

# The Making of Gary the Gull

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## Making of Gary the Gull

Finding Nemo



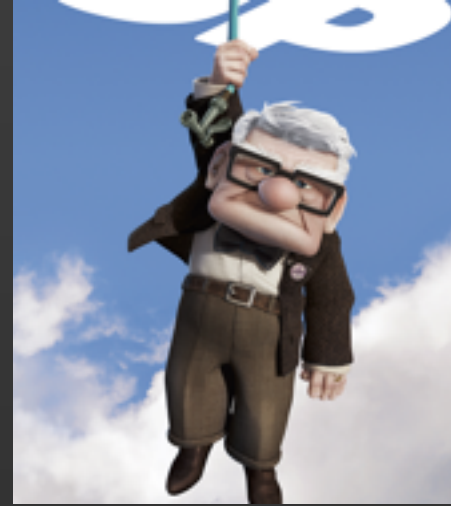
Cars



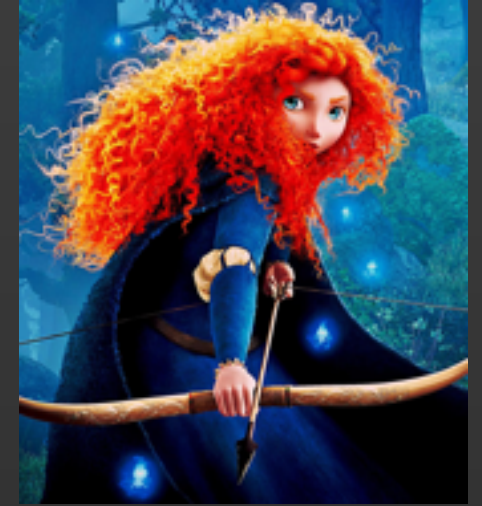
Ratatouille



UP



Brave



Monsters University



Halo 3



Halo 3: ODST



Halo: Reach



Destiny

Characters in VR  
Need to **Respond**  
Like Real Life People

Otherwise We Break the Illusion



# What Do VR Characters Need to **Feel** Believable?





# What Do VR Characters Need to **Feel** Believable?

- ▶ Voice Recognition
- ▶ Head and Hand Gestures
- ▶ Gaze Direction
- ▶ Distance
- ▶ Any Other Rich **Human** Input Available in VR

Making of Gary the Gull



Making of Gary the Gull



GDC

AMD

PlayStation®VR



Realtime  
Live



Gary the Gull Teaser Trailer:

<https://vimeo.com/165097616>

# Dev Cycle

- Concept
- Preproduction & Tech Development
- Production
- Lessons to Share

# CONCEPT





# Story

- Same Narrative For Everyone
- Choices Change Individual Experience
- Three Choices at Every Decision
- “Magic Trick”

# INTERACTIVE SCRIPT



## GARY the GULL

Main Dialog spine with **highlighted** interaction points. User answers Yes, No, or is Quiet. They may also Look, not Look, or Yammer (talk too much).


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### Spine 1



#### 1. Abstract Art?

a. Quiet **\*\*Dial to be recorded\*\*** (Gary Nods) "Yes? No? You like abstract art?"


b. YES  Also use if user is quiet a second time.


c. NO 

### Spine 2



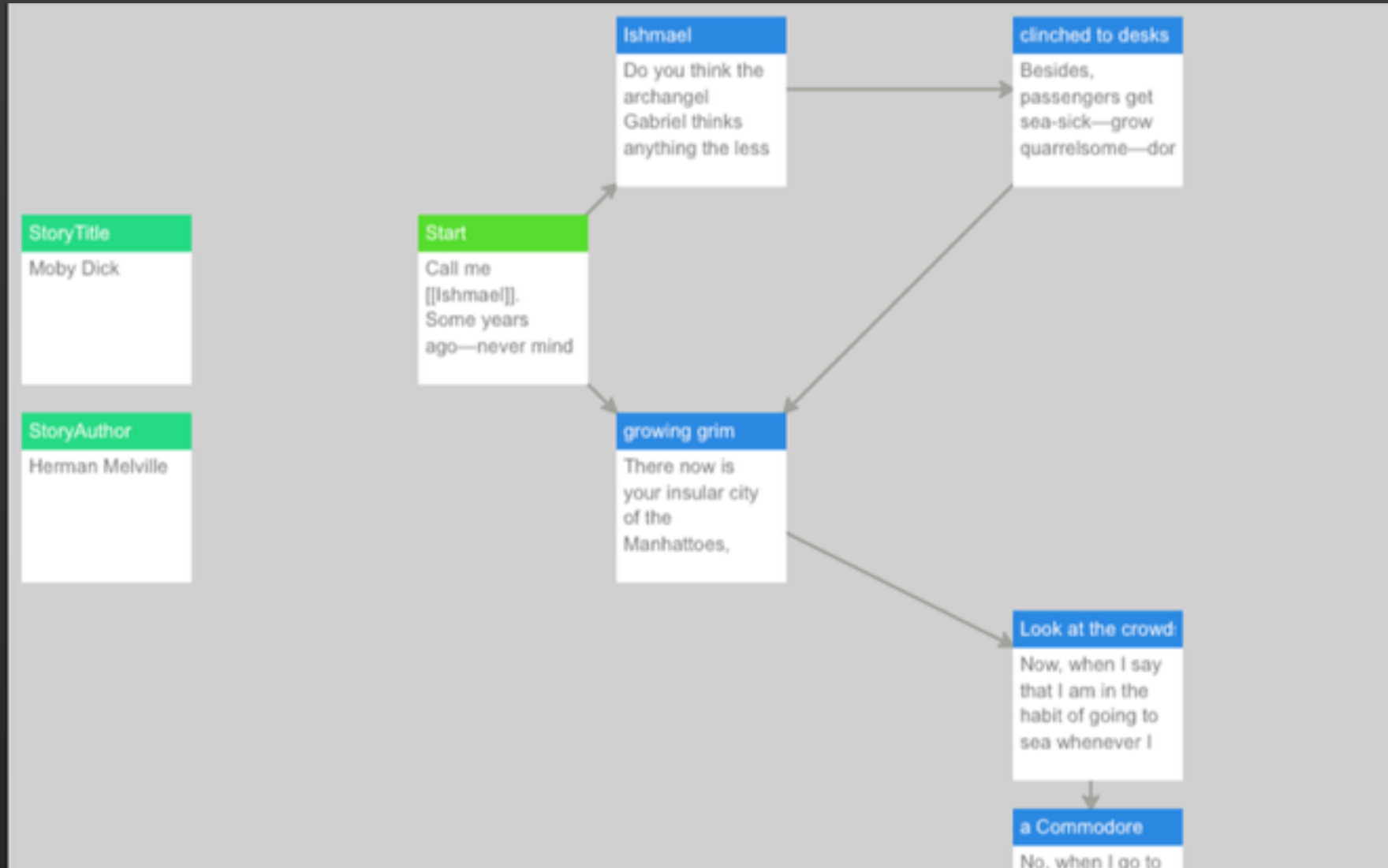
#### 2. Name?

a. ANSWER 

b. QUIET 

b1. IGNORE  Then proceed to Spine 3

# Twine / twinery.org

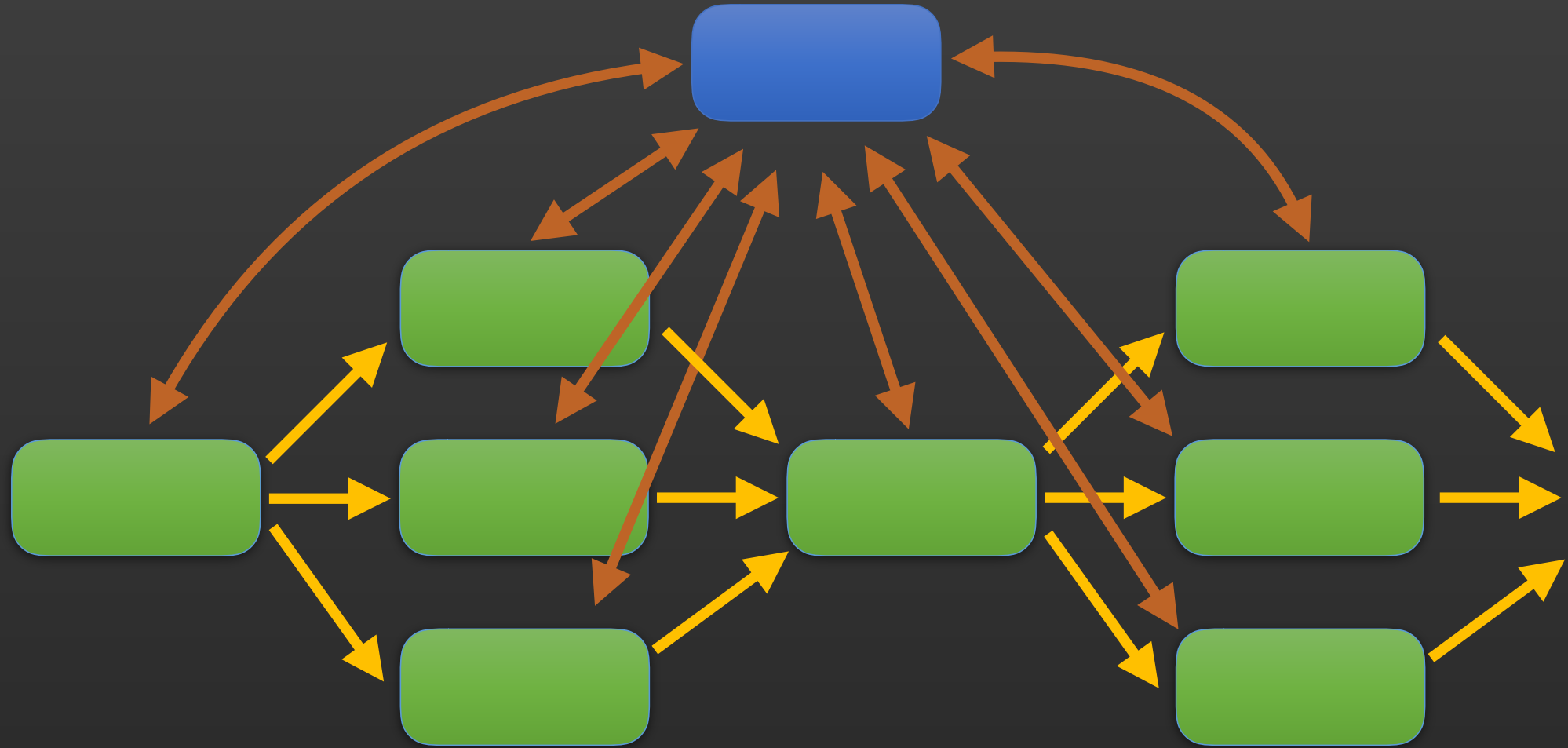


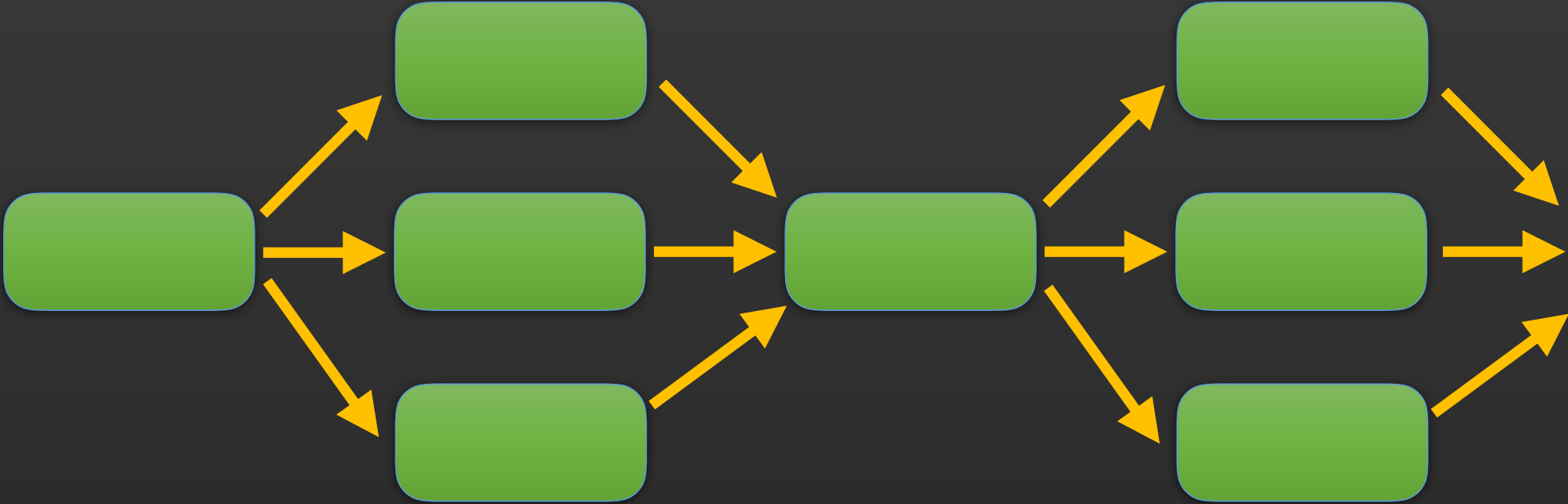
# PREPRODUCTION



# Tech Development

- Gesture Recognition, Gaze Direction, Distance, Voice on Cloud
- Storyteller Driven -- Not AI Driven
- Interruptions are Hard -- But Crucial!





# PRODUCTION





**IN PROGRESS - NOT FINAL IMAGE**



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**IN PROGRESS - NOT FINAL IMAGE**





**IN PROGRESS - NOT FINAL IMAGE**

# LESSONS

# Things We Wish We Had Done

- Write the Review First
- Prototype Sooner and More Often
- Design All Interactions Together
- Add More Subtle Interaction



# Things That Went Well

- People Like Talking to VR Characters!
- Simple Interactions Surprisingly Engaging
- Distributed Team
- Short Development Cycle

# FUTURE WORK

# VR Animation Trailer (Build VR Content in VR)

[vimeo.com/limitlessltd/vranimation](https://vimeo.com/limitlessltd/vranimation)



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