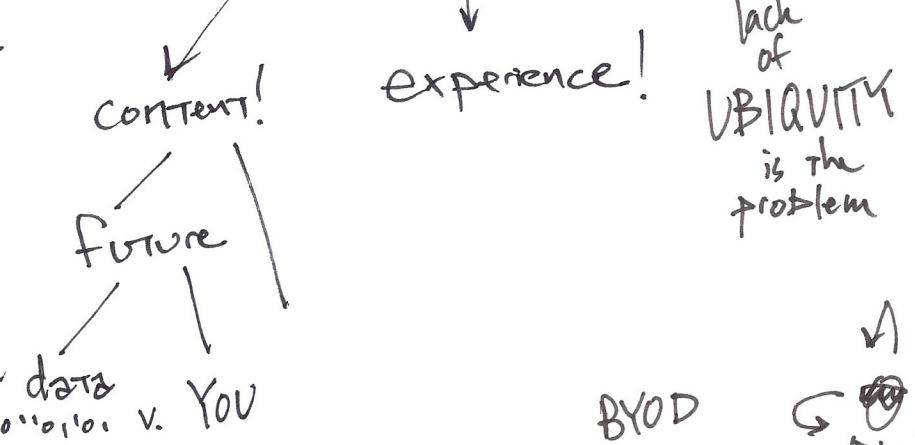
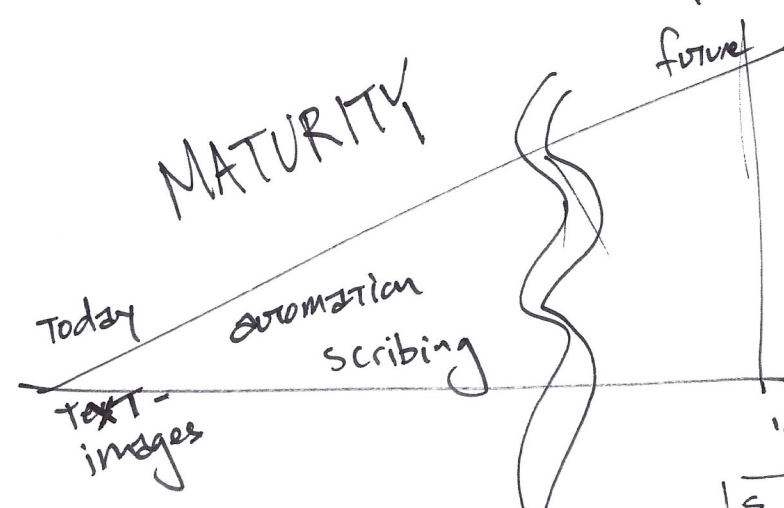
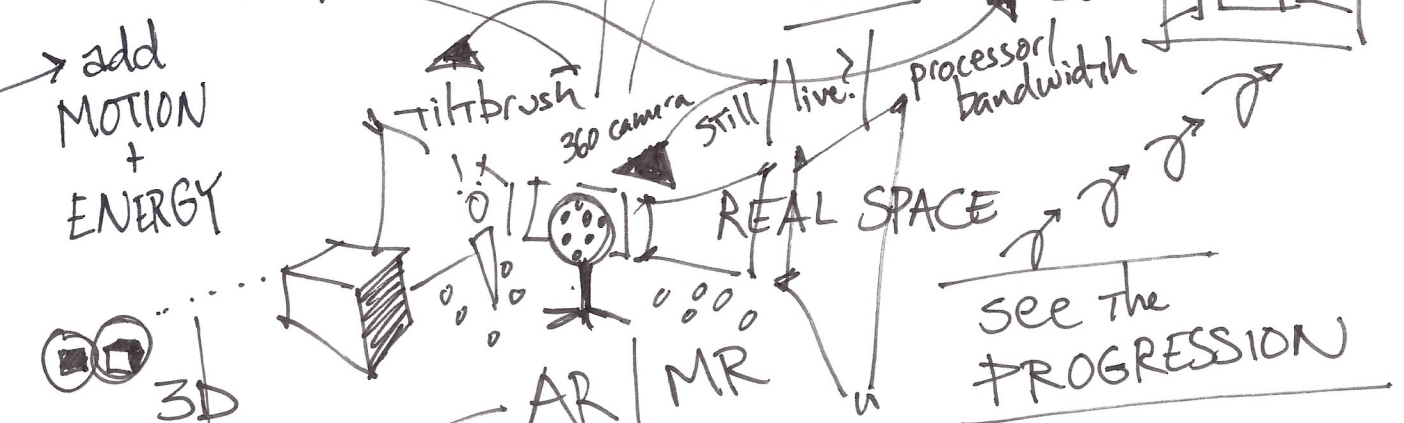
VR ⇒ empathy?? — be w/in the situation
 360°/VR
 what's an ideal ROOM?

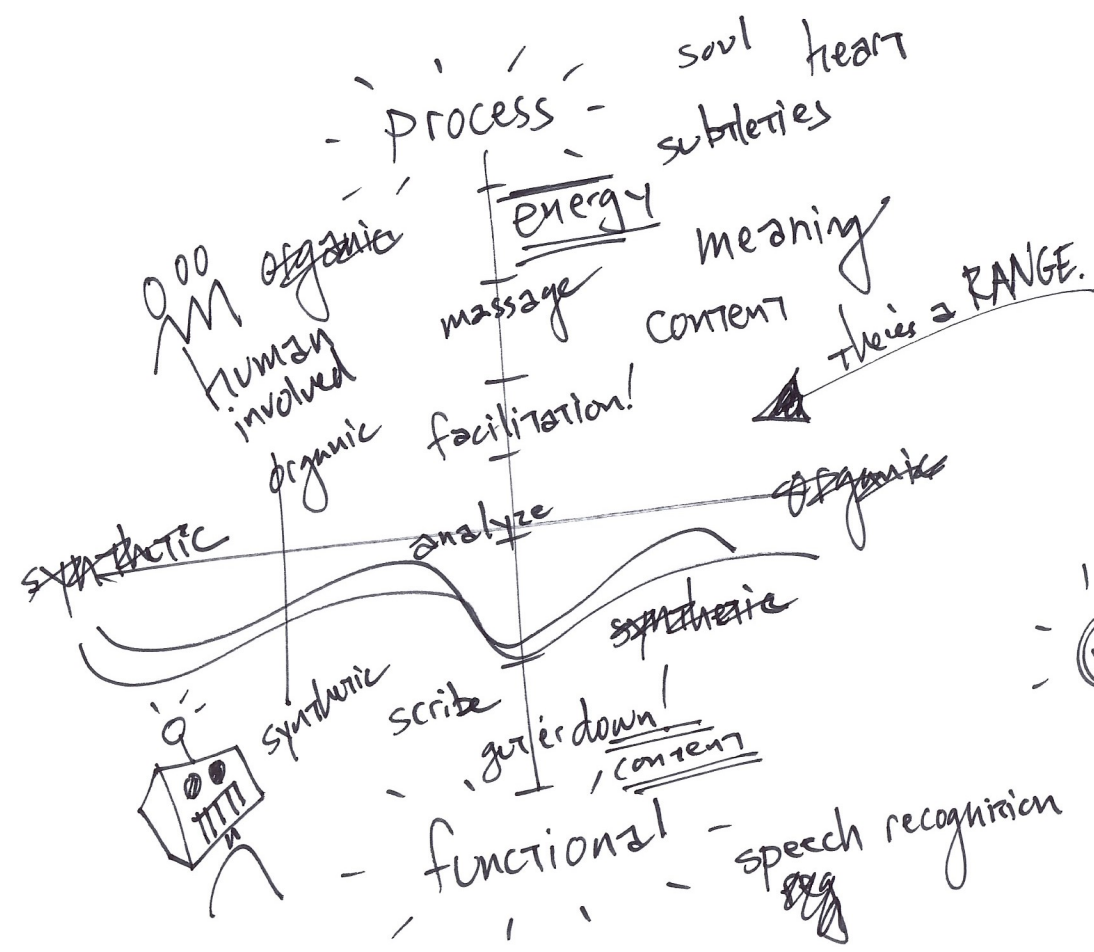


tech is NEUTRAL: depends on who's using
 premier!!
 video editing
 google camera
 360 photosphere
 cheap 360 cameras.

strategy
 human touch
 "orphan rescue"

GFinVR



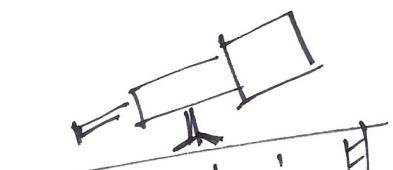


GR

being put out of business?

processing ideas

TO IMAGES



see what's out there

facilitation
technology \Rightarrow field

how to integrate it

how to find clients

rapid prototyping



How do you USE it here?

ideal room

STATIC images + icons

apple is working on this

persists over time

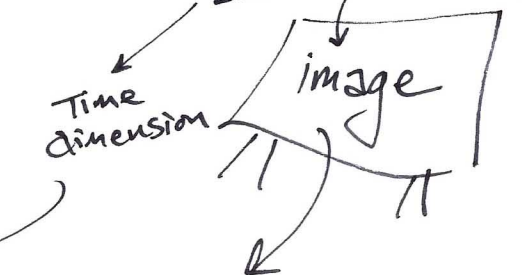
push out 3D models NOT STATIC

embed video + audio

MIXED MEDIA

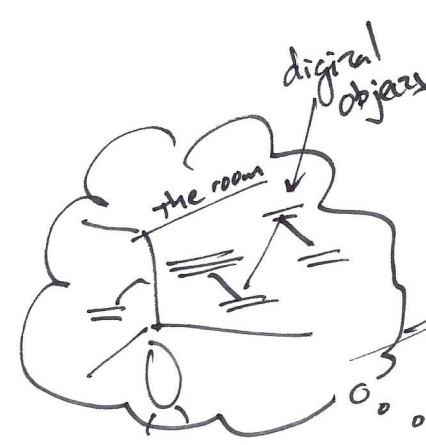
recorded as it goes along

Twitter audio video - real world



empathy

follow a progression of CHANGE over time

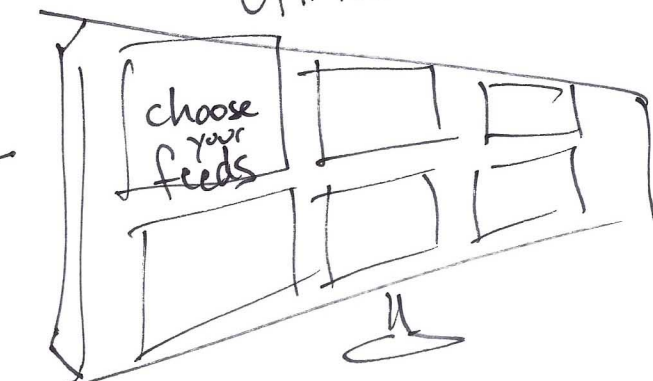


everyone connected

broad cast overlays

SOBS free open source

AR (hololens)



VR is exclusionary

virtual visual

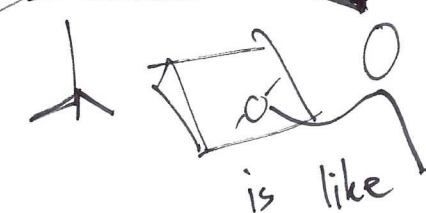
process

co-created

participatory no geographic limitation

up close & personal

the ARTIFACT: MUST HAVE OBJECT



vs. after the fact

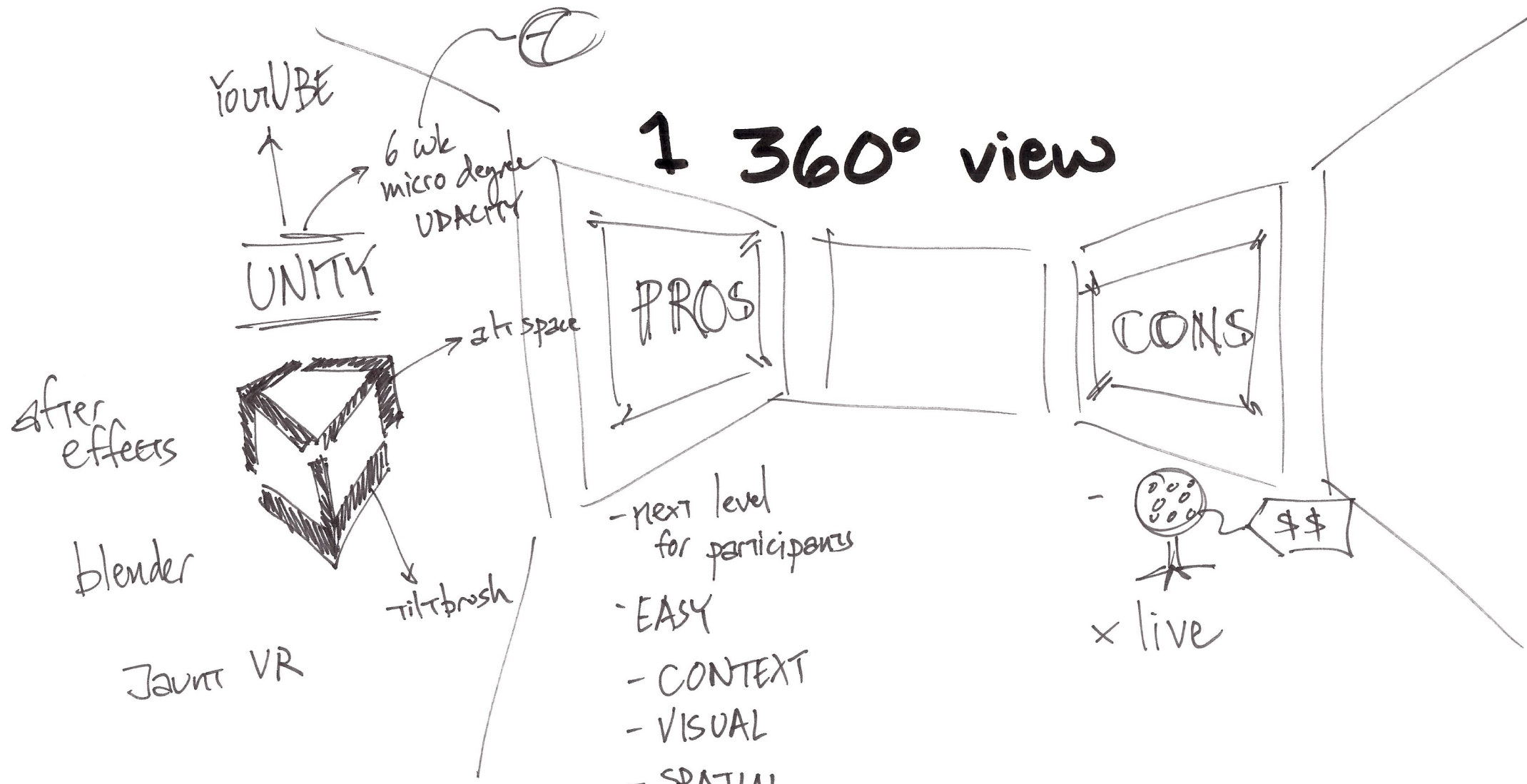
in the SHADOWS

engage by CHOICE

as PART of the EXPERIENCE



1 360° view



YouTube

UNITY

6 wk
micro degree
UDACTY

ztr space

PROS

CONS

- next level
for participancy

- EASY

- CONTEXT

- VISUAL

- SPATIAL

- TEMPORAL

- replay



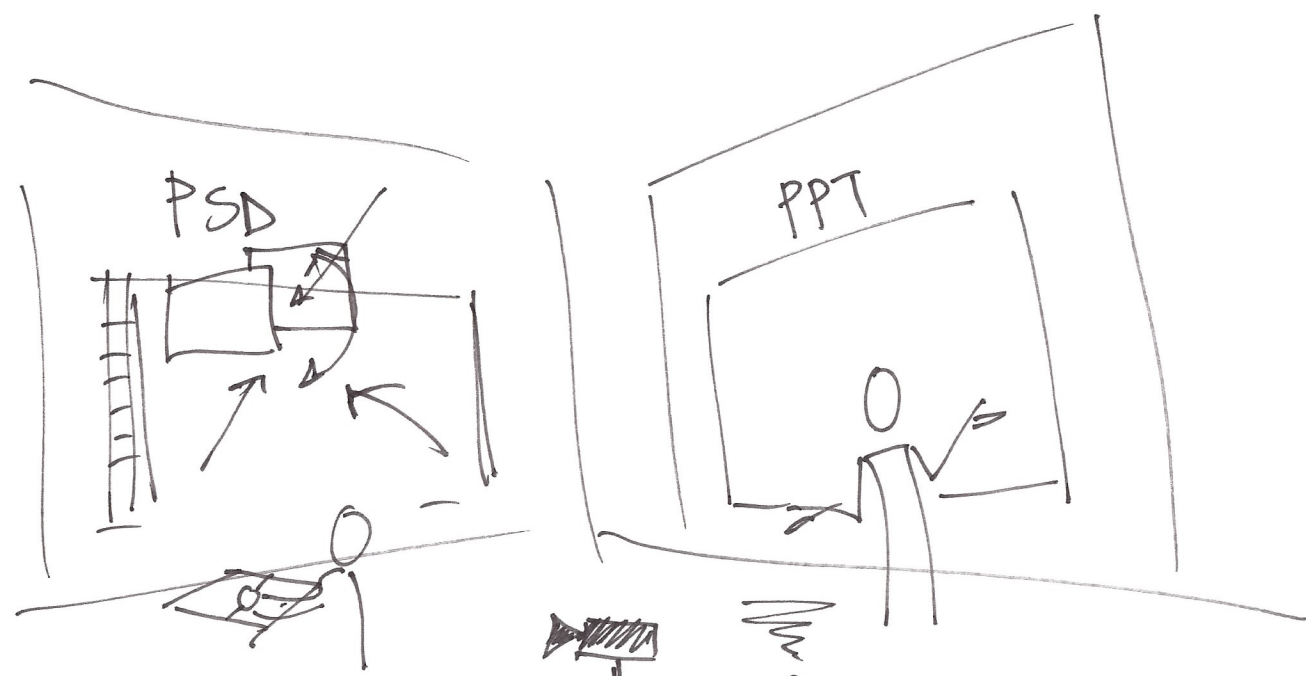
x live

after
effects

blender

Javni VR

Tiltbrush



ROY'S workflow:

- work FULL size
- keep your view: don't zoom
- CONVERT TO SMART obj.

↳ shrink

↳ toggle visibility

← they DON'T get sick

Window > workspace

new window. extend screen

