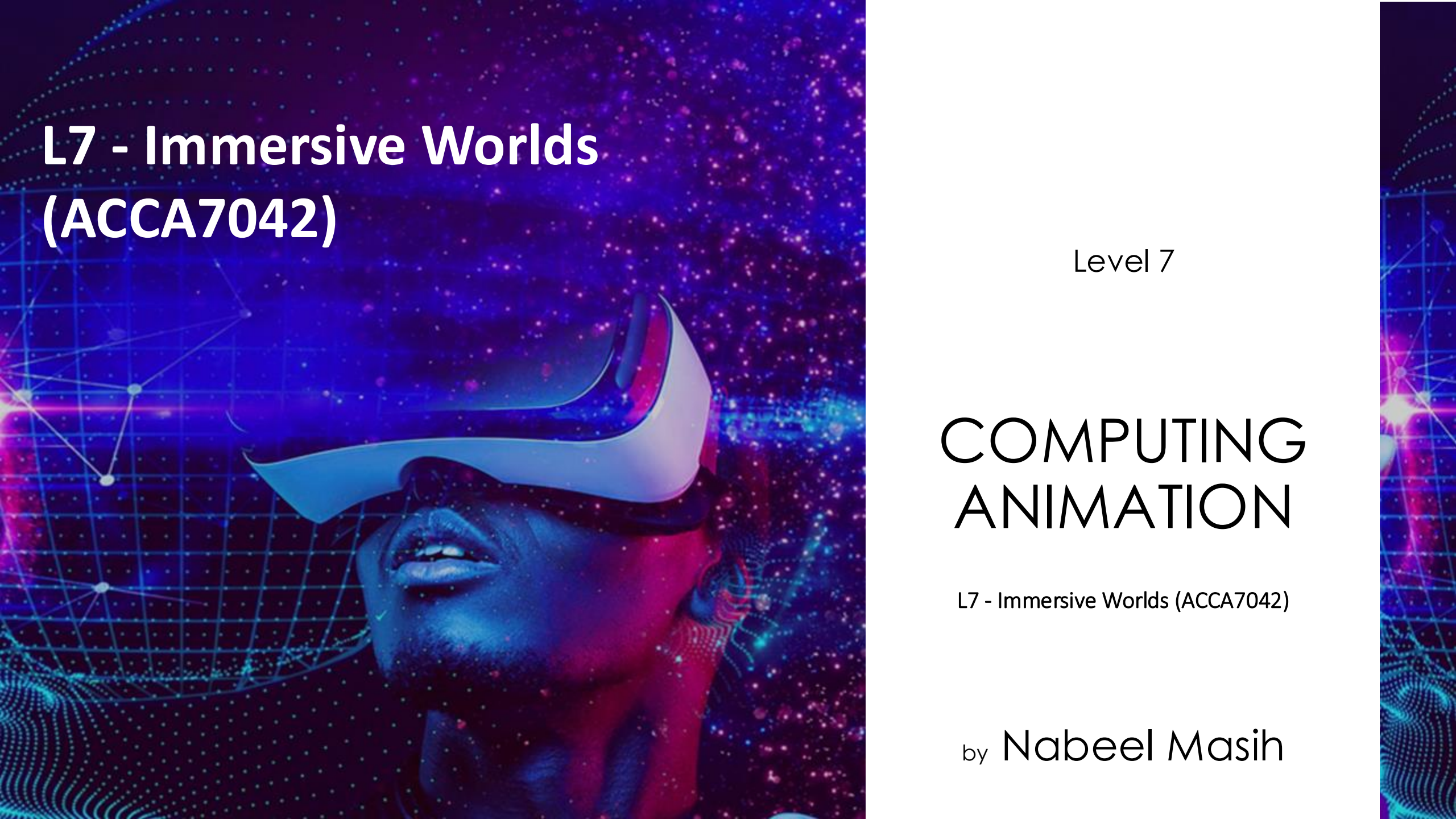




L7 - Immersive Worlds (ACCA7042)

Level 7

COMPUTING ANIMATION

L7 - Immersive Worlds (ACCA7042)

by Nabeel Masih



- **Analyse different creative approaches in Immersive Technology –**
- **Apply a range of Immersive Technology skills within a variety of creative contexts.**
- **Critically reflect on a range of Immersive Technology skills as applied to a variety of creative contexts.**





- **Research and Inspiration:**
Demonstrate fundamentals knowledge of Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR/XR) and skills to produce Immersive Technology across numerous areas of application.
- **(Pre)Production**
Demonstrate using Immersive Technologies the creation of 2D And 3D digital assets, design, implementation, spatial sound and testing.





- You can create an immersive experience that can influence your viewer by orienting their surroundings, with the aim of evoking real emotions that connect them to the story you want to tell.
- You will focus on non-linear and interactive storytelling for in-depth environments, and study user testing and case development for creative work audiences. An in-depth video development concept approach that examines the legacy of film, interactive documentary and gaming.



What is Immersive Technologies



Virtual
Reality
(VR)



Augmented
Reality
(AR)

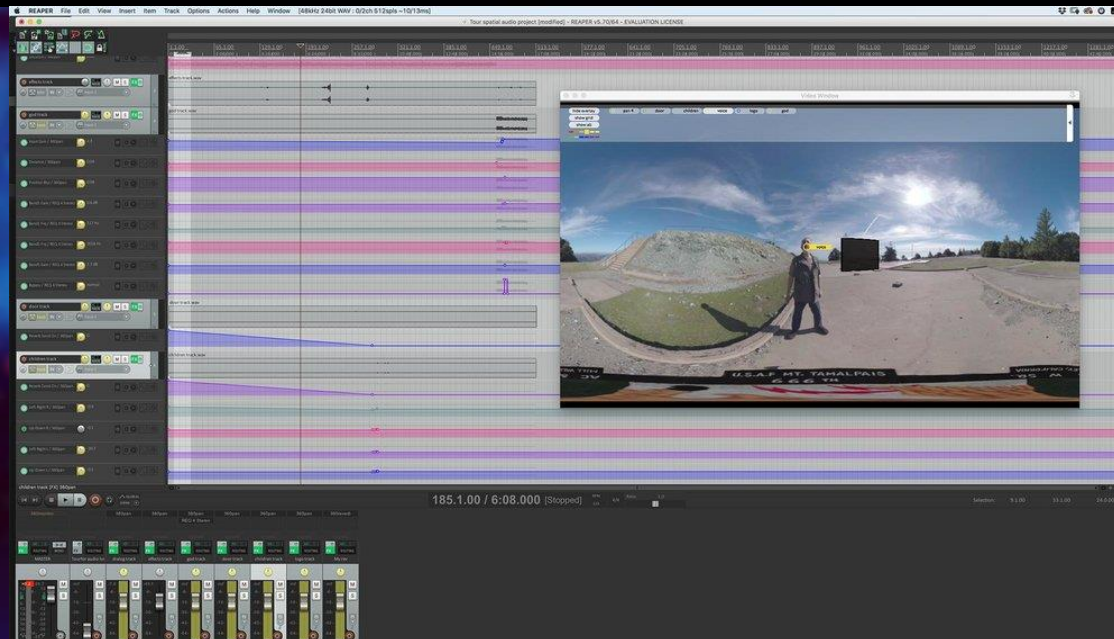


Mixed
Reality
MR

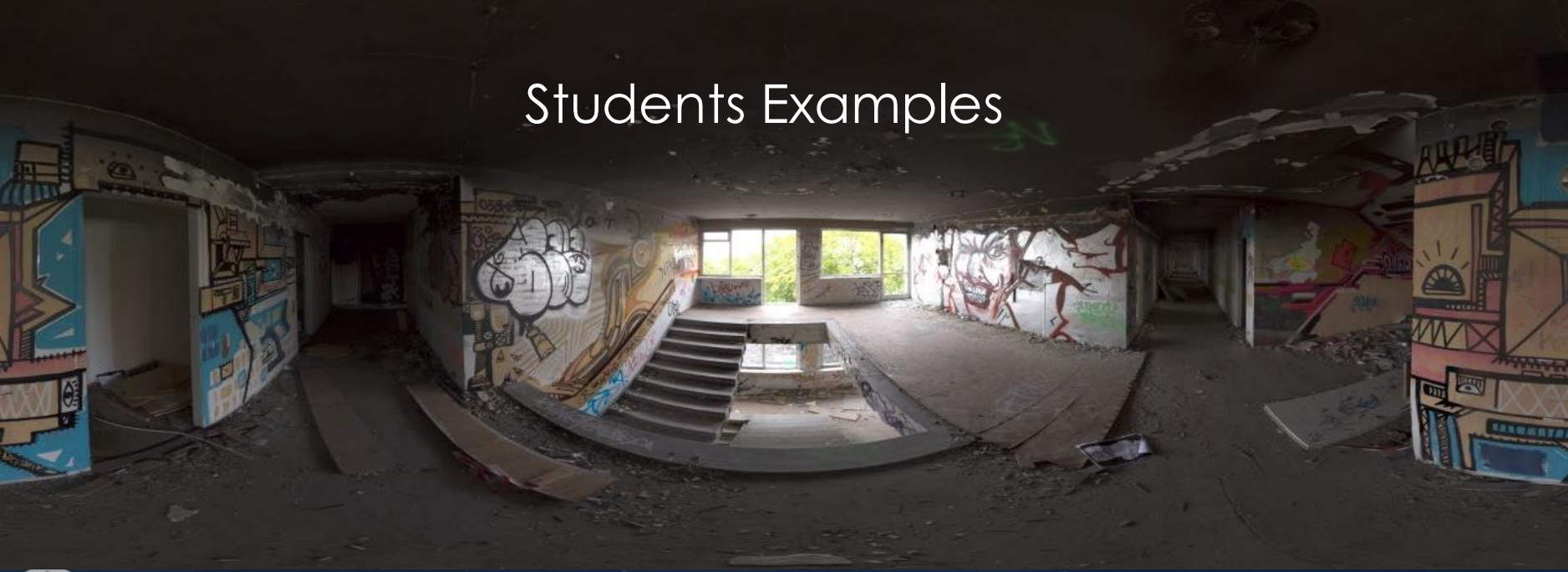




360 Audio Mixing for VR: Spatial Audio and 3D Sound and Ambisonics



Students Examples



HDRI IMAGE
360°



Virtual Reality
2d and 3d assets
Animation
Lighting
Colour Correction
VFX integration



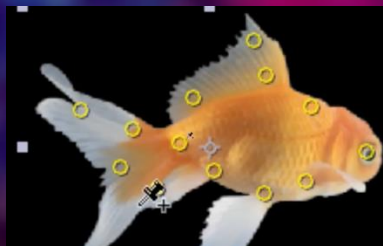
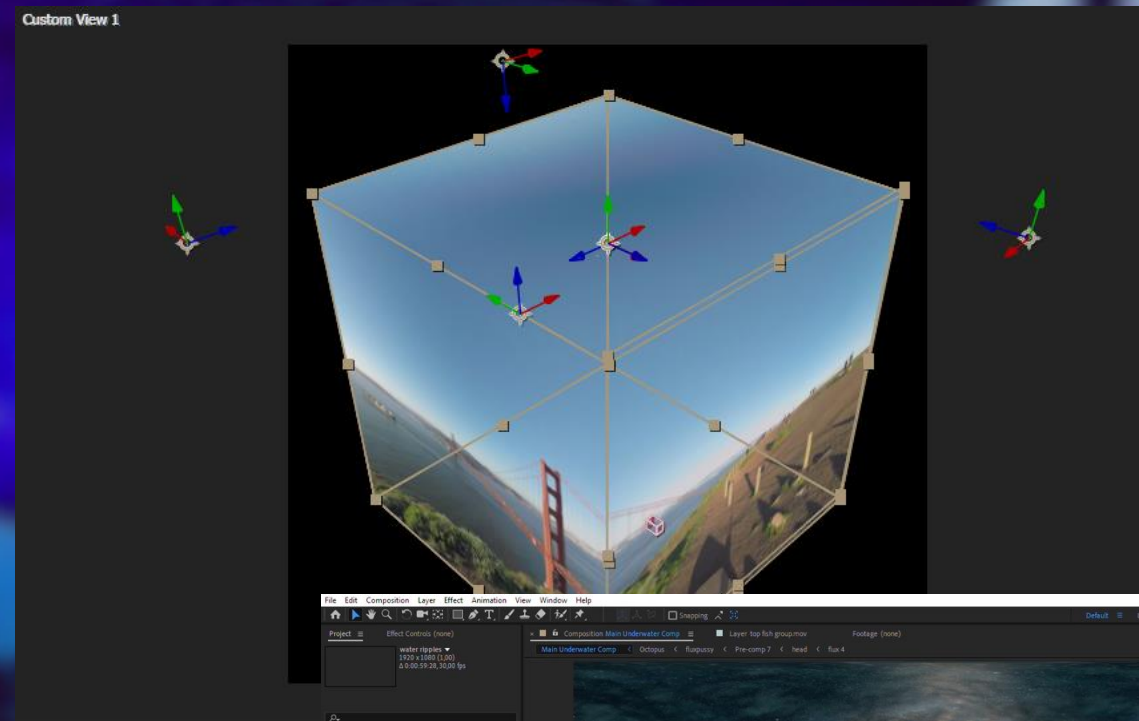
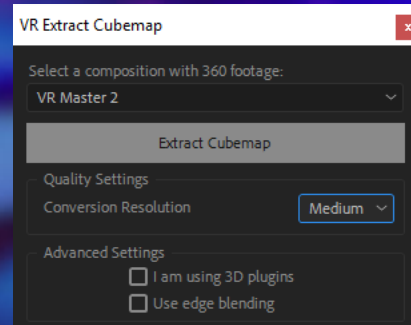
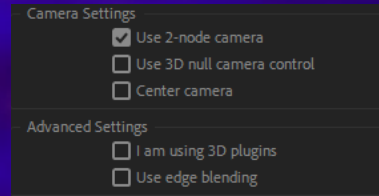
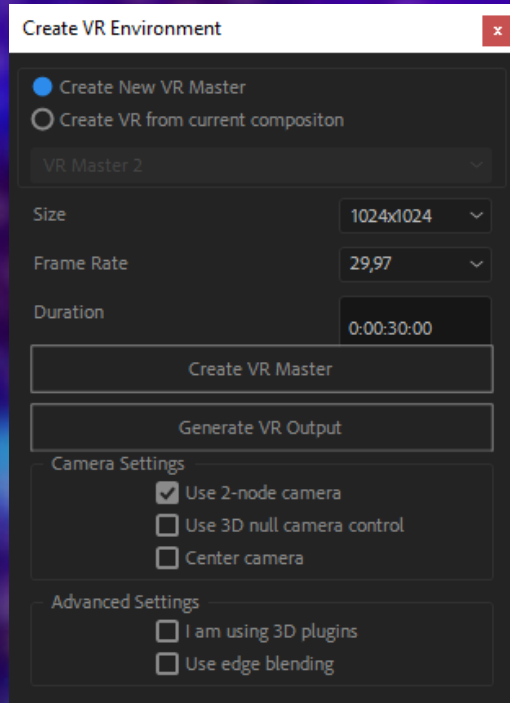
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Step by Step Video Tutorial
VR Composition Production "Underwater Scene"

Construct VR environments in After Effects – Live demo



Adobe Immersive Environment in After Effects allows you to preview how your 360 and 180 degree footage looks like in a VR head-mount display (HMD)

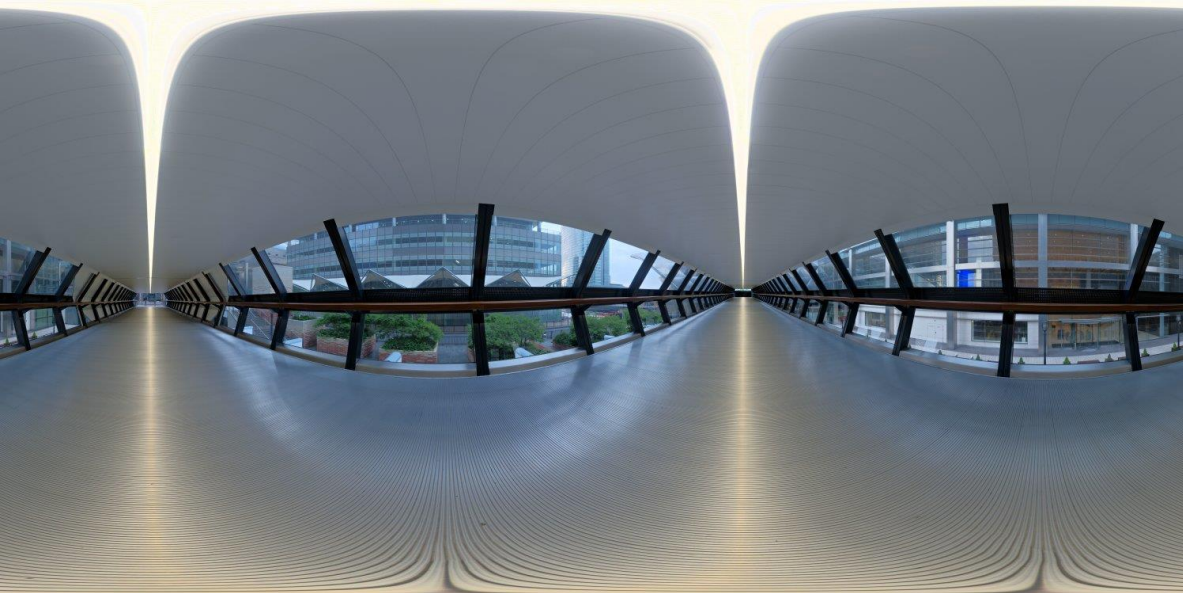




Use of 3D workflows and output methods in the areas of 3D modelling, HDRI images using VR

Develop storytelling skills by identifying and using different tools for building and rebuilding stories in and around different Immersive environments.

- To complete the lab task please download
- HDRI Image from student Moodle area for your 360 VR compositing exercises folder.
 - Download 2D and 3D digital elements.
- 



Please download your choice of HDRI from <https://hdrihaven.com> and digital element from <https://3dmodelhaven.com> to begin designing your story.

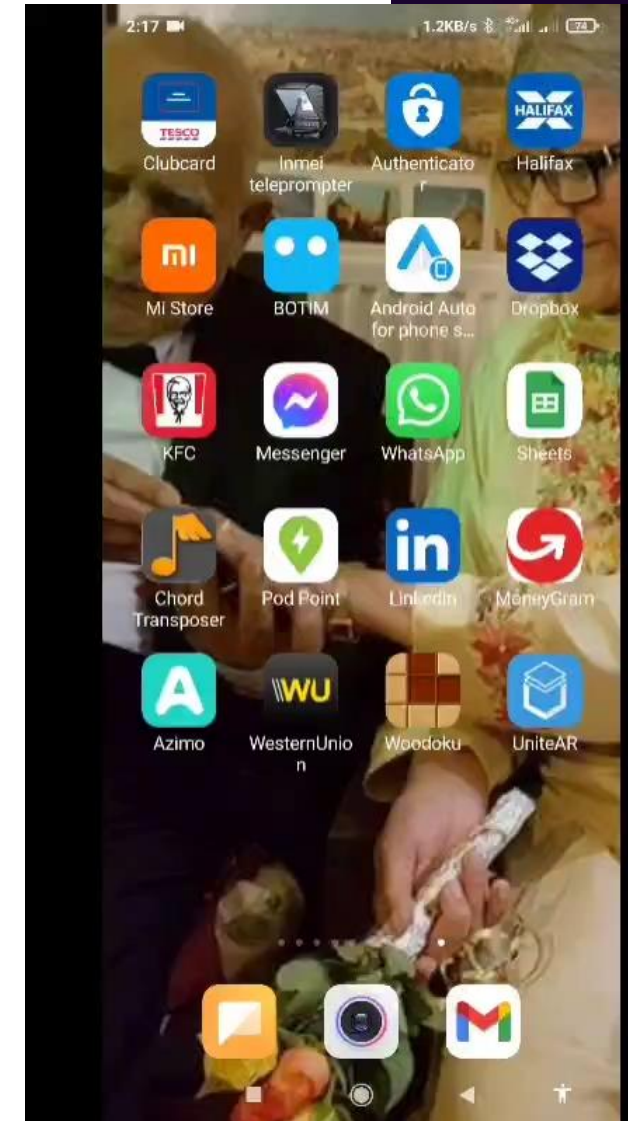


Augmented Reality

In a lab session.

Please download an Unite AR app on your smart phone

- 1 Start the Unite App
- 2 Hoover your smart phone camera over a computer table, the floor/carpet etc
- 3 Bottom Left select AR Gallery
- 4 Select an AR Content for example in Education section select "Jet Engine"



References:

Immersive Technologies

XR - The Future of VR, AR & MR in One Extended Reality

<https://www.youtube.com/watch?v=E0QLVj9FJ0A>

XR - Oculus App Game - Films

<https://www.oculus.com/experiences/go/section/1667658449918839/>

<https://www.vrs.org.uk/virtual-reality/history.html>

<https://www.wareable.com/vr/future-of-vr-horror-3422>

Virtual Reality Society. (2019)

<https://www.vrs.org.uk/virtual-reality-profiles/>

www.hdrihaven.com