

VR Kino+Theater

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ABSTRACT

VR Kino+Theatre is a media platform that combines theatrical performance with live cinema using virtual reality technology.

The platform integrates traditional forms of entertainment (theater and cinema), with advanced interactive media, (virtual reality and gaming). In this way, it solves scalability of audience and presentation familiarity, while providing greater flexibility for innovative formats.

The foundations of our solution lies onto three pillars:

On the technology front: i) 3D content captured from real data with the help of advanced sensors and machine learning; ii) procedural and real-time physical simulations powered by high-end graphics hardware; iii) distributed systems interconnected by low-latency wireless networks.

On the production side: i) unified process, in terms of ubiquitous data access and augmented content generation; ii) collaborative real-time integrated authoring shared by all members of creative teams.

On the delivery scenarium: i) diversified media and application options; ii) multiplicity of presentation formats; iii) stratified and complementary fruition allowing to fully explore the content in many forms.

The operation of an ecosystem based on these principles entails new roles for producers, performers and participants.

As a demonstration of the platform we produced a play “The Tempest”, by William Shakespeare. The project was developed by a multidisciplinary group at IMPA [1].

REFERENCES

- [1] IMPA. The tempest. VISGRAF Laboratory, January 2018. <https://www.visgraf.impa.br/tempest/>.

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