

Virtual Reality Cinema: A Study

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ABSTRACT

The current era has introduced a ground breaking change to what people thought could not evolve further. Introducing Virtual Reality has made a massive ripple effect in all things media related. Ideas and kick-starter projects are flooding the social media. The main manufacture who has made this possible "Oculus" proudly started with a simple virtual reality of a roller coaster, and left endless room for expansion through the societies ideas. I simply bring forward the method of the Virtual Reality Cinema, "VRC". The solid concept of a Cinema brought together with virtual reality. Any movie enthusiast would be beyond dazzled by the idea. What we have enjoyed and practiced since 1905 the release of the first theatre in the world presenting a motion picture. Evolving the theatre to unimaginable heights, watching a movie in a first person as if you are part of the movie. This kick-starter does not focus on a specific gathering of individuals but rather the entire of this era. This will be immensely advantageous to each person that appreciates viewing a film and basically needs more. This will just change how films are previewed and how motion pictures are shot. Presenting an entire diverse sort of motion picture shots which will be entwined with the Virtual Reality Cinema " VRC". In conclusion this thought will bring about an extreme change in the realm of media, it will open ways to significantly more expansion. this idea will most likely clear out the business sector and immerse the Online Networking/ Social Media.

Key words: Virtual Reality Cinema.

Introduction

Since the release of the very first movie to the public, a lot has come to surface. Mainly virtual reality, which takes you through a whole different experience from anything you have been through before. What everyone has virtually experienced in the past is brought to reality through developed devices such as the **Oculus Rift Figure 1.1** and **Samsung Gear VR Figure 1.2**. The question that remains is will the virtual reality scene takeover the cinematic experience we have always known and adapted to, to any movie enthusiast and film maker the idea of bringing both together is breathtaking but will the public buy into it, also how will this whole project be simplified into something everyone may own and lastly what is the true virtual reality cinema experience that you simply cannot miss.

Body 1

Since the premiere of the first movie ever by the Lumiere brothers, an idea of the cinema has been planted into humanity, there is simply no one that in their lifetime has not seen a movie, whether it was a home movie experience or at a theater, your virtual experience is brought to you through the monitor, TV screen, Cinema Projector. What the virtual reality devices have to offer is bringing the monitor into a compact gadget that works as if you are part of the virtual space. Some may think it is an overblown idea and a bulky gadget that are not as convenient as the everyday monitor we use, and that may be a reason why the public wouldn't bite into this specific idea. All of that aside, the public won't be able to decide this till the virtual cinema takes over and becomes part of our mass media. It is already being promoted through endless social networking websites, articles and teaser development videos. The further development of this idea has already taken its course in Holland and Germany, offering the amazing full on virtual reality cinema experience, it is yet to develop into an international prototype

using the Samsung Gear VR **Figure 1.2**, this is still a fresh start to the true experience, not a lot of people may have access to the virtual reality cinema but it is being brought to light by such ventures. It is simply the **Samsung Galaxy s6/ VR Gear attachment Figure 1.2** a goggle shaped gadget that is worn around the head while you rest back and delve into the virtual world. This is not an everyday movie that you simply watch and get over. It is what will change what your reality is and what you thought is impossible is made possible. It would be appealing to the current consumers who use the theater to bring already shot movies such as " Braveheart, Exorcist , Gladiator , etc" into reality, The idea may seem very far fetched, but it is exactly as how the public first thought of the 3D Cinema, many were astonished by the idea and some thought it was too much of a hassle, But as you can see the 3D Cinema has developed now into our household TV's and so will the virtual reality cinema with enough effort and time. It may be too early at this point for the virtual reality cinema to takeover our everyday theaters but soon enough it will futurize our theaters and our homes.

Body 2

Watching a movie or series has always been a simple task, accessible to anyone, price wise and availability wise. Every person today owns a device that can preview videos, whether it's a TV, Laptop, Desktop or Home Cinema. When VRC " Virtual Reality Cinema " is brought up, the first thing that comes to mind is how much is that going to cost me? And how will I be able to use it? These questions may seem irrelevant to some but it is what every average person may think, in order for the VRC " Virtual Reality Cinema" to take over the film industry and become as popularly used as any other device, such as the devices mentioned above, it would have to be as easily accessible and available as those devices , also easy to use and adapt to. Taking a look at the VR equipment such as the **Samsung Galaxy s6/ VR Gear attachment**

Figure 1.2 and Oculus Rift Figure 1.1, It is a futuristic gadget that looks advanced and nothing similar to anything people have used before, that leaves people thinking, how will I be able to use or learn to use such modern technology, individuals are simply not bothered to learn something new when there is a much simpler alternative. That is why the VR equipment are being slowly worked on to suit any user, with no certain target group. Everyone's instant thought of virtual reality devices is that it is very modern technology but fact is, virtual reality has existed since ages and the first device was the " The Sensorama **Figure 1.0**" which was developed back in the year 1950, a huge bulky gadget that gives you the virtual reality feel, of course it is nothing similar to today's Oculus Rift **Figure 1.0**, but it was a start, and with time it developed into the virtual reality goggles. The current virtual reality gadgets have been fully developed to provide the viewers with the best experience there is but are only missing a few tweaks so they may be able to par with current used previewing devices. Yes it may take time till it becomes a device affordable by almost anyone but it is already a device simple enough to be used by any person. As mentioned before, VRC " Virtual Reality Cinema " has already taken a step into the theaters in Holland and Germany, with splendid success, but that also does not mean it is ready to take over every theater corner we currently know but given the time, VRC " Virtual Reality Cinema " will soon enough be available to every person similarly to our everyday theater. It is left to us to decide whether we want to advance to the better future AKA VRC "Virtual Reality Cinema" or stay content with that what we have today and any person in their right mind would definitely already know the answer to that question, and if they do not, all it takes is inquiring about the VRC, reading or watching videos about it will simply astonish any person.



(Sensorama 1950 Figure 1.0)



(Oculus Rift Figure 1.1)



(Samsung Gear VR Figure 1.2)

Body 3

"Seeing is Believing" The true virtual reality experience, that is being spoken about endlessly all over the mass media, reviewed and actively developed, most would think what is all the fuss about and what is this virtual reality experience that simply cannot be missed by anyone who lives during this era. "Seeing is Believing" stated by Oculus Rift "Figure 1.1", the meaning behind this phrase is the very modern technology state of art displays and optics that have been reworked explicitly for the breathtaking VR experience. Through the use of its high refresh rate and low persistence display, perfectly brought together it provides the viewer with spectacular visuals and an immersive virtual world with a wide field of view, also known as the VHE " Virtual Human Eye", which gives the viewer the real life feel with head movement, meaning you are not limited to what you see in front of you, instead you have a fully open world from all surroundings. "The Magic of Presence" , Rifts magical VR equipment that provide a real life display technology along with the definite low latency tracking system help

intensify the virtual experience as if you are truly living the moment, it is something you have never experienced before, the Rift takes the real world on one hand and the virtual world on the other then brings them together splendidly without any distortions to truly lighten the soul. A great man once said , "Films are Fifty percent visual and Fifty percent sound. Sometimes sound even overplays the visual" - David Lynch. The true virtual reality experience is based not only on the visuals and graphics but also mainly on sound, with the virtual reality sound surround system it assists in intensifying the VRE " Virtual reality experience", most VR equipment when purchased come with the virtual surround sound equipment, commonly a 7.1 surround headset a lot like the " Avegant Glyph" "Figure 1.4", unlike the "FOVE VR" "Figure 1.3" It is the VR equipment perfectly and comfortably conjoined with the headset and is supported by your smartphones audio. The true virtual reality experience can never be explained through words because they will simply never be enough, it is virtual sound and visuals brought together to disconnect the viewer from reality.



(Fove VR Figure 1.3)



(Avegant Glyph Figure 1.4)

Conclusion

In conclusion, the VRC "Virtual reality Cinema" is no doubt a powerful wave that is anticipating to slam the shore, and ripple the sea. All it takes is a few more steps towards advancements to suit the public and blend with the culture as all other technologies introduced to us in the past did. The virtual reality cinema experience may begin as a luxury but will soon enough become a necessity in every house, and at every theater corner. The virtual reality visuals and audio have already been fully developed, a long way beyond anyone's imagination and dreams, concluding to truly live your imaginations and dreams all it takes is to partake in the "VRCE" Virtual Reality Cinema Experience and be blown away.

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Great thoughts speak only to the thoughtful mind, but great actions speak to all mankind.

~ Theodore Roosevelt