

Virtual Reality Workshop Agenda

January 10-13, 2017

Instructors: Lakshmi Sarah & Melissa Bosworth

DAY 1

Morning – 8:30am – 12:30pm

- Overview of immersive content (static vs. room-scale, VR vs. 360, experiential vs. narrative, monoscopic vs. stereoscopic)
- Best practices for camera placement and framing shots
- Hands-on demonstration of cameras and equipment

Networking Lunch – 12:30pm – 1:30pm

Afternoon – 1:30pm – 5:00pm

- Basics of stitching 360 video using demo footage
- Assemble short 360 video sequence

DAY 2

Morning – 8:30am – 1:00pm

- Review camera tests, assess shot quality, and learn strategies for improvement
- Camera settings, shooting tips, and storyboarding
- Shoot on location

Networking Lunch – 1:00pm – 2:00pm

Afternoon – 2:00pm – 5:00pm

- Asset management
- Import and organize footage

DAY 3

Morning – 8:30am – 12:30pm

- Basic stitching review
- Advanced stitching methods

Networking Lunch – 12:30pm – 1:30pm

Afternoon – 1:30pm – 5:00pm

- Discuss theory of narrative structure and applications for 360 stories while stitches export

DAY 4

Morning – 8:30am – 12:30pm

- Hands-on demo of titling and masking using After Effects & Skybox
- Continue working with your projects

Networking Lunch – 12:30pm – 1:30pm

Afternoon – 1:30pm – 4:15pm

- Exporting and uploading to various platforms
- Showcase – share your finished work with the class

We encourage sharing.

#VirtualReality

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