AXM - E0404

Session 3 - Storyboarding for VR experiences

Online Session 3 schedule

0915 - 0935: News presentation by Group 2 & 3 followed by discussion.

0935 - 1030: Guest lecture by Timo - presenting his works. Q & A after.

1030 - 1045: Break 🍉

1045 - 1105: Lily presenting interaction matrix. Q & A after.

1105 - 1140: Students present their information architecture assignments.

1140 - 1145: Plans for Thursday (Nov 10th).

1145 - 1200: All of us meet in a Mozilla Hubs World.

Storyboarding?

Storyboarding

A visual representation of a sequence of actions broken into individual panels.

Frames (Animation and films)
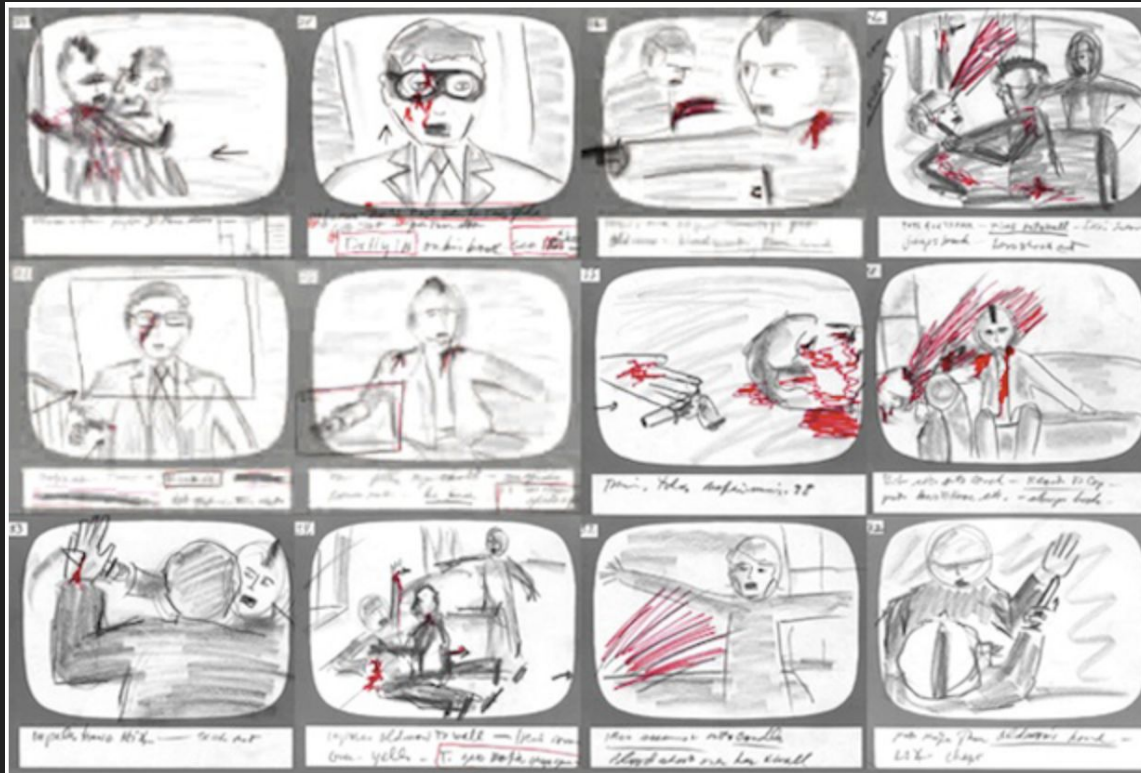
Frames (Animation and films)

Disney - Three little pigs (1933)
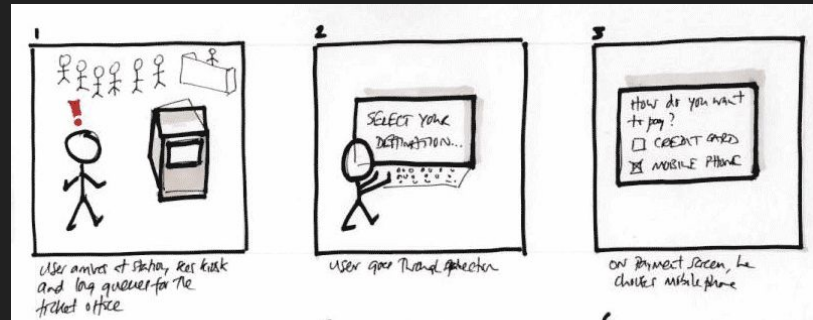
Frames (Animation and films)

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Taxi Driver (1976)

Martin Scorsese

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Where else?

Where else

- Theatre
- Businesses
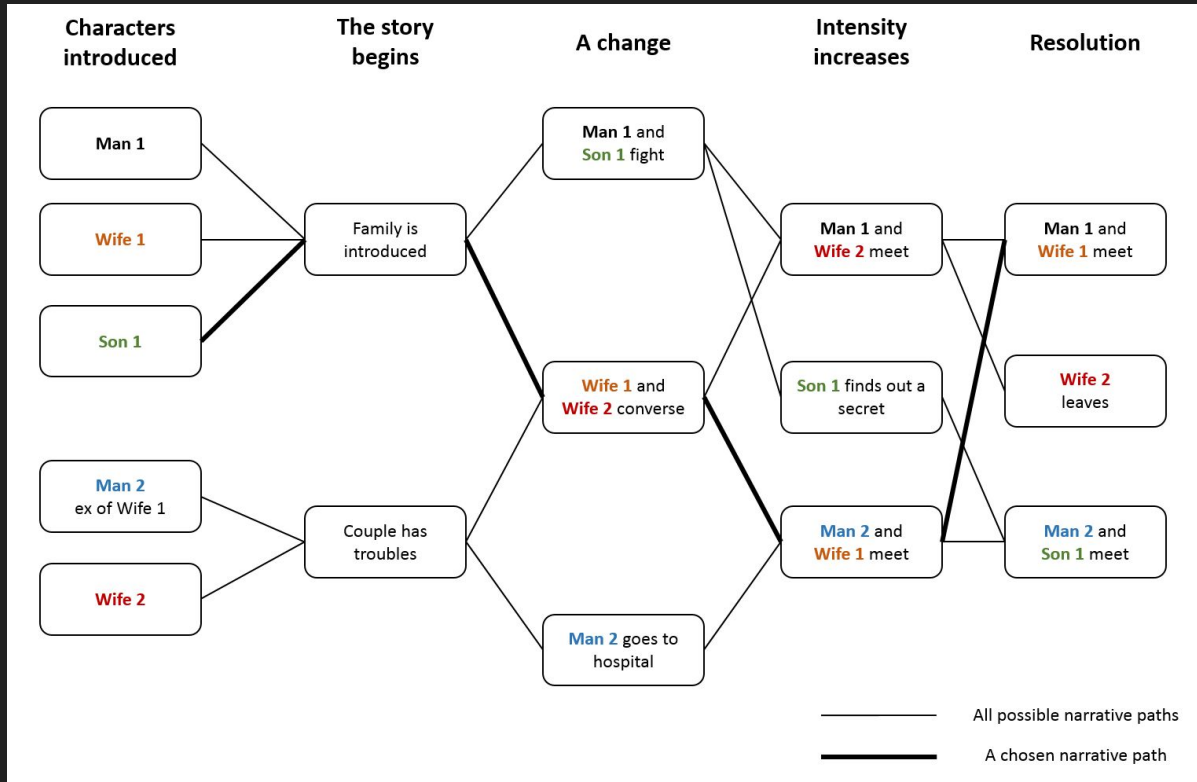- Software systems
- Scientific research

What about games?

Bioshock Infinite (2013)

Irrational Games

What about games?

Adventure games with branching storylines

Overview - Mapping?
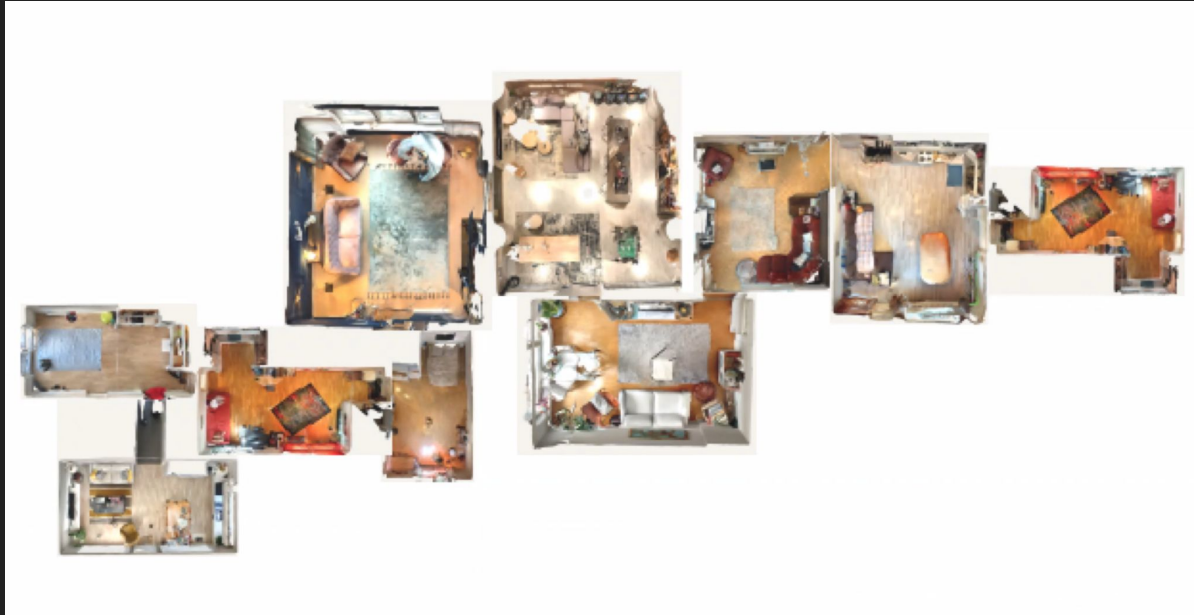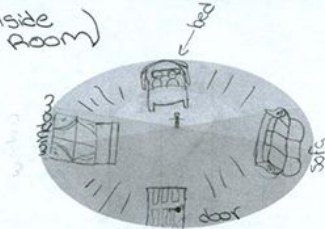
Overview - Mapping

Overview - Mapping

What about VR?

- Considering a First-Person (FP) camera view with higher Field of View (FOV)
- Sense of presence, i.e "actually being there"
- User's agency: take into consideration the "uncanny valley"

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What about VR?

The Unknown war? Storyboards

The unknown war

By Layal Al Shaba

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Sketching in VR

StoryboardVR by Artefact

Google Blocks

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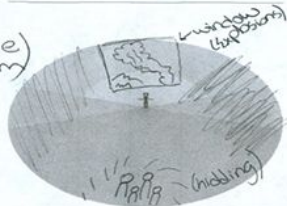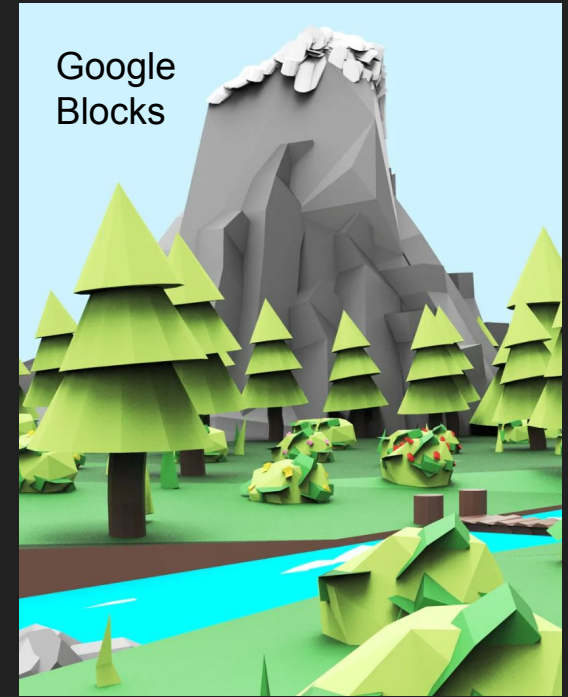
Benefits of storyboarding?

Benefits of storyboarding

- Visualizing your design and gaining better insight
- Iterative planning from the perspective of a user
- Anchored vision for your whole team
- Potentially identifying weaknesses in your design

Assignment - Create a storyboard

Create a sketch of a map/overview of your virtual world. Based on it, develop a storyboard by identifying prominent sequences of scenes within your story. Take into consideration where a user may begin and end their experience as well as a series of branching set of possible narratives between these points. You may also begin to design your world.

Begin   End   Begin   End   Begin   End

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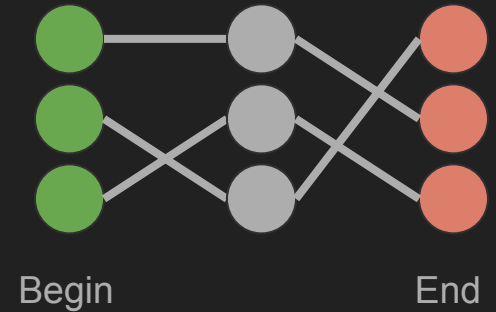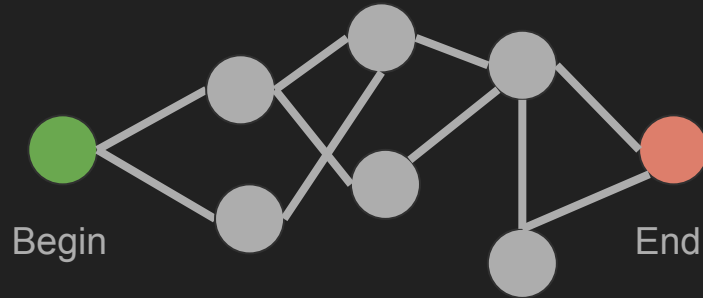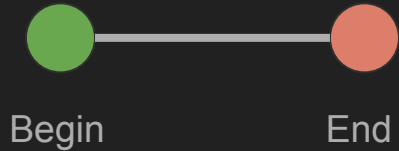
Questions?
Comments?
Suggestions?

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Plans for Thursday (Nov 10th)

- Help with your design and technical support.
- 30 min slots arranged via a doodle poll b/w 1300 to 1530.
- Meeting at VR Studios (Aalto Studios) or online as your group prefers.

- Gautam provides Unity support.
- Tania provides Mozilla Hubs support.

- Otherwise, feel free to work in your own groups.