VR & AR – The New Reality

Richard Mills – Technical Director: Sky VR Studio
"Virtual reality was once the dream of science fiction. But the internet was also once a dream... The future is coming”
Mark Zuckerberg (2014)
Sky VR - Timeline

April 2016: Sky VR announced

October 2016: App launched

Phase 1: 360 Video immersive content

Phase 2: Interactive, and Room-Scale experiences
Sky VR aims

- Produce content In-house
- Commission Content
- Aggregate 3rd Party Content
VR Content Platform Aims

Mobile Phone, Cardboard and Tablet

GearVR Store – Gear VR and Rift

Daydream

Facebook and YouTube
Sky VR – Content Creation

73+ pieces of 360 video content to March 2018

3 Interactive experiences in commission

4 Room-scale Productions completed
Content across all genres
Production - Planning and Shooting

Sky VR Content Creation aims:

• Native 360 Shooting
• Hybrid 360 plus CGI
• Pure CGI
• Volumetric Asset creation and integration
Rebel Queen

Premiered at Venice Biennale – 2017

Sky VR’s first Room-scale Production

Fully Interactive experience, comprising:

Scanned and CGI environments

CGI and Captured Assets as objects

Animations and re-creations
Rebel Queen – the concept

An Interactive, educational and entertaining experience with surreal and realistic contrasts
Rebel Queen - Background

- Doc with interactivity
- Historical research
- Ancient Amarna, Luxor
- Nefertiti and Tut
- Asset Capture
- 360 Doc + Fully Interactive
Rebel Queen – How we made it

360 Panoramas/Timelapses
Scene Scans
Object Scans
CGI interpretations
Animation enhancement
The Future is here - AR and MR
Sky XR aims:

- Augmented Reality
- VolCap
- Mixed Reality
Volumetric Capture of Anthony Joshua
Generate Assets for VR, AR and MR
HOLD THE WORLD
with David Attenborough
at The Natural History Museum
Watch on YouTube
Coming soon...
Major Room-Scale interactive project: David Attenborough takes the viewer on a journey through the London Natural History Museum
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