



A JOURNEY OF DISCOVERY IN THE WORLD OF IMMERSIVE STORYTELLING



3 EXPERIMENTS

FLOATING ISLANDS

Travel in an open world, you feel like you are walking from one flying rock to another high up in the sky. You can even feel the edges of the platforms we use to immerse you even more in the story.

HOSTAGE SITUATION

You are tied to a chair and held hostage by two rascals. Before you know, the boss enters and fires questions at you. We have made an interactive 360° video where you can answer and decide how the plot will end...

SIZE MATTERS

You are in a children's room. You have an odd device that lets you shrink and grow in size, as well as everything you want to pick up. This experiment stayed in the first phase of development, but was a lot of fun to work on.

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THE WORKROOM 360: NICK ANDREWS

For this project we were invited by **Frederik Marain** to find a way to make **journalism in 360° video more interesting**. For this we asked **journalism student Jana de Ridder** to interview **painter and sculptor Nick Andrews** in his atelier, talking about his experience and his interests. Besides this, you can enjoy an **interactive walk through his favourite works**, accompanied with his own remarks and anecdotes.



TALE OF SHATTERS

Based on one of our first experiments, you walk around in a **shattered world** where gravity has gone partially missing. From one floating island to another you have to **solve the puzzle** to advance. We call our method **synchronised reality**, since we added feel of depth to the floating platforms, by adding **actual handcrafted wooden platforms** in the real world.

GUIDELINES TO CREATING IMMERSIVE EXPERIENCES

As part of the project we made a **digital guide to help newcomers create better VR**, efficiently and correctly. This contains our workflow, our endresults and techniques to use different software and provides handy tricks.

Creating a VR
Experience

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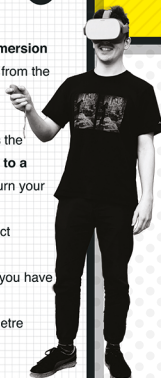
VR & 360° VIDEO

In the world of new technology **new kinds of immersion** emerge. In other words, new ways to disconnect from the real world: during our project we explored two options, 360° video and virtual reality.

360° video is achieved using a camera that films the **entire surroundings**. You are **no longer bound to a canvas** the director created, but you can freely turn your head to see what happens around you.

For our 360° projects we make use of the compact **Oculus Go**.

Virtual Reality or VR is similar to 360° video, but you have **more feel of depth**, you can **interact** with your surroundings and even **move around** in a 5x5 metre space. Our VR projects are playable through an **HTC Vive headset**.



TOM PEETERS
Electronics ICT
AP College University

KRISTOF TIMMERMAN
Royal Academy of Fine Arts
Antwerp

DSCNCT MEETS **show & tell**

Immersive Storytelling

We are **DSCNCT**, an **international and multidisciplinary team**.

We have backgrounds in Electronics ICT, Graphic Design and Product design.

We help our coaches Kristof (left) and Tom in the **development of guidelines** for Virtual Reality and 360 video. They are part of **Show&Tell**: an AP University College research group that investigates the ways and works surrounding **immersive storytelling**.

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OUR WORKSPACE



AP
ARTSIS PLANTJIN
COLLEGE UNIVERSITY ANTWERP

From **February till June 2019**, **Artesis Plantijn College University** hosts **European Projects**. We are situated near **Noorderlaan**. We get to work in a **Virtual Reality Lab** for experiments, concept art, 3D, programming, video and more...

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MAP: ANTWERP NORTH

Graphic and Digital Media
Narrative & 3D Modeling

🇧🇪 **JONATHAN**

Electronics ICT
Tech & Development

🇧🇪 **ROBBE**

Graphic and Digital Media
Communication & Post-Production

🇧🇪 **RAF**

Product Design
Concept & Manufacturing

🇪🇸 **ORIANA**

