



VRDC

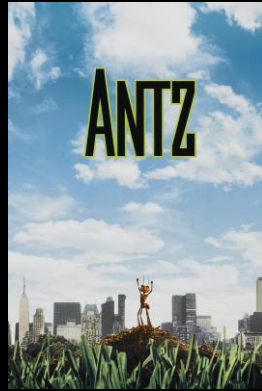
VR Interactive Storytelling: is it a Game? a Film? or Neither

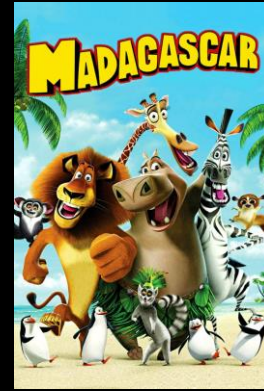
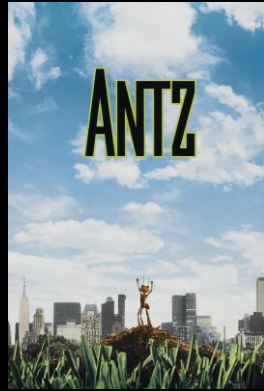
Eric Darnell, ClaudiaSouthmartin
Baobab Studios

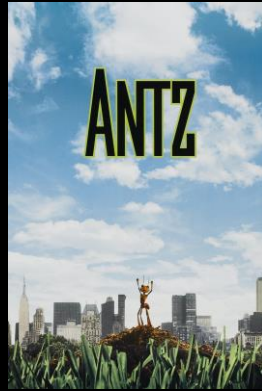


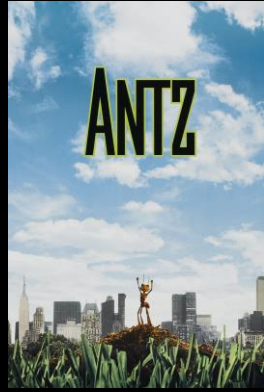
baobab

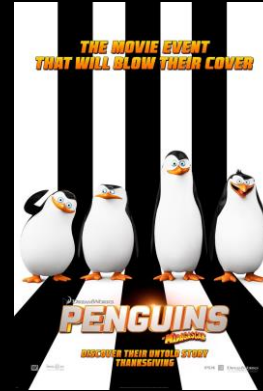
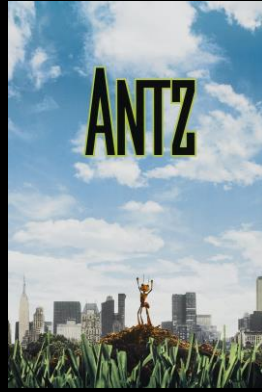
ERIC DARNELL









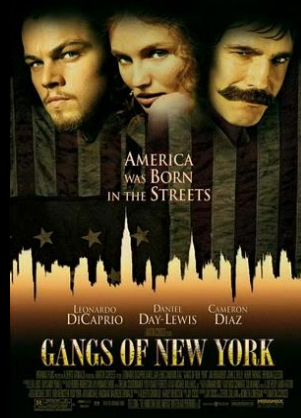


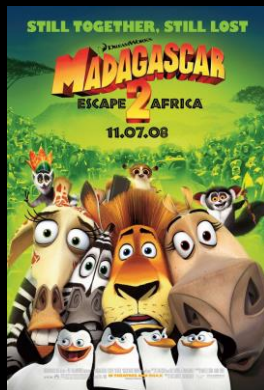
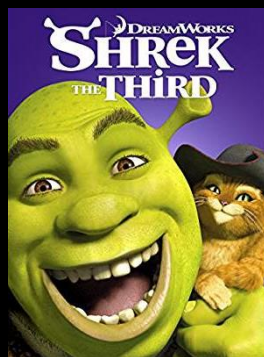
CLAUDIA SOUTHMARTIN

monarch *films*
inc.



He Would of Rode a Harley







baobab



baobab

Interactive Storytelling in Virtual
Reality

Why focus on
storytelling?



Stories are a big part of
what it means to be
human.

Stories are in our DNA.

The Superpowers of “Traditional” Storytelling:

The ability to elicit powerful
emotional experiences
through the development of
empathetic connections
between the audience and
the characters in the story.

Classical storytelling effects our
brain chemistry.

Classical storytelling effects our
brain chemistry.

Cortisol – “stress” hormone, that sharpens
our attention.

Classical storytelling effects our brain chemistry.

Cortisol – “stress” hormone, that sharpens our attention.

Oxytocin – “love” hormone, that we find whenever humans feel close to each other or even just *imagine* being close.

What we love about the
best of Movies, TV, Books
and Theater.

What we love about the
best of Movies, TV, Books
and Theater.

Great stories, well-told with
characters that we can fall in
love with and matter to us.

The big VR
buzzword...

EMPATHY

INVASION!



It feels REAL.

Not a movie. Not a game.

- No camera.
- No screen.
- No “fourth wall”.
- No mouse.
- No keyboard.
- No gamepad or joystick.

VR can allow us to
communicate with other
characters in the ways that
we already instinctively
communicate.

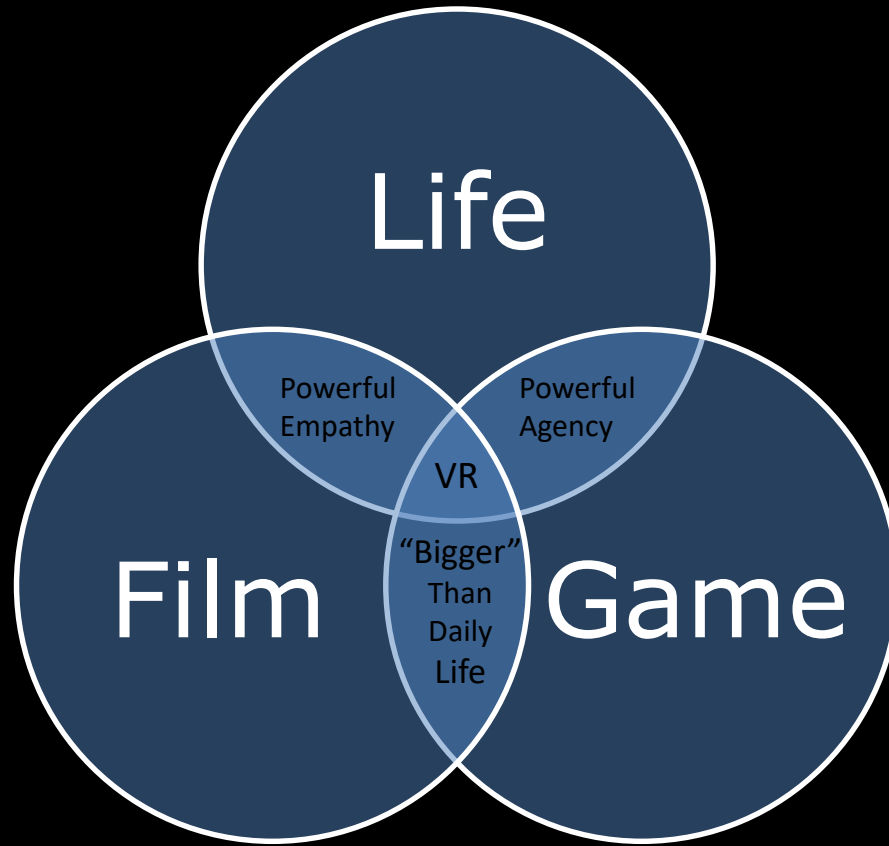
Mirroring

There is a Little Girl Crying
on a Park Bench.

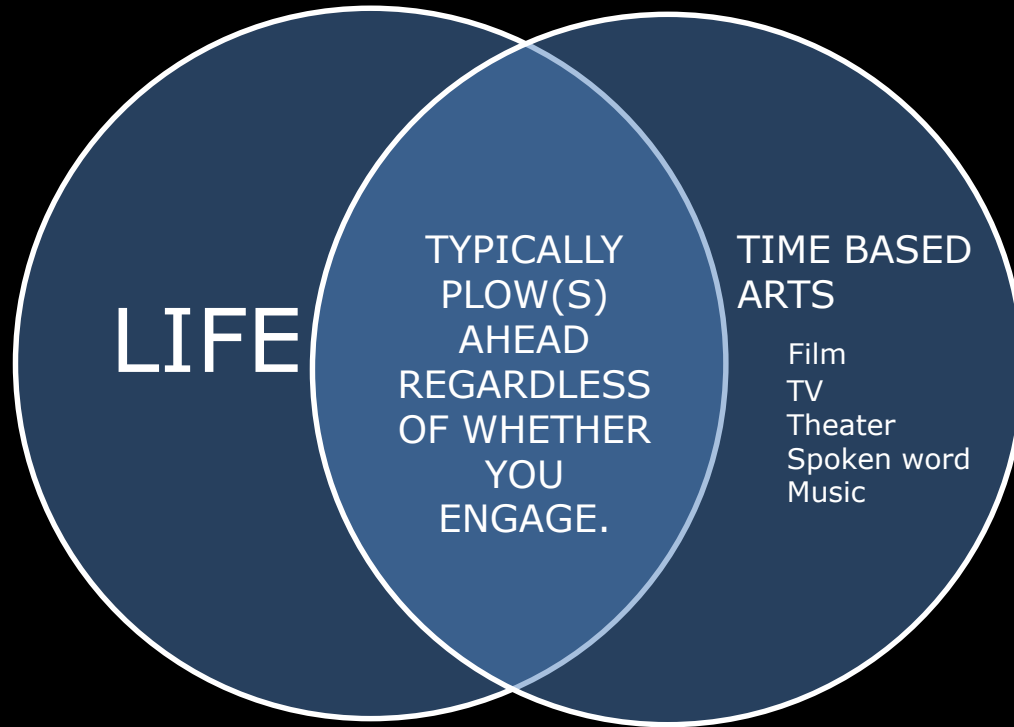
Game – Agency (interactivity) is typically goal driven. You are often the main character. The player is often in control of timing and pacing.

Film – Deep empathy but no agency. No control. The story plows forward.

Real Life – Action driven by concern/empathy. But the universe doesn't wait for you, time and events keep charging ahead.



With VR storytelling we can
turn audience empathy into
action -- into
COMPASSION.



A MOVIE DOESN'T WAIT FOR
YOU TO PAY ATTENTION.

A MOVIE DOESN'T WAIT FOR
YOU TO PAY ATTENTION.

LIFE DOESN'T WAIT FOR YOU TO
ACT.

Pacing, rhythm and structure
REALLY MATTER in storytelling.

ASTEROIDS!

BRANCHING EMOTIONS NOT BRANCHING STORIES

AGENCY DRIVEN BY COMPASSION

AGENCY DRIVEN BY COMPASSION

THE SCIENCE OF HUMAN COMMUNICATION

AGENCY DRIVEN BY COMPASSION

THE SCIENCE OF HUMAN COMMUNICATION

THE STRENGTHS OF TRADITIONAL STORYTELLING

AGENCY DRIVEN BY COMPASSION

THE SCIENCE OF HUMAN COMMUNICATION

THE STRENGTHS OF TRADITIONAL STORYTELLING

BRANCHING EMOTIONS, NOT BRANCHING PLOT

AGENCY DRIVEN BY COMPASSION

THE SCIENCE OF HUMAN COMMUNICATION

THE STRENGTHS OF TRADITIONAL STORYTELLING

BRANCHING EMOTIONS, NOT BRANCHING PLOT

VR AS AN EXTENTION OF THE EMPATHY OF FILM, THE AGENCY
OF GAMES AND THE MOTIVATION OF REAL LIFE

VR is a Brand New Medium

Beware of the naysayers



baobab