GDC
Player Engagement in VR Cinematics
Gabor Soos
Sony London Studio
GAME DEVELOPERS CONFERENCE® | MARCH 19-23, 2018 | EXPO: MARCH 21-23, 2018 #GDC18
UBM

ME

EARLY ME

ME

EARLY ME

ME

EARLY ME

HOOFDPRIJS
Nagelnieuw en jij kunt 'm nu al winnen, de Sega Multimega 16-bit spelcomputer met Sega CD-ROM speler, die je ook als portable cd-speler kunt gebruiken.
Voorwaarden: inzendingen worden eigendom van Veronicablad, prijswinnaars krijgen schriftelijk bericht, over de uitslag kan niet worden gecorrespondeerd, prijzen niet inwisselbaar voor geld
Foto's © Sega Enterprises LTD. 1991
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Actie van Veronicablad i.s.m. Sega, Magnum, Jan Groenewoud
EXTRA PRIJZEN
5 MEGADRIVES+GIMMICKS
5 Sega Megadrives 2 + Sonic 2 game
10 Pakketten bestaande uit Sonic stropdas, Sonic sokken & Sonic cap
SONIC DANCE
18 ORIGINAL DANCE TRAXX OF PURE ENERGY!
DOE MEE AAN DE SEGA PRIJSVRAAG!
EXTRA PRIJZEN
10 SONIC DANCE CD'S
18 Originele 'pure energy' Tracks, met de laatste hits van Tag Team, Cappella, DJ Bobo, T-Spoon, 2 Unlimited & Staxx en vele andere
16

ME

BIZARRE CREATIONS

CREATIVE ASSEMBLY™

ANIMALLOGIC

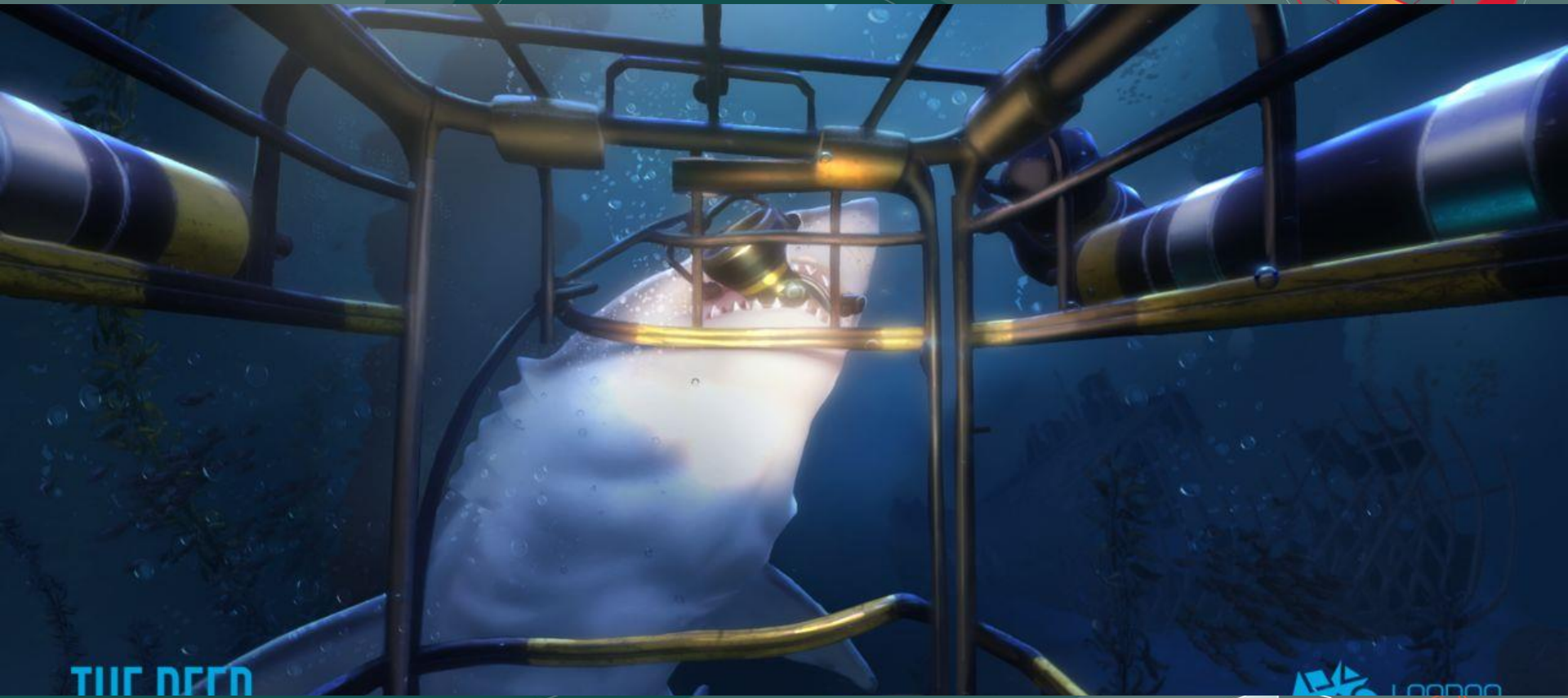
LIONHEAD STUDIOS

ME

London Studio

PS4™

PlayStation VR WORLDS


THE DEEP

Divine Casino

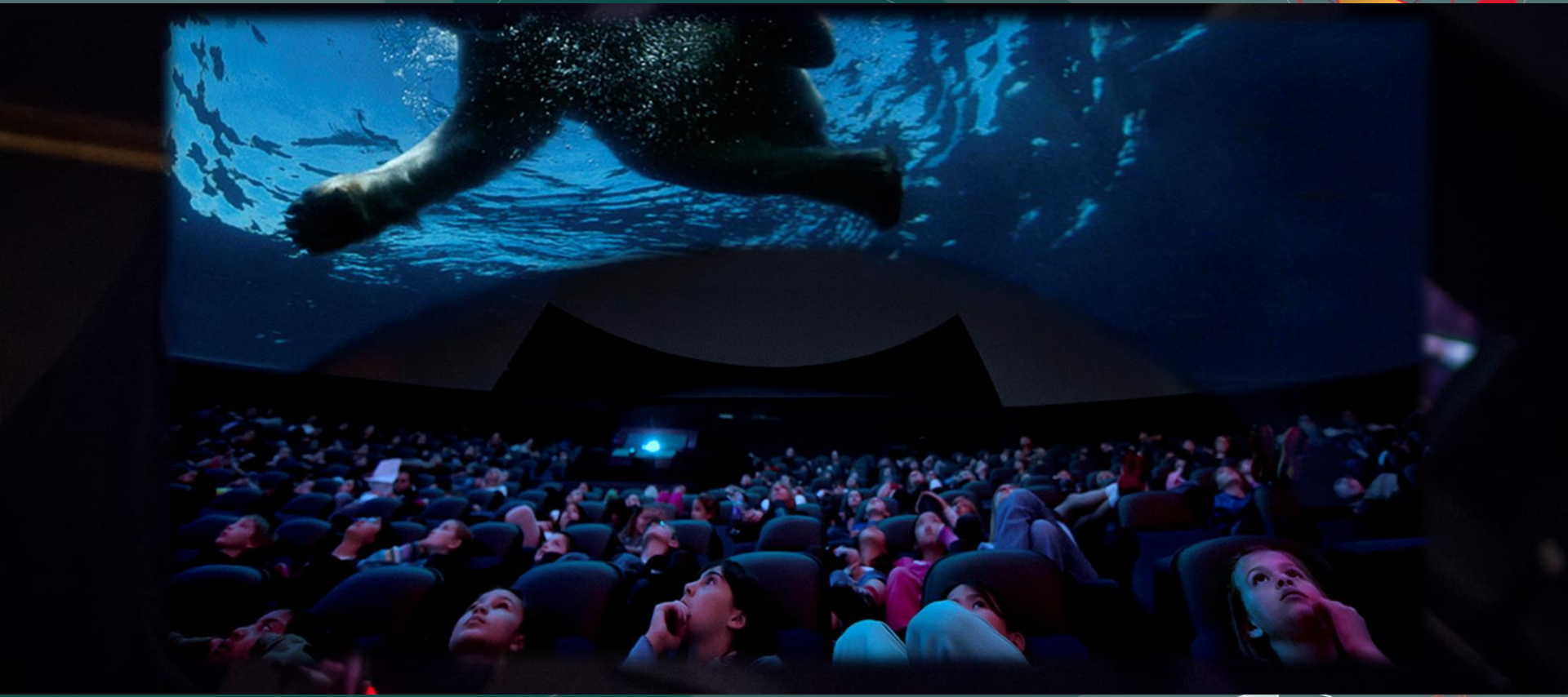
BLOOD
&TRUTH

VR WORLDS

The Magic of VR

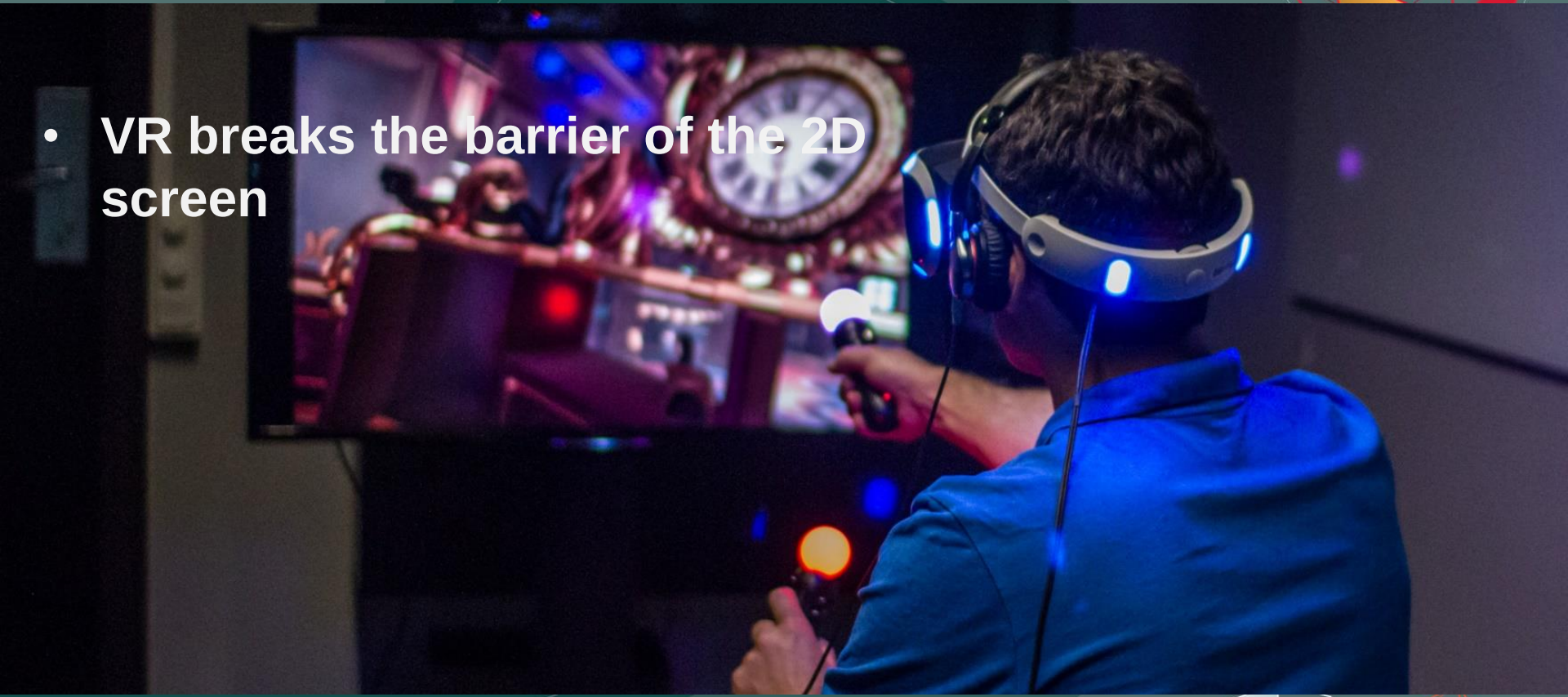
ONY

Copyright Paramount/CBS



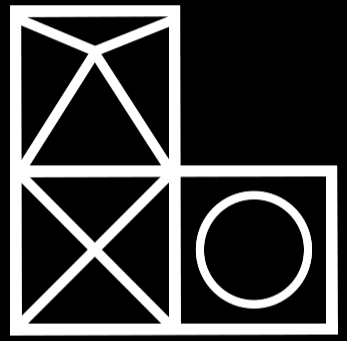
3D

- VR breaks the barrier of the 2D screen



- VR breaks the barrier of the 2D screen
- VR adds a sense of physical presence

- VR breaks the barrier of the 2D screen
- VR adds a sense of physical presence
- VR allows to participate through natural interaction



The Magic of VR

- Breaks 2d barrier of the screen
- Adds a sense of physical presence
- Participate in the scene through natural interactions

Directing VR to Engage

Directing VR to Engage

VR is like a theatre stage

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VR is like a theatre stage

Player's PoV is the camera

Directing VR to Engage

VR is like a theatre stage

Player's PoV is the camera

Stage action around player

Directing VR to Engage

VR is like a theatre stage

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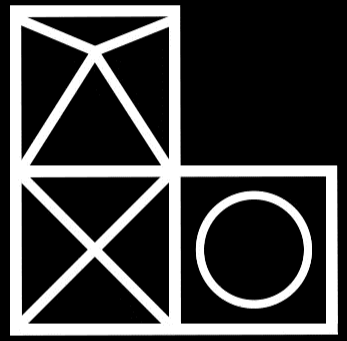
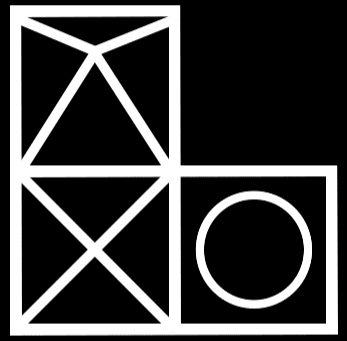
Stage action around player

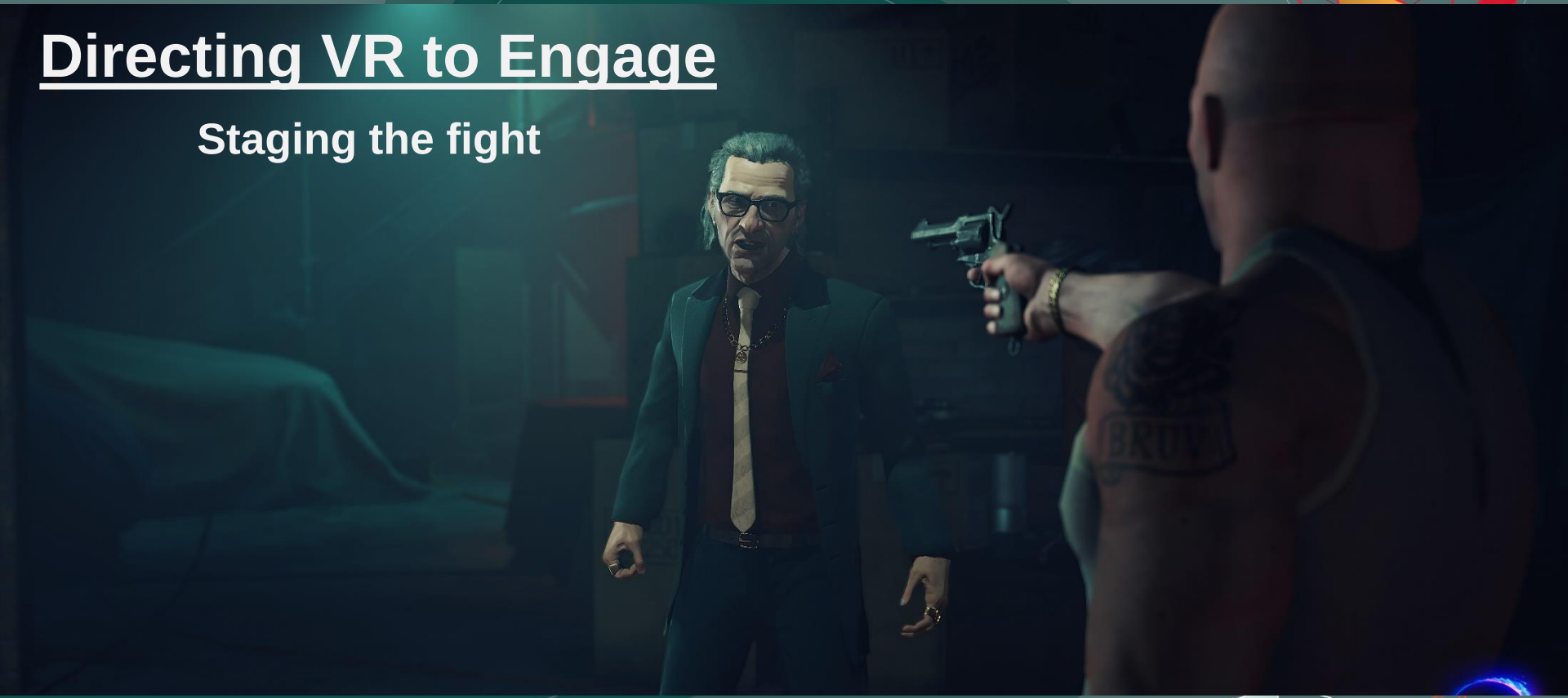
Standing or seated experience

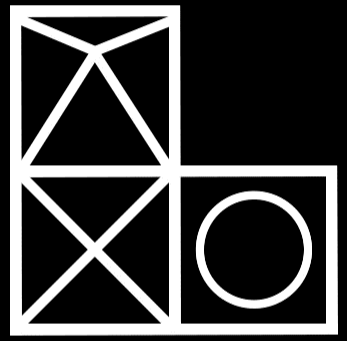




Directing VR to Engage

Staging the fight





Directing VR to Engage

VR is like a theatre stage

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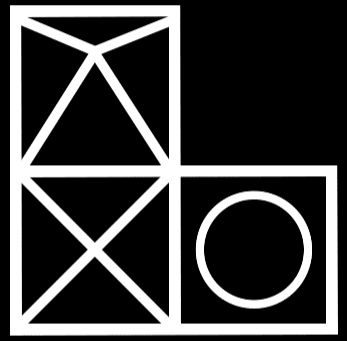


ALBERT 'THE BUTCHER' MAKES SAUSAGES OF BUSINESS RIVAL

Directing with Change

Directing with Change

Sound

Directing with Change

Sound

Lighting

Directing with Change

Sound

Lighting

Colour

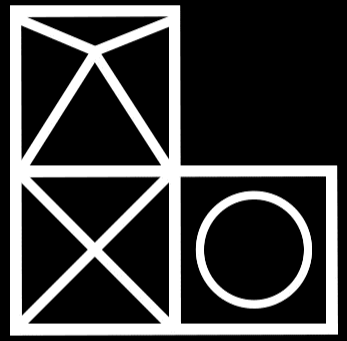
Directing with Change

Sound

Lighting

Colour

Movement



Directing with Change

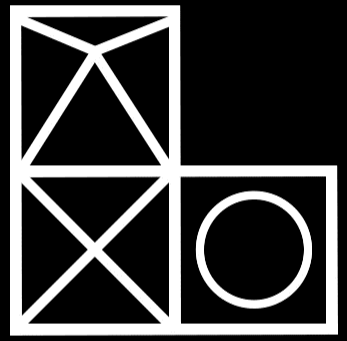
Sound

Lighting

Colour

Movement

Manipulating Time (shutterstock)



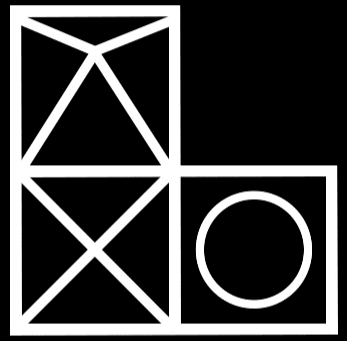
Character Interaction in VR

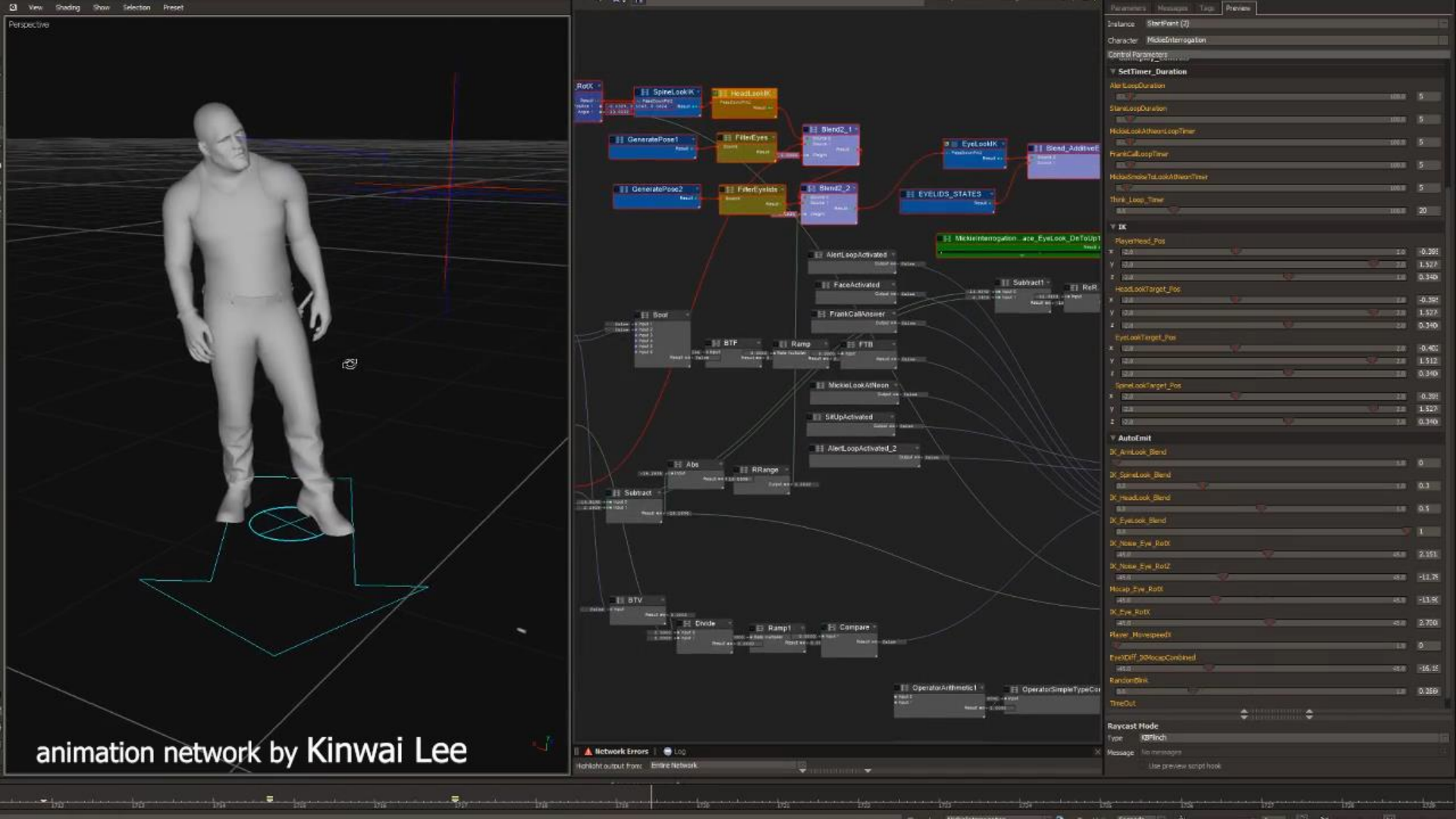
Interaction in VR Cinematics

- Use Player movement data

Interaction in VR Cinematics

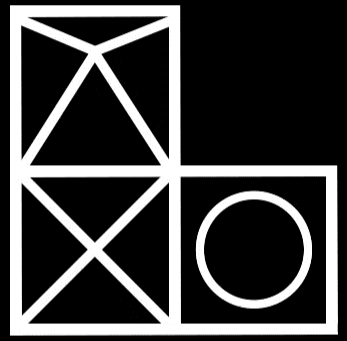
- Use Player movement data
  - HMD Position




Perspective
SpineLookIK
HeadLookIK
GeneratePose1
FilterEyes
Blend2_1
EyeLookIK
GeneratePose2
FilterEyelids
Blend2_2
EYELIDS_STATES
AlertLoopActivated
FaceActivated
FrankCallAnswer
Subtract1
Spot
BTF
Ramp
FTB
MickieLookAtNeon
SitUpActivated
AlertLoopActivated_2
Abs
RRange
Subtract
BTV
Divide
Ramp1
Compare
OperatorArithmetic1
Network Errors
Log
Parameters
Messages
Tags
Preview
Instance
StartPoint (2)
Character
MickieInterrogation
Control Parameters
SetTimer_Duration
AlertLoopDuration
StareLoopDuration
MickieLookAtNeonLoopTimer
FrankCallLoopTimer
MickieSmokeToLookAtNeonTimer
Think_Loop_Timer
IK
PlayerHead_Pos
HeadLookTarget_Pos
EyeLookTarget_Pos
SpineLookTarget_Pos
AutoEmit
IK_ArmLook_Blend
IK_SpineLook_Blend
IK_HeadLook_Blend
IK_EyeLook_Blend
IK_Nose_Eye_RotX
IK_Nose_Eye_RotZ
Mocap_Eye_RotX
IK_Eye_RotX
Player_MovespeedX
EyeDiff_IKMocapCombined
RandomBlink
TimeOut
Raycast Mode
Type
Pinch
Message
No messages
Use preview script hook
animation network by Kinwai Lee

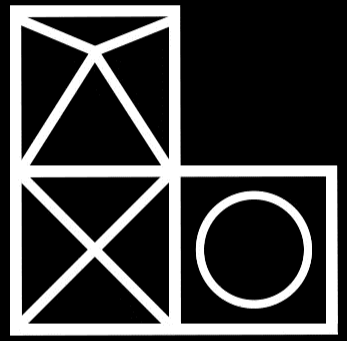
Interaction in VR Cinematics

- Use Player movement data
  - HMD Position
  - HMD Rotation



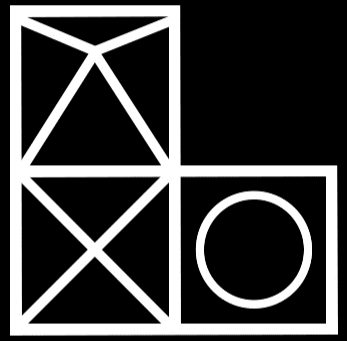
Interaction in VR Cinematics

- Use Player movement data
  - HMD Position
  - HMD Rotation
  - Hand Motion



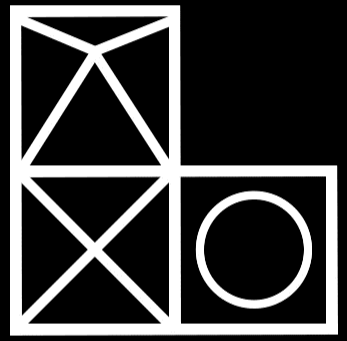
Interaction in VR Cinematics

- Interactions can produce many edge cases and ‘what if’ scenarios



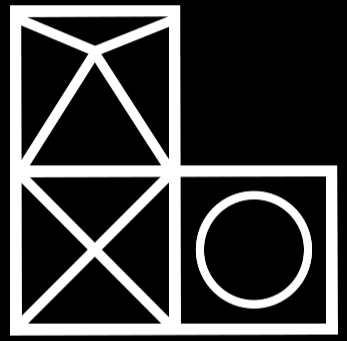
Interaction in VR Cinematics

- Interactions can produce many edge cases and ‘what if’ scenarios
- Don’t distract from telling the story
- Find natural points in the scene for interactions



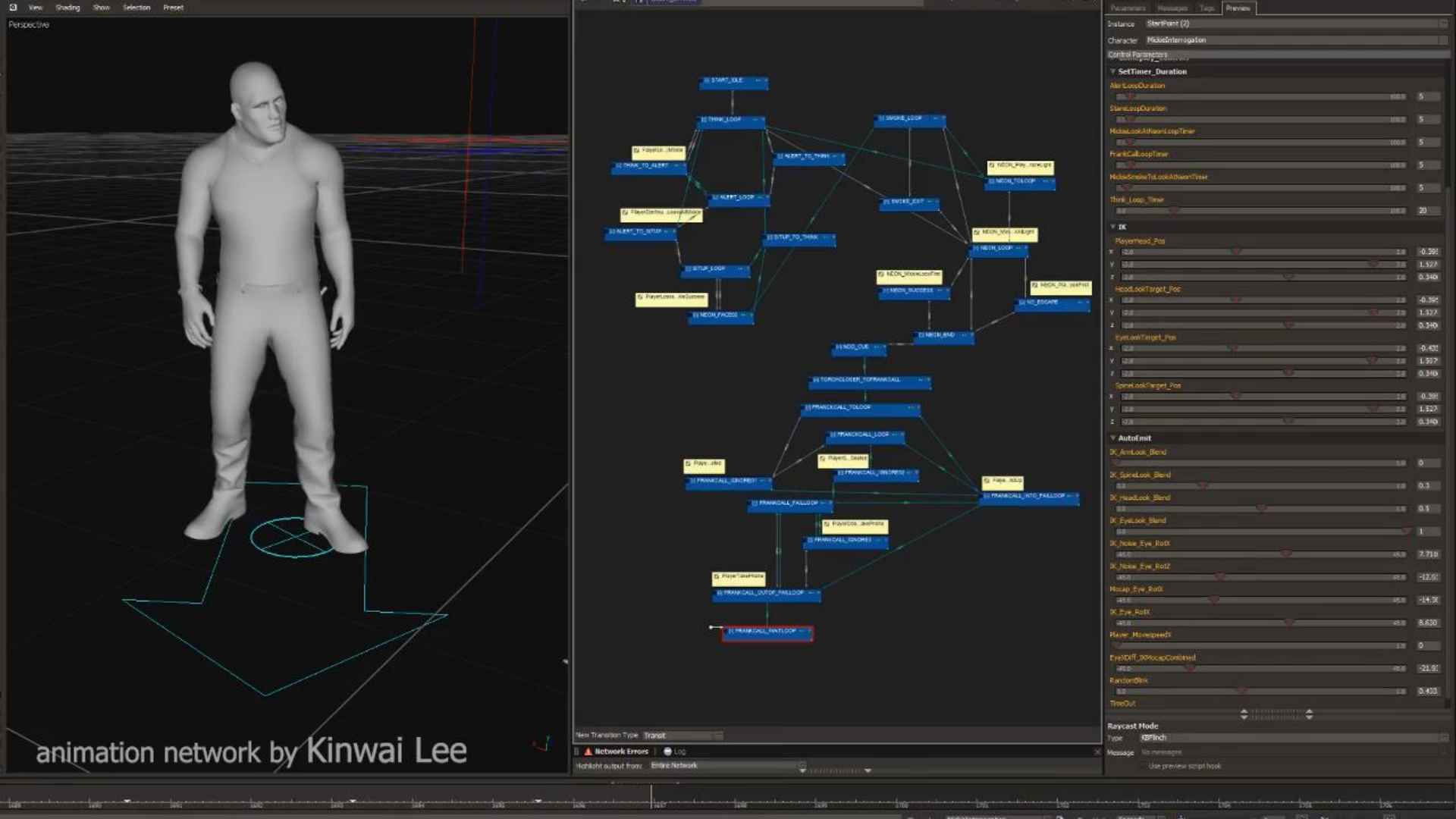
Interaction in VR Cinematics

- Interactions can produce many edge cases and ‘what if’ scenarios
- Don’t distract from telling the story
- Find natural points in the scene for interactions
- Immediate, unmistakable reactions to player work best



Interaction in VR Cinematics

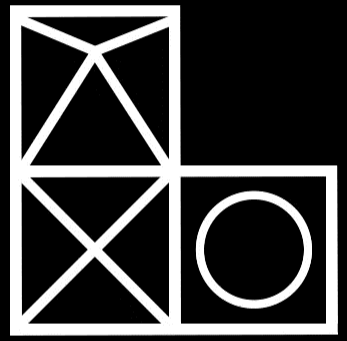
- Interactions can produce many edge cases and ‘what if’ scenarios
- Don’t distract from telling the story
- Find natural points in the scene for interactions
- Immediate, unmistakable reactions to player work best
- Add physical and mental reactions to player input

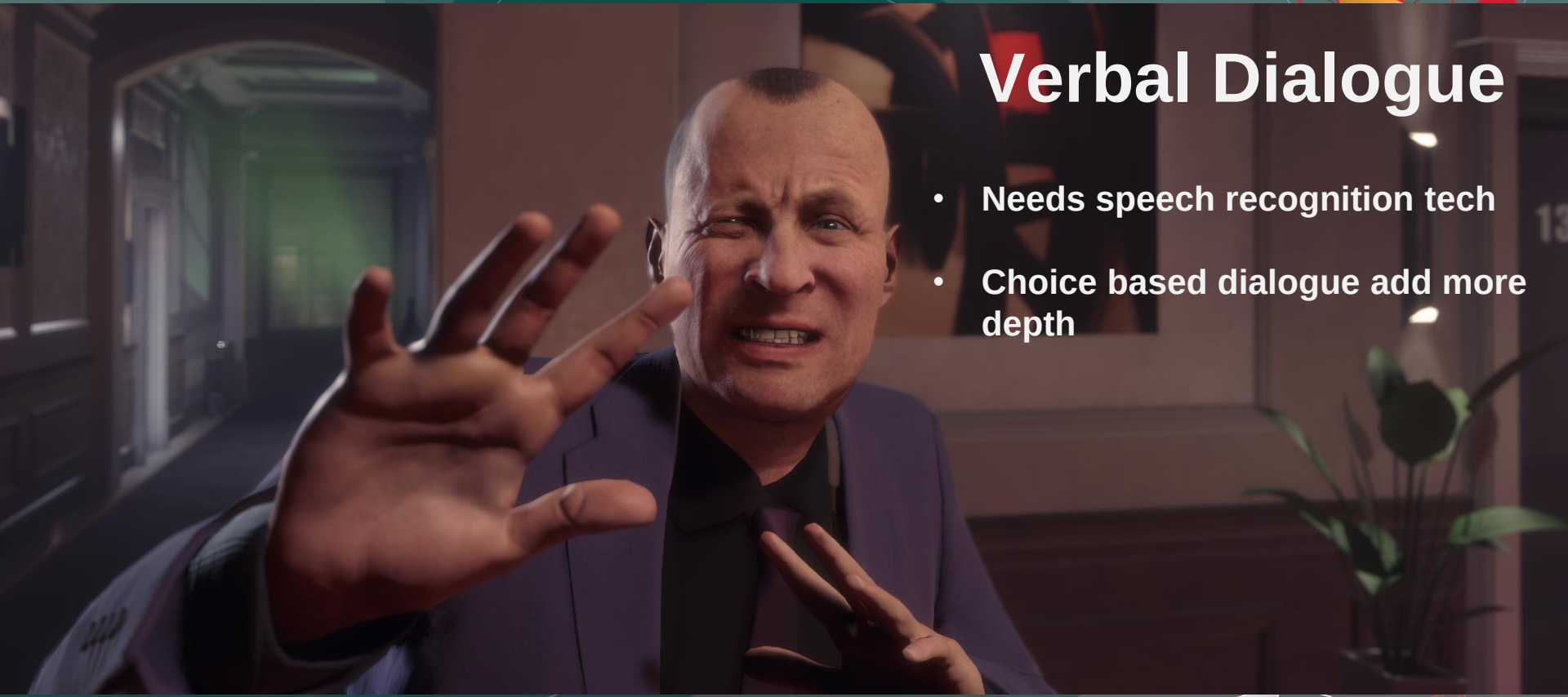

Perspective
animation network by Kinwai Lee

Verbal Dialogue

Verbal Dialogue

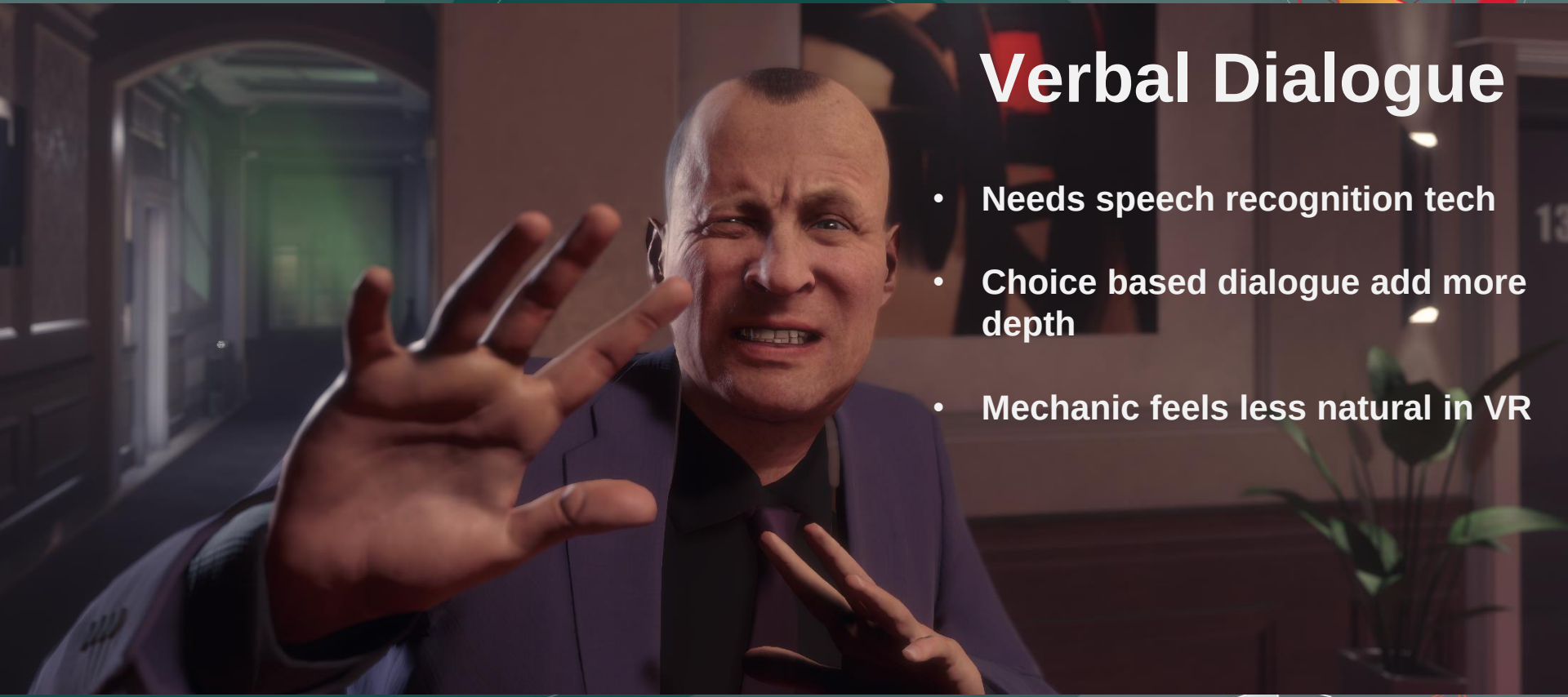
- Needs speech recognition tech





Verbal Dialogue

- Needs speech recognition tech
- Choice based dialogue add more depth



Verbal Dialogue

- Needs speech recognition tech
- Choice based dialogue add more depth
- Mechanic feels less natural in VR

Summary

Summary

- **Engage Player with Story first**

Summary

- Engage Player with Story first
- Acknowledge Player Presence

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- Don’t distract from the Story

Summary

- Engage Player with Story first
- Acknowledge Player Presence
- Allow for Player Participation
- Don’t distract from the Story
- Player comfort is key

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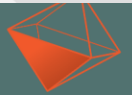
Thank you, have a nice day...