

Storytelling for Virtual Reality



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Storytelling for Virtual Reality serves as a bridge between students of new media and professionals working between the emerging world of VR technology and the art form of classical storytelling. Rather than examining purely the technical, the text focuses on the narrative and how stories can best be structured, created, and then told in virtual immersive spaces. Author John Bucher examines the timeless principles of storytelling and how they are being applied, transformed, and transcended in Virtual Reality. Interviews, conversations, and case studies with both pioneers and innovators in VR storytelling are featured, including industry leaders at LucasFilm, 20th Century Fox, Oculus, Insomniac Games, and Google.

For more information about story, Virtual Reality, this book, and its author, please visit StorytellingforVR.com

作者介绍:

Focal Press, an imprint of Taylor & Francis, publishes media technology books, covering topics such as digital imaging, photography, gaming, animation, film and video, post-production, audio, music technology, broadcast, and theatre.

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标签

虚拟现实

英文原版

叙事

VR/AR

评论

提取业界专业人士采访及出版物中对于VR电影（叙事）认知理解、设计方法等。比较好的描述了该VR细分领域的概念，但缺少深入的探讨，更缺乏针对例子的分析，整片都是在描述，叙事。本身VR领域深入探讨的书籍比较少，该细分领域就更少了。还没有成系统的把知识点串联起来的书，大家更多还是处于探索阶段，很多细碎的知识、经验散落于paper，访谈当中。所以这本书的特点也就不足为奇了。可以作为领域了解，如果想进行进一步探究设计方法、还是要靠多读论文和自己的总结探索。

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书评

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