

Exploring & Remembering the Chernobyl Disaster using VR

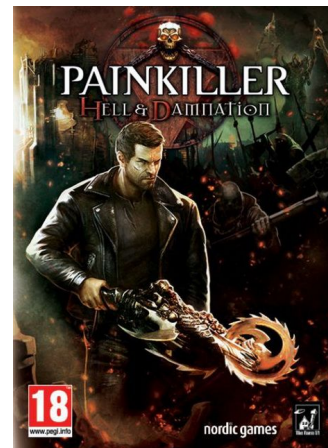
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The Farm 51



WHO WE ARE?

- Video games and VR developer
- Since 2005 developing games
- Since 2013 creating VR content
- Focused on FPP experiences and photorealism



REALITY 51

- A technology for creation of photorealistic VR content
- Watch the trailer:
www.youtube.com/watch?v=gtzu39r9fuA
- Mix of photogrammetry and 360 video footage as the most real and detailed graphics possible today
- The Farm 51 utilized this technology in various VR simulation, education, military, training and medicine projects.



GET EVEN - A TWISTED GAME ABOUT VR

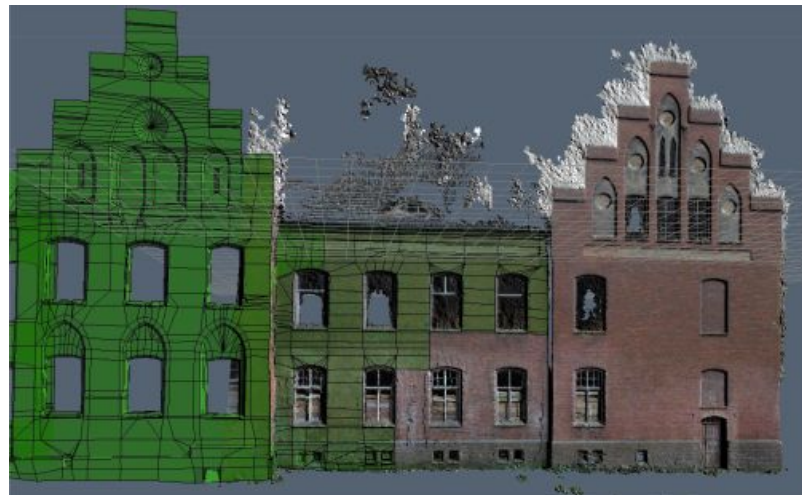
Watch the trailer: www.youtube.com/watch?v=kRg4kCKW6Ho



GET EVEN GAME (SINCE 2013) - PHOTOGRAMMETRY USED



PHOTOGRAMMETRY PIPELINE



CHERNOBYL VR PROJECT - CONCEPT

- Virtual trip to Restricted Zone
- Mix of interactive and non-interactive material
- VR as a medium for social and educational projects
- Documentary of decaying area



PAST, PRESENT AND FUTURE OF CHERNOBYL



GOALS

- Accuracy and believability
- Tell the real story of place and people
- Develop technology and skills for more advanced projects
- Learn how to use VR for educational and social projects
- Watch the trailer:

www.youtube.com/watch?v=reIzoNE9WcE



THE ADVENTURERS



CHALLENGES

- Access to the Zone
- Size of the area
- Scope of the content
- Transport and logistics
- Lack of electricity
- Legal issues and permissions
- Radioactivity related restrictions



CONCEPT

- Use interactivity to keep user interested
- Play with challenges and rewards
- Tell the story through discovering



VISUALS

- Photorealism through photogrammetry
- Realistic = immersive and believable
- Show the beauty of decay



STORY

- Journey tells the story of place...
- ...to tell the story of people
- Use movies and photos
when it comes to human aspect
- Spread points of focus
with proper pacing
- Experiment with storytelling:

www.youtube.com/watch?v=LrivExmHYxM



STORY

- Mix past and present
- Go personal
- Understand



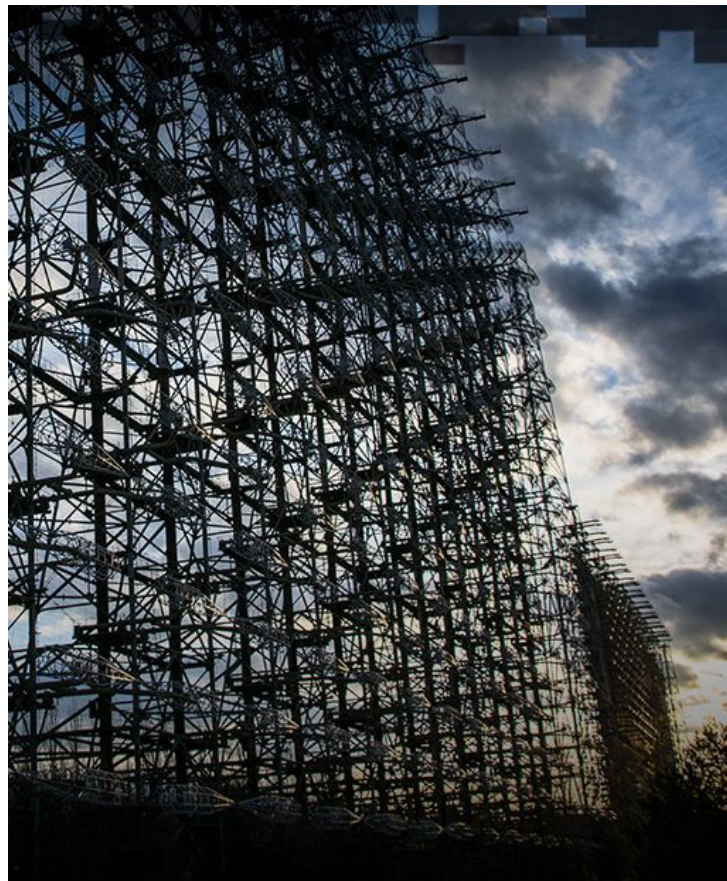
SOURCES

- Use archive materials
- Go to the sources
- Make people related to the story involved



SPLENDID

- Be spectacular but keep it serious
- Use mixed technologies if the base one doesn't work
- Remember that most of the people still don't know VR



OUTSIDE

- VR market still doesn't fully exist, so get the support everywhere
- Make it meaningful and social, support the charity
- Use the momentum of VR hype
- Experiment with marketing:

www.youtube.com/watch?v=HwdjACDYuao



OUTSIDE

- You still can't count on the user base – exhibit
- Teach people how to use VR and observe
- Different levels of interactions for different audiences



RESULTS

- Oculus Rift and Vive versions already released in Early Access
- Gear VR and PlayStation VR versions to be released soon
- Huge coverage in worldwide press (mainstream and technology)
- Generally positive feedback from press and non-gaming users
- Complains from gaming-based users
- Launch of the new Ukrainian projects



THE FUTURE

- Next platforms (Gear VR, PSVR, others?)
- Make a (VR) game taking place in Chernobyl
- Work fast, because Chernobyl is disappearing!
- Visualize the future of Chernobyl



TODAY - THE CLOCK IS TICKING



**STILL A LOT OF
BEAUTY TO BE
SHOWN**

