



Being-in-the-film: When VR Becomes a New Narrative Medium

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**Being-in-the-film:
When VR Becomes A New Narrative Medium**

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VIRTUAL REALITY



Image from: <http://betakit.com/ww-the-wearable-weekly-real-interest-in-virtual-reality/>

- Virtual Reality is an “interactive, immersive experience generated by a computer”.



Henry (2015 film)

- Does VR change the narrative of film from selling a story to offering experience, and potentially weaken the depth of story?

- The immersive experience requires building up a 360° 3D simulated space; in other words, scenes and settings become more predominant than other narrative elements. Can it be viewed as a return to the early film that was characterised by stage and showground?

- The interactivity of VR highlights the self-consciousness, enabling the audience to play a role in the film and participate in the development of the story, presenting a characteristic of game, so where is the boundary between game and film?

VR Projects

“[Portrait of the Artist](#)” – An animated documentary film set in virtual reality





Glen Hansard

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VR Projects

“PTSD” – a WWI veteran suffering from PTSD embarks on a train journey in the London Underground at the brink of WWII



CONCLUSION

