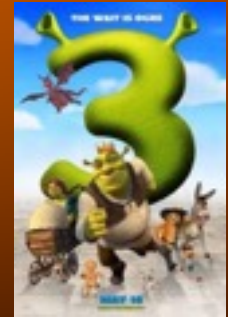


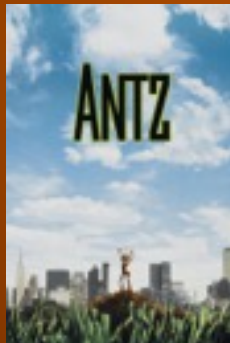


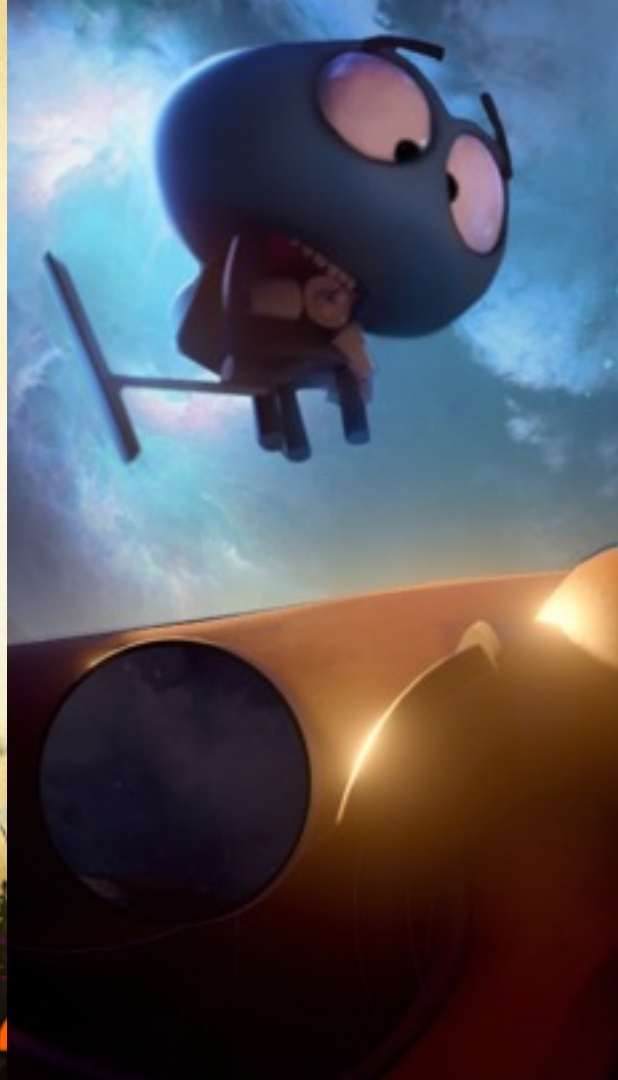
Creating Interactive VR Narratives

Larry Cutler, CTO and Co-founder
December 5, 2017

1997









Empathetic VR characters,
directing the viewer's eye



Empathetic VR characters,
directing the viewer's eye

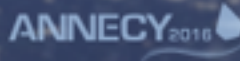
Role of the viewer and interactivity

INVASION!

Empathetic VR characters,
directing the viewer's eye



MARCHÉ DU FILM
FESTIVAL DE CANNES





The power of eye contact



Breaking eye contact



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Role of the viewer and interactivity



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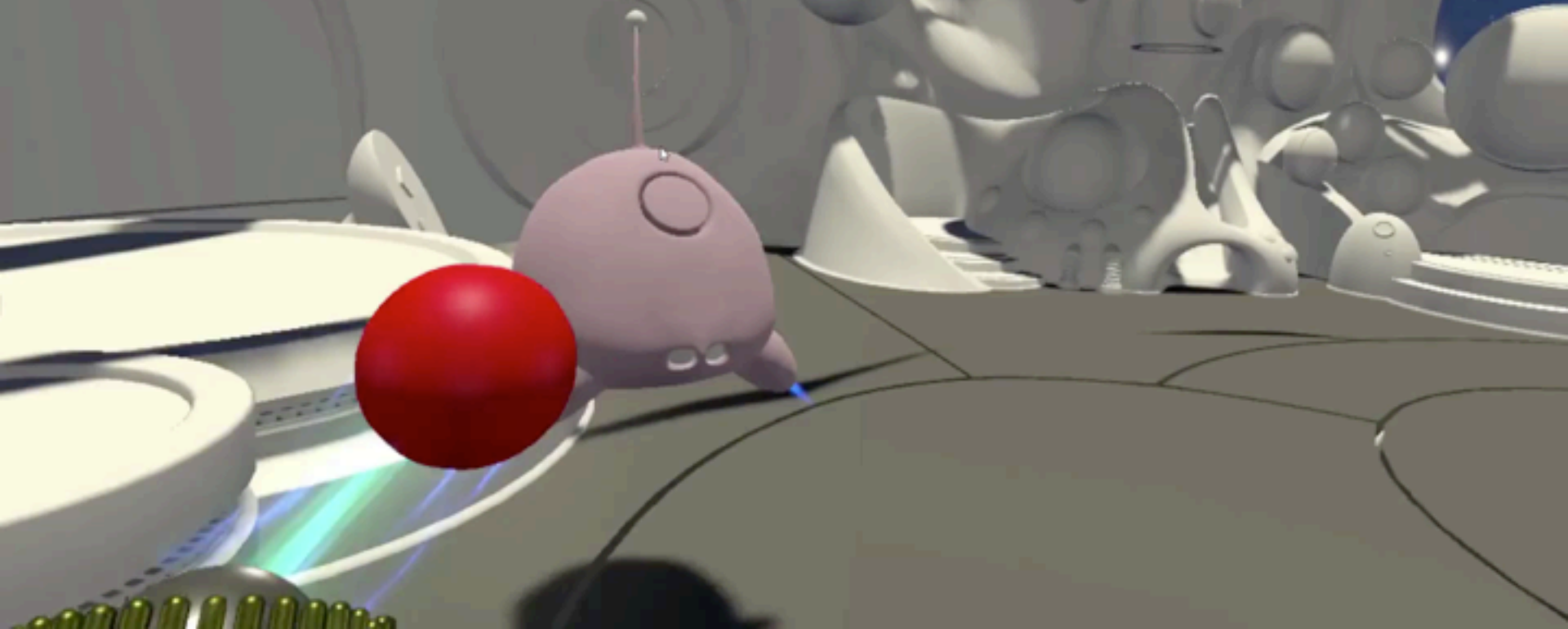


ASTEROIDS!

Place the viewer in the story



Mirroring builds connection



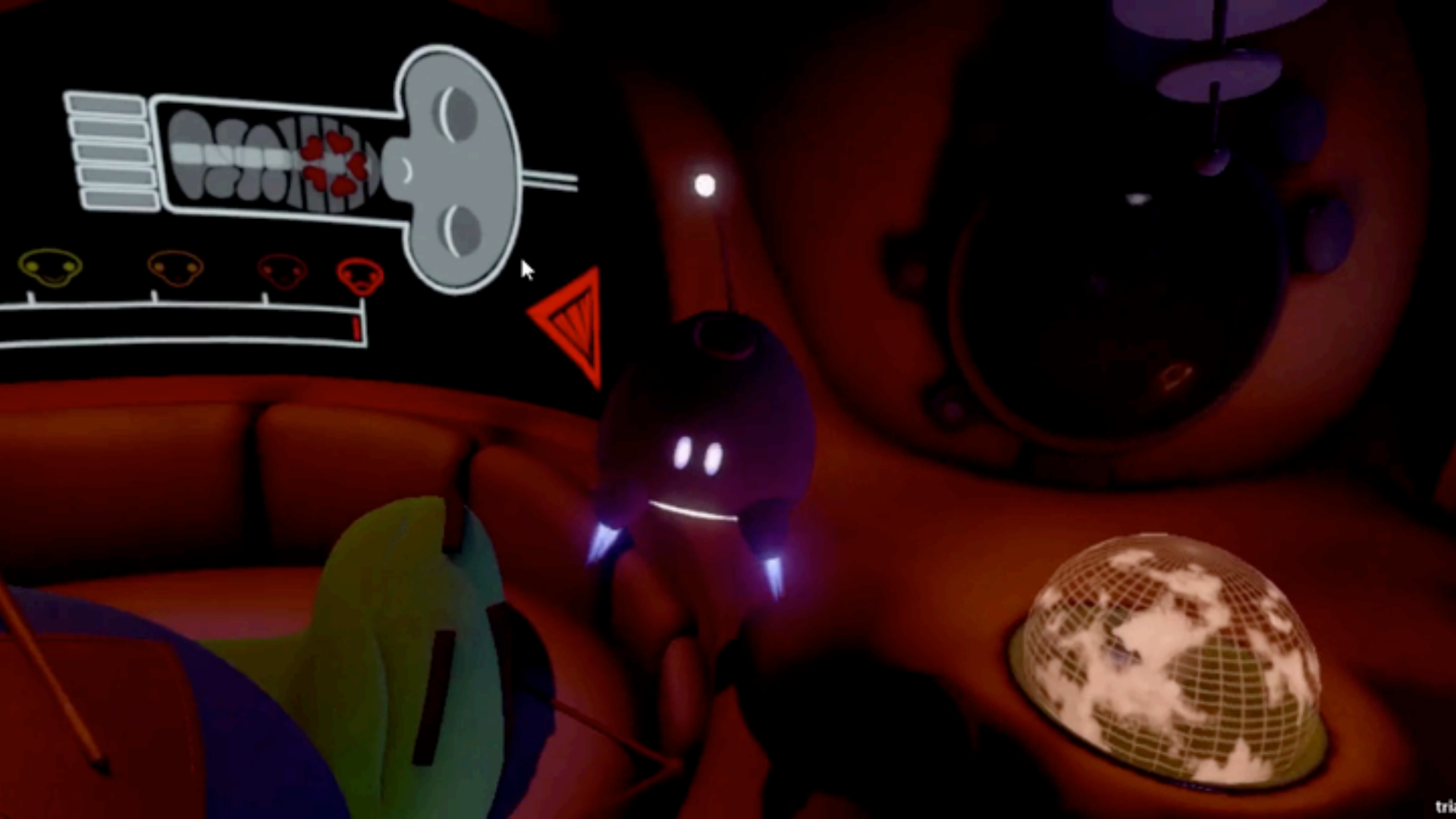
Pacing

A movie does not wait for you to pay attention

Life does not wait for you to act

Pacing, rhythm, and structure really matter

Branch emotions, not plot





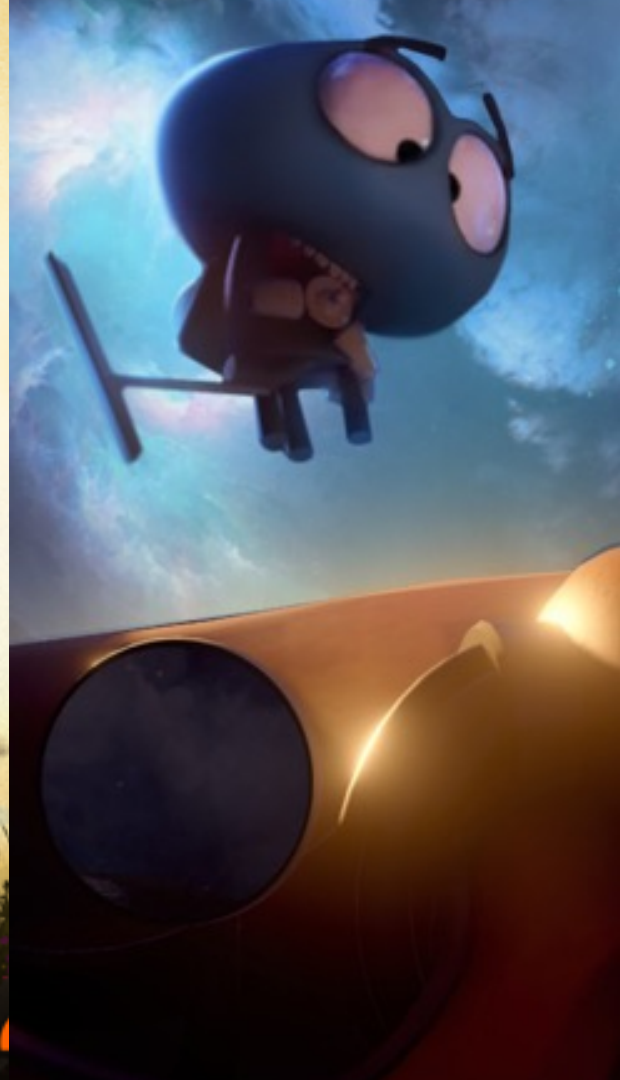
Baobab's creative vision

empathy of film

agency of games

motivation of life

Thank You!





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