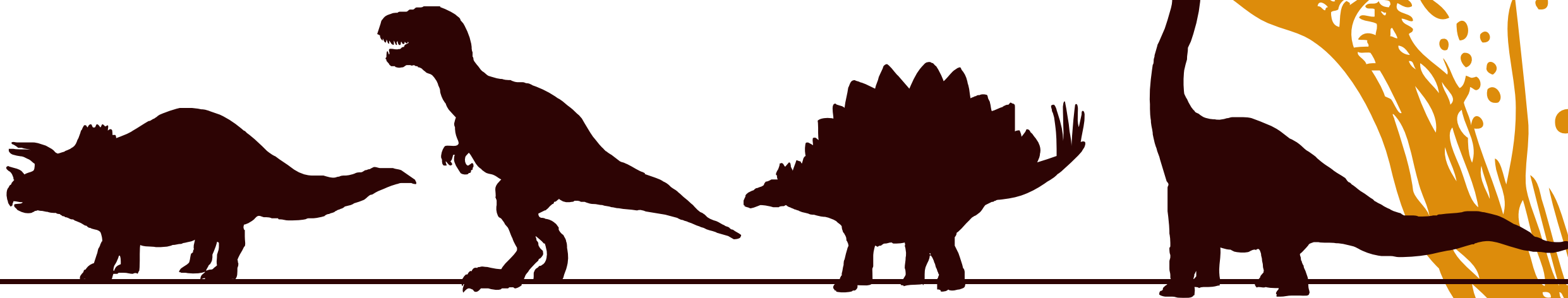


Jurassic World MUSEUM

Immersive Environments: Integrating
Sound, VFX, and Narrative in Animation



CONTENTS

Jurassic World Museum



01. Project Concept

(Background Setting, Storyboard)

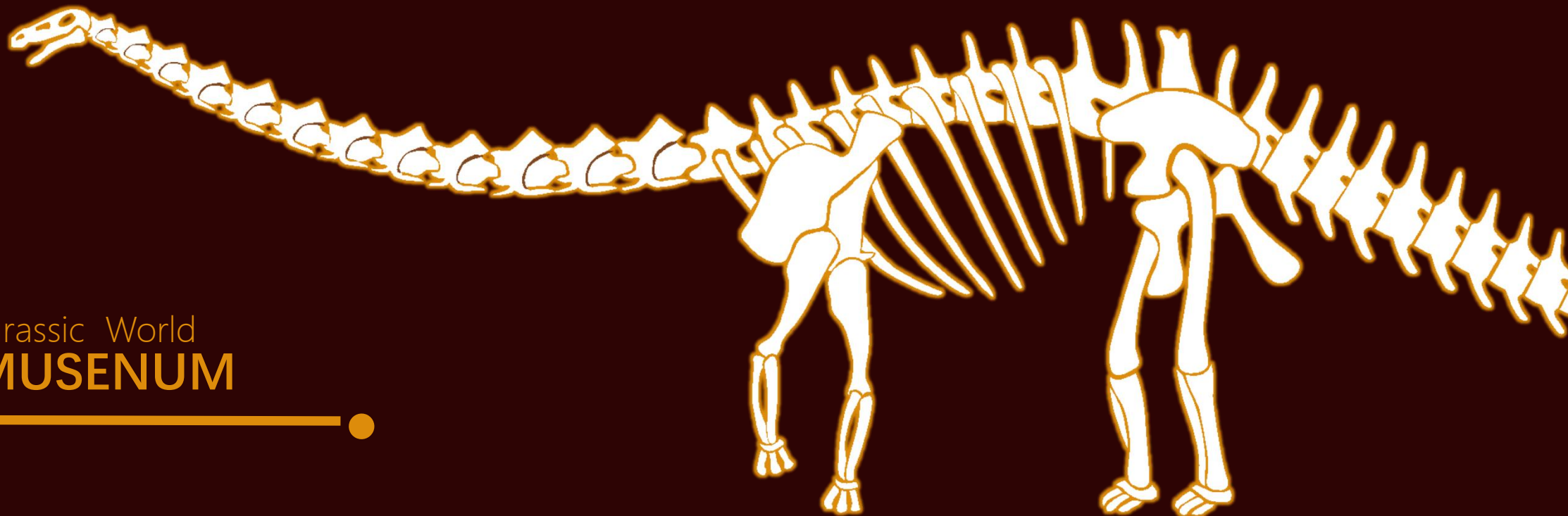
02. Visual and Technical Research

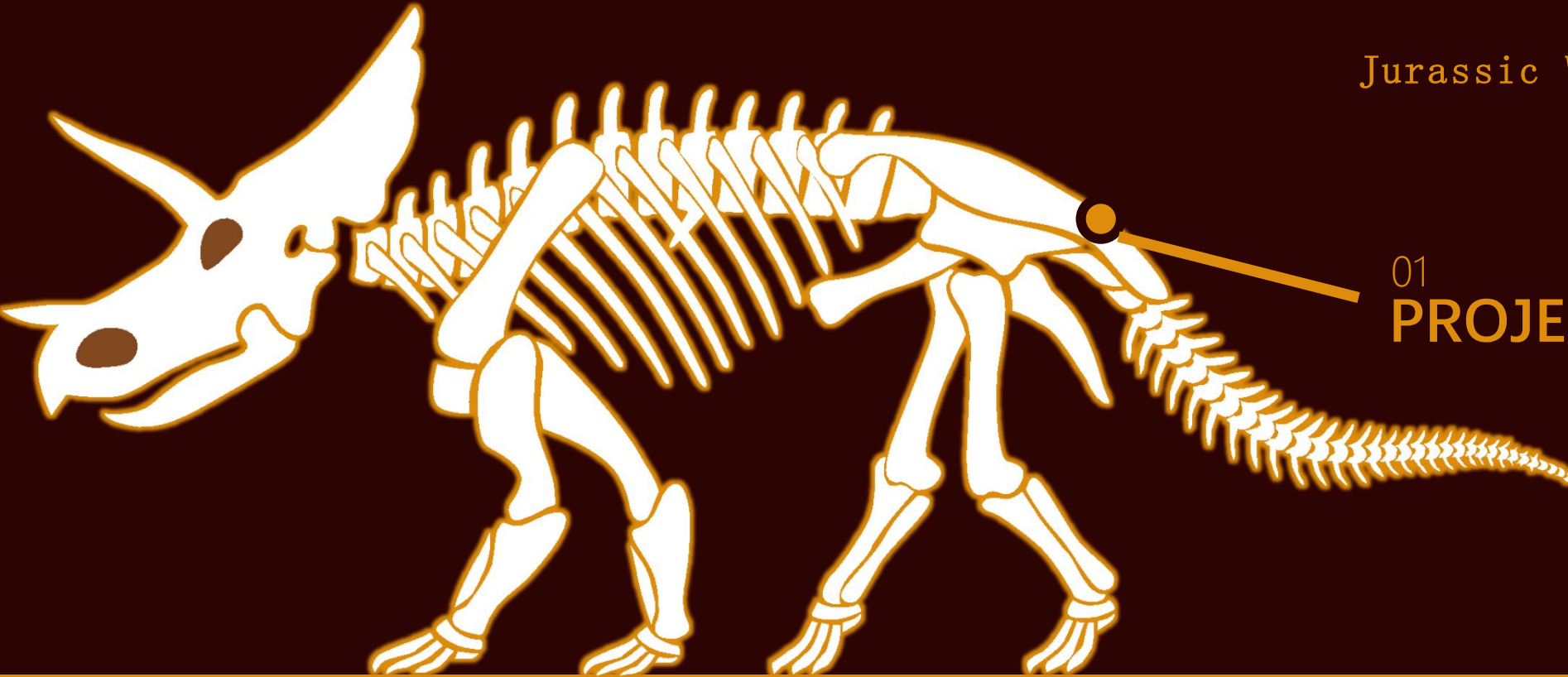
(Film and Television references, AR/VR technology references, Lens References)

03. Design Scheme

(Environment, Action, Shooting, Audio-visual Integration)

Jurassic World
MUSENUM





01

PROJECT CONCEPT

PROJECT CONCEPT

In this part, we will introduce the conception of the project. It includes the story summary, background setting, and the planned shooting methods to be used, etc.



STORY SETTING

The protagonist Zhongyi Cong comes to a Jurassic museum. He picked up a magical mouse and accidentally traveled to the Jurassic World. Moreover, if he encounters a Tyrannosaurus rex, will he be able to escape successfully?

STORYBOARD

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开始 插入 绘图 布局 审阅 视图 引用

Calibri Regular (西) B I U A- | V- A- | | | | |

Text storyboard of the "Jurassic World Museum" project					
Sequence	Scene	Content	Footage	Duration	Sound effects
01	Museum	Empty mirror, showing where the story takes place.	Shot up and down, the big scene of the museum.	3s	Background music
02	Museum Corridor	Figure walks forward and looks at the road sign beside.	Frontal half-length shot.	5s	
03	Museum Corridor	A figure's back view, passing through the corridor into the museum.	Figure in the frame, half-length shot, back view.	5s	
04	Museum	Empty lens, shooting the interior of the museum.	Push the camera forward and backward.	5s	
05	Museum	The figure looks around.	Half-length shot.	5s	
06	Museum	Walk around and see the dinosaur skeleton.	Follow the half-body shot.	5s	
07	Museum	The figure walks back to the dinosaur skeleton and picks up the mouse on the ground.	Photograph the person picking up the object sideways.	8s	
08	Museum	The character curiously observes the mouse in his hand.	A close-up of the mouse in hand.	5s	
09	Museum	The figure sits on a chair and presses the mouse button, and the surroundings change.	The character is centered and the flash white shot is cut.	10s	
10	Forest	The character covers his eyes and his vision gradually becomes clear, arriving at the Jurassic world.	The character remains in the center.	8s	
11	Forest	Characters walk out of the rainforest.	Follow the pan shot.	5s	

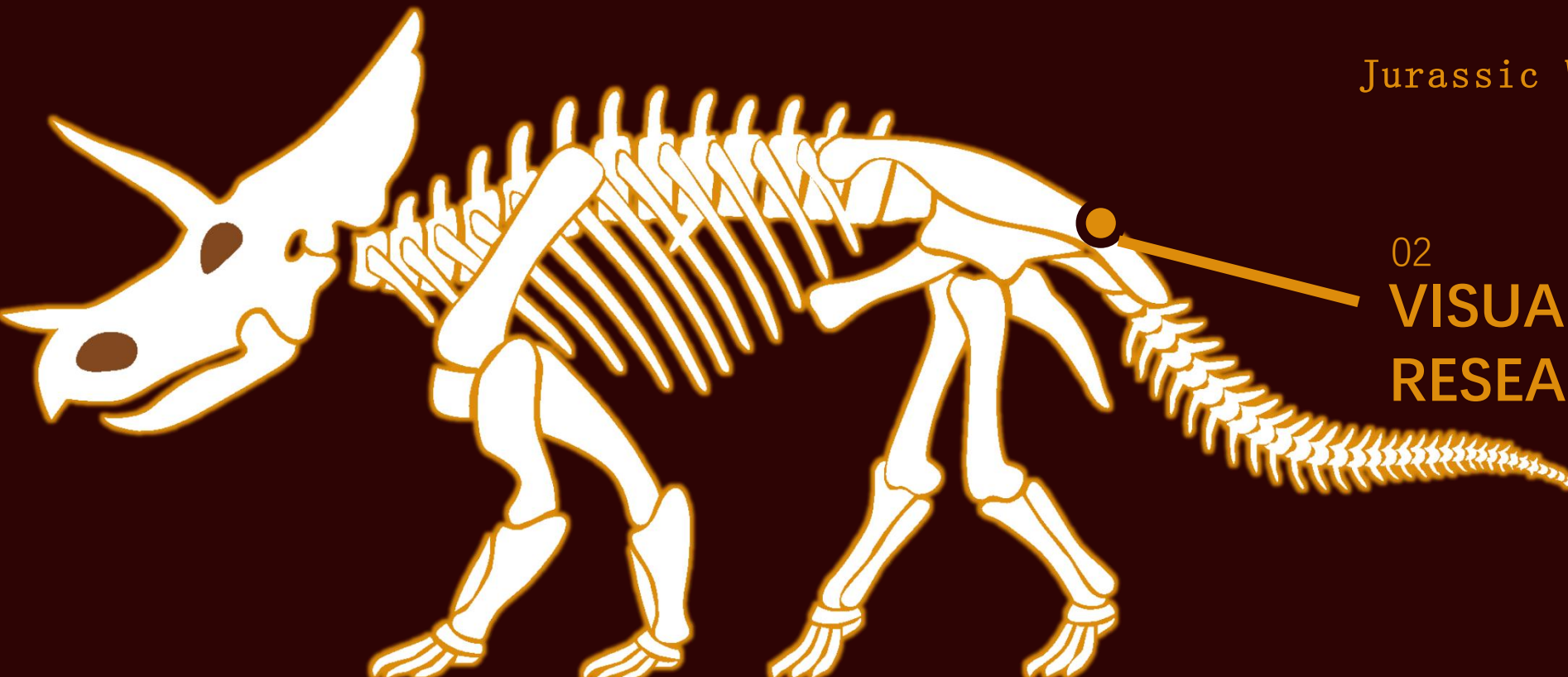
Jurassic World Museum

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12	Forest	A character finds a dying dinosaur lying on the ground and touches it.	Half-length shot.	10s	Switch between soothing music and tense music
13	Forest	Another dinosaur spotted the person and let out a loud roar.	Overhead shot of the dinosaur.	5s	Dinosaur roars
14	Forest	The dinosaur began to chase people.	The camera follows the dinosaur's movement from the side.	5s	Dinosaur footsteps sounds
15	Forest	Dinosaurs roar.	Side roaring shot.	3s	Dinosaur roars
16	Forest	Dinosaurs chase people.	Frontal dinosaur shot.	3s	Dinosaur footsteps
17	Forest	Characters run fast and look back from time to time.	Half-body follow the camera.	5s	
18	Forest	Dinosaurs chase people.	Side view of a dinosaur running.	3s	Dinosaur footsteps
19	Forest	Characters fleeing the camera.	Side escape shot.	3s	
20	Black curtain	Leave room for the audience to imagine	Dark screen.	5s	



Jurassic World Museum



02

VISUAL & TECHNICAL RESEARCH

VISUAL & TECHNICAL RESEARCH

In this part, we will look for relevant references based on the story setting, such as Film and Television references, AR/VR technology references, Lens References.

Research on Immersive Imaging Technology

Noun Explanation:

1-VR (Virtual Reality) simulates a virtual environment, emphasizing the immersive experience brought by user interaction in the virtual world.

2-AR (Augmented Reality) can seamlessly integrate real-world and virtual-world information, allowing for the experience of overlaying virtual objects onto real scenes.

3-MR (Mixed Reality) lies between the two, being a hybrid of virtual and reality, capable of creating virtual objects that can interact with the real environment.

VR



AR



MR



Research on Immersive Imaging Technology

Summary:

In VR, what you see is a displayed image;

AR shows an image that is half real and half fake,

while MR lies somewhere in between.

VR



AR



MR





Core Technologies in AR/VR Film

- 360° panoramic filming & stitching
- LED virtual sets & real-time rendering
- Motion capture & virtual character creation
- Spatial audio & head tracking
- Game engines (Unreal, Unity) for virtual production

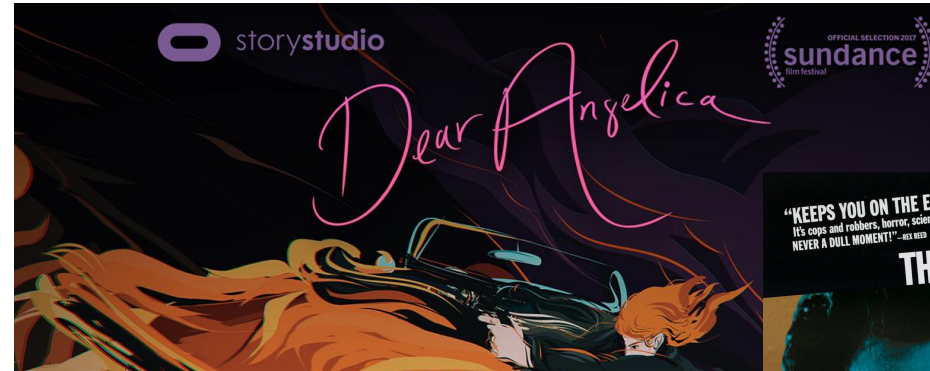


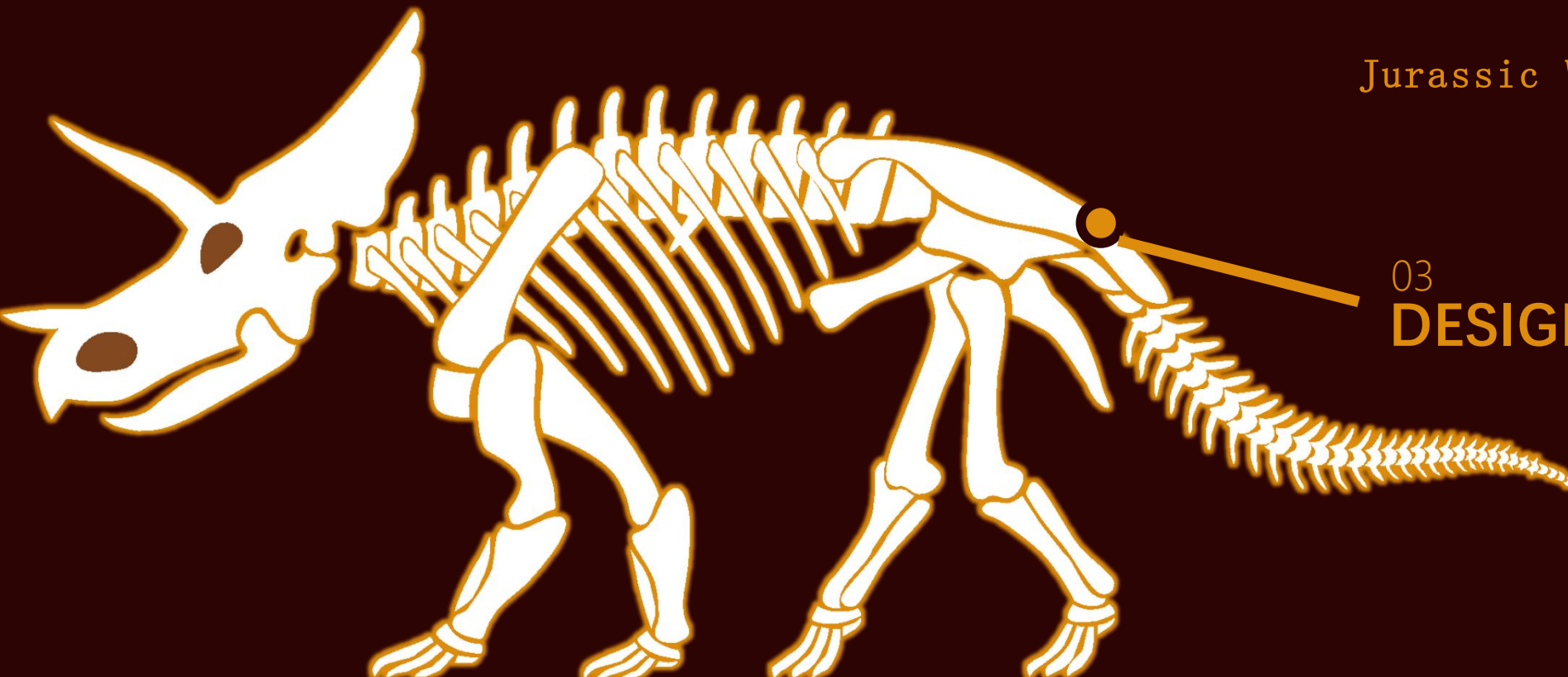
Technology References

🎬 *The Mandalorian*: LED volumes + real-time Unreal Engine rendering.

🎮 *Dear Angelica*: VR animation with immersive hand-drawn style.

🔍 *The Hidden*: AR short film using mobile camera integration.





Jurassic World Museum



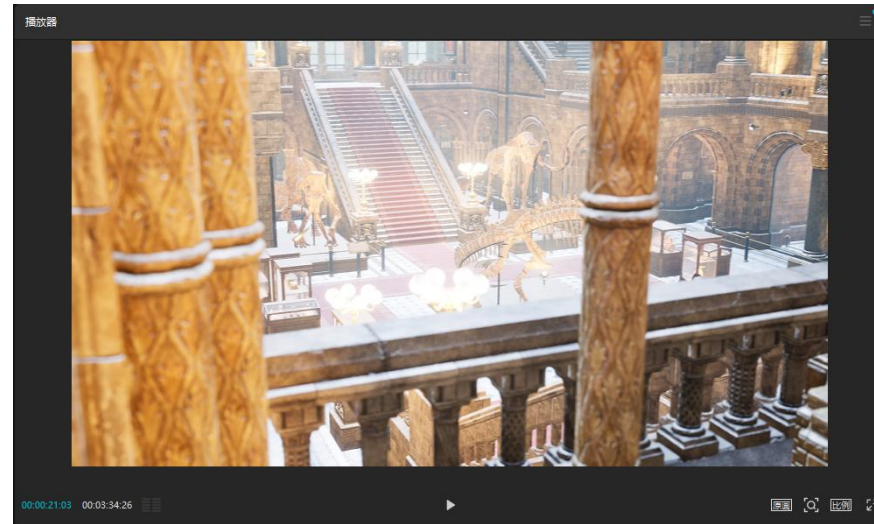
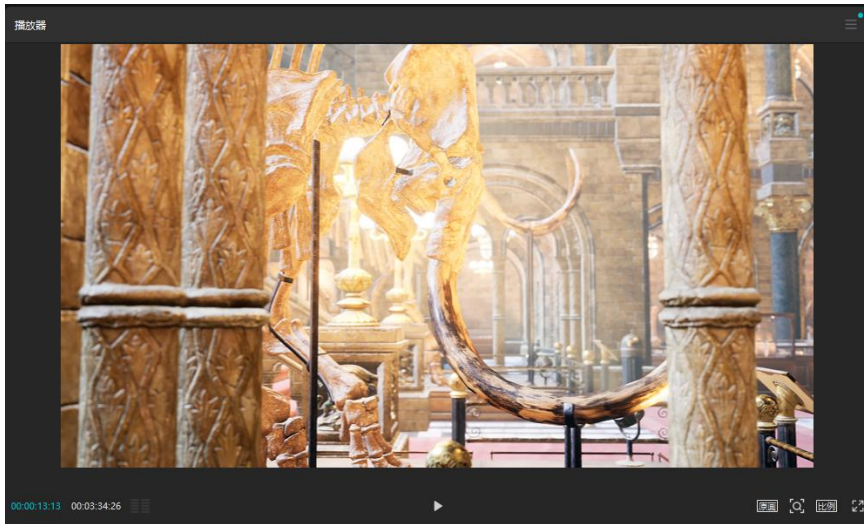
03 DESIGN SCHEME

DESIGN SCHEME

Based on the previous research on immersive films, we have designed a complete film and television solution in this part. Through the methods of environment, action, shooting, as well as the integration of visuals and sound effects, we aim to provide the audience with an immersive experience.

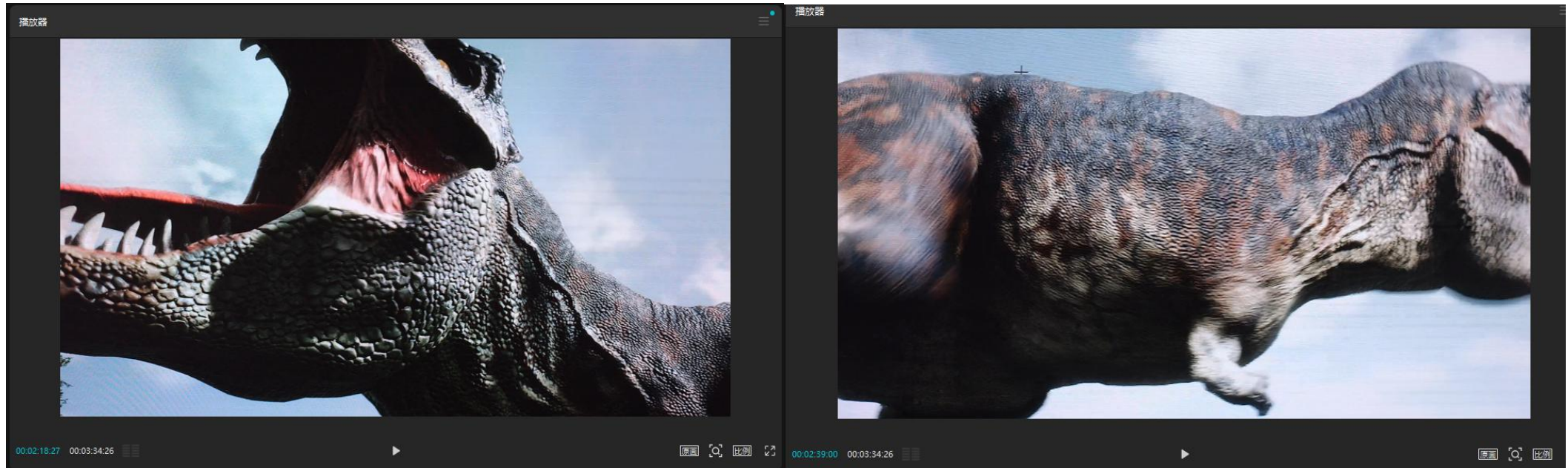


Environment



An environment with a sense of layering can better highlight the vitality of the story scenes.

Action



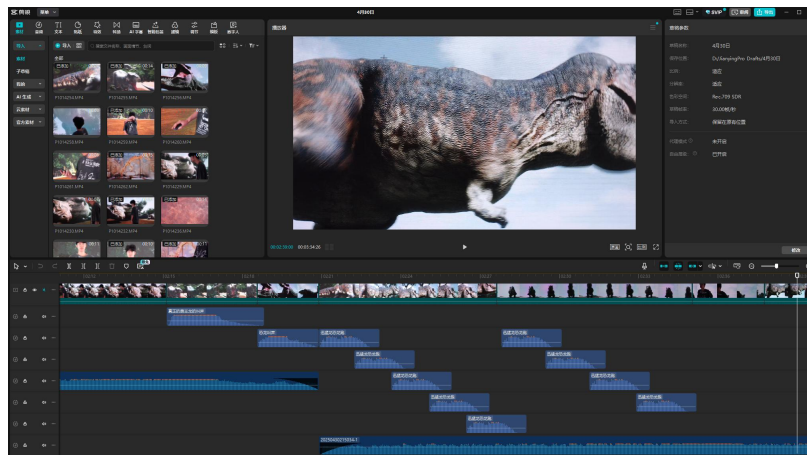
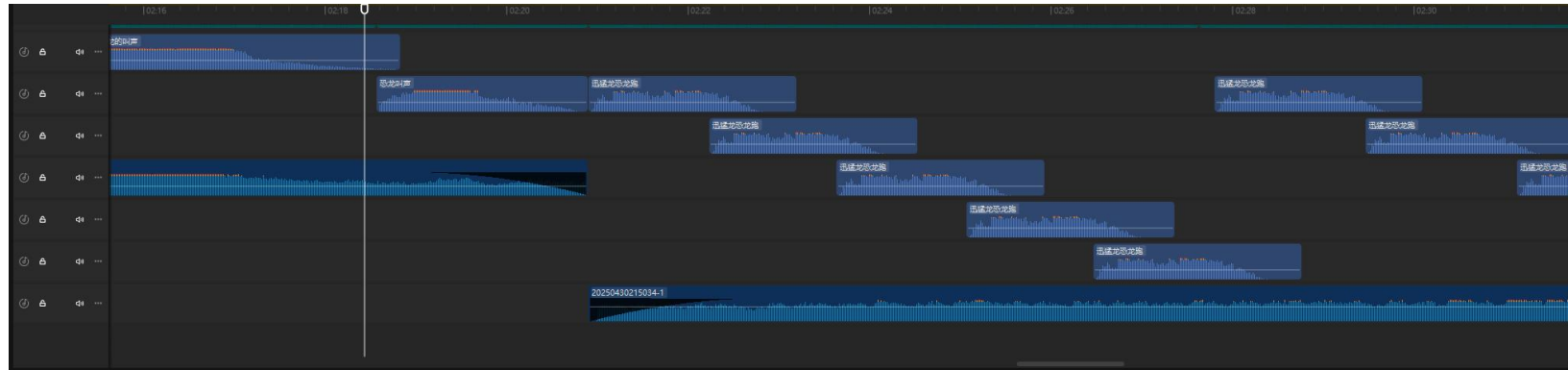
The motion design of dinosaurs in the virtual engine is combined with the real-life scenes of people chasing each other.

Shooting



The scene of on-site debugging during the shooting and the clips of team members discussing the action design. Ensure that the virtual and the real can be better combined.

Visuals and sound effects



In the dinosaur chase scene, the sound effect design of footsteps, roars, and background music needs to be balanced to ensure that they do not stand out when combined with the visual effects.



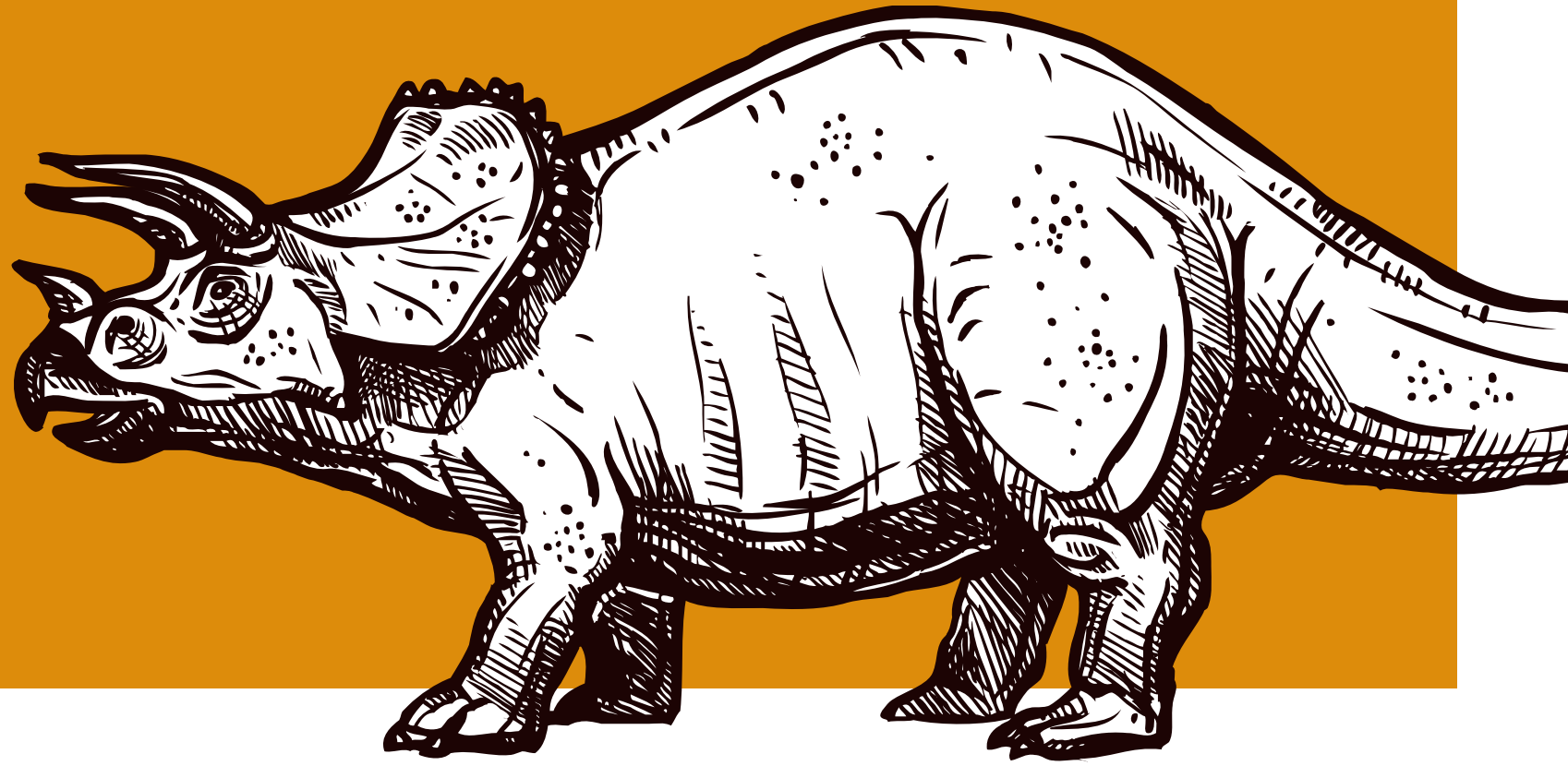
Problems encountered and solutions

While shooting, we encountered some problems, for example, when we have a dinosaur in the scene is moving, our camera can not follow the movement, thus leading to our actor and the dinosaur is moving can not appear in the same picture at the same time and our solution is to use the characters and dinosaurs separate shooting method, in other words, when the dinosaur is moving, our hero will when the dinosaur is moving, our main character will not appear, and when the main character is moving, the dinosaur will not appear.

Jurassic World Museum



Video Showcase





Thanks for
watching

Jiayue He&Zhongyi Cong

Tutor:Nabeel Masih