



JasonJ1968's 360° Degree VR



GUIDE for ANIMATORS

ABOUT THE CAMERA

You shall not move the camera without a reason.

You shall not move the camera without visibly indicating by what mechanism the camera is moving.

REGARDING THE VIEWER

You shall not unnecessarily make the Viewer wait for action to begin, nor shall you trap the Viewer in a stagnant environment.

You shall consciously create and assign a specific non-speaking role to the Viewer. You shall endeavour to keep the Viewer's role consistent from scene to scene.

The Viewer's role must be peripheral to the action of the 360 VR film.
The Viewer can be a bystander or a confidante, but never an instigator or protagonist.

You shall not create or show perspectives that the Viewer's character would not have.

For every scene, you shall create and include an avatar to represent the Viewer in order to accurately choreograph and situate the scene's action.

Where and when appropriate, your CGI avatars should make eye-contact with the Viewer.

EDITING CONSIDERATIONS

You shall not create any shot or scene shorter than 7 seconds long.

You shall always use slow transitions to change scenes.
Thou shalt never use a straight cut between scenes.

You shall always begin your VR film with a title card-- or other obvious object-- and you shall provide the Viewer with enough time to orient themselves correctly before beginning your action.

You shall not bring any action into the Viewer's personal space without a specific reason, nor shall you abuse that privilege.

If the key action of a scene occurs away from the centre of the screen, the next scene's key action must begin in the same place.

