THE GREAT C:

LESSONS FROM CREATING A 37-MINUTE CINEMATIC NARRATIVE.

GDC 2019

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SECRET LOCATION
an entertainment One company
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SLEEPY HOLLOW VR
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BLADE RUNNER 2049

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THE GREAT C
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Continuous Flow

Viewer Focus

Pace & Variety

THE GOOD, THE BAD, AND THE UGLY

STORY

“Full” Narrative.

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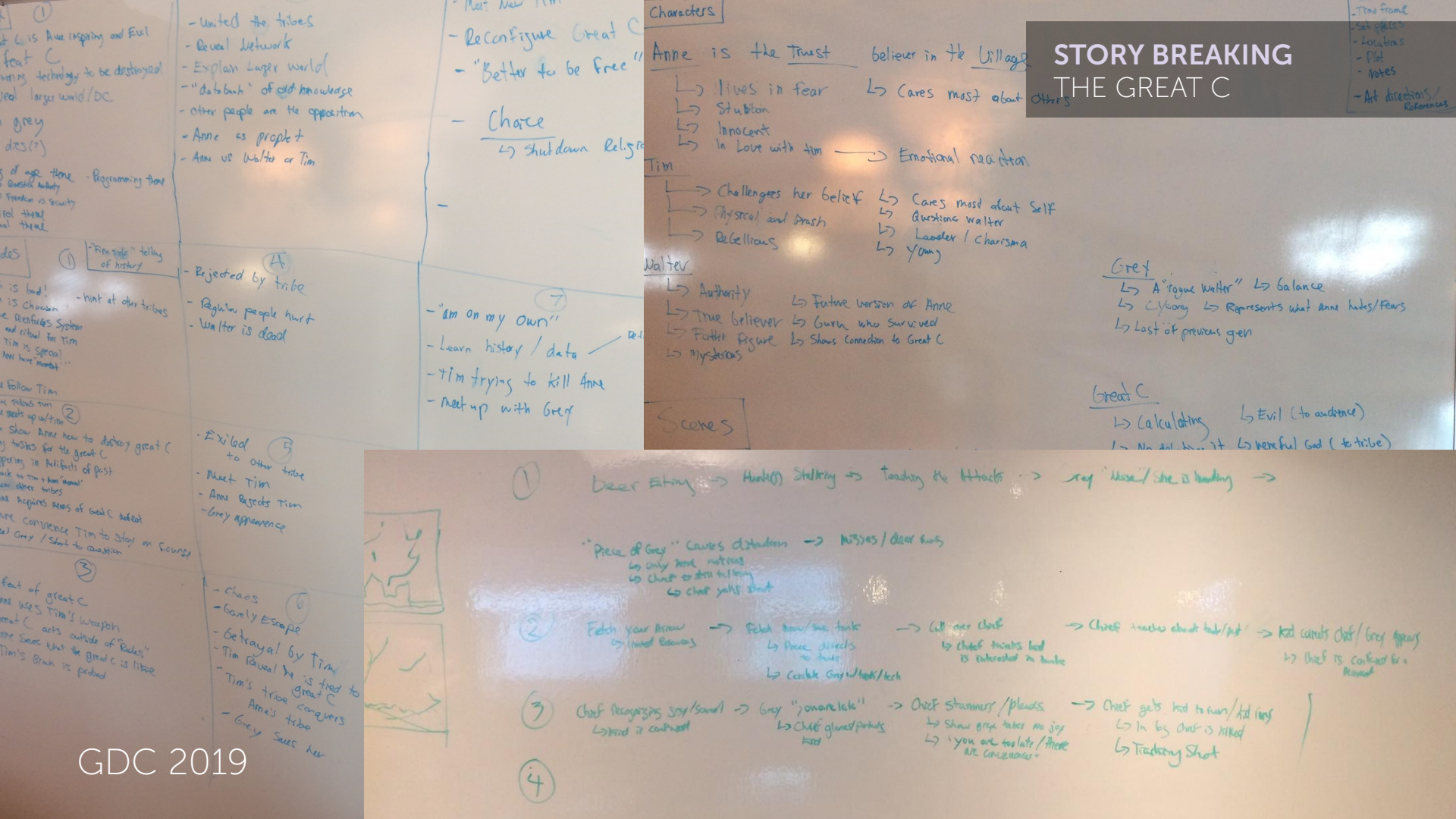
THE GREAT C

STORY BREAKING
THE GREAT C



The bird circles Grey once and lands on her shoulder. It CAWs, flaps its wings, then seems to melt into her shoulder, reabsorbed into the mass of inky material.

GREY
You failed to report.

Grey glances up at Young Walter. Color drains from his face. A confused STAMMER catches on the boy's lips.

CHIEF (O.S.)
There'll be no report from Watching Town this year.

The Chief appears beside Walter. Grey was actually addressing the elder. He steps protectively in front of the boy.

CHIEF (CONT'D)
No more pointless sacrifices.

He rips the metal compass from around his neck and tosses it to the ground.

CHIEF
You tell your master that.

GREY
(emotionless)
The Great C demands compliance.

Grey effortlessly snaps the arrow in her hand.

GREY (cont'd)
There are consequences for disobeying.

Ep03_Sc05_Sh07 (Pods)

INT. GREAT C CHAMBER - DAWN

As Clare nears the top of the stairs, something else comes into view. Two regeneration pods, like the one Grey was in, sit on the floor in front of the Great C.

One is open and empty, the other is closed.

The Great C looms over Clare, her small frame dwarfed by the dark crimson sphere, glowing like a dying sun.

The needle on the compass around her neck spins wildly as she walks towards the monstrosity.

Ep03_Sc04_Sh08 ("Get Close")

INT. REGENERATION ROOM - NIGHT

Clare's eyes are fixed on Grey. She listens intently.

GREY
If you get close enough, you can destroy it.

CUT TO:

Ep03_Sc05_Sh08 (GreatC Defeat)

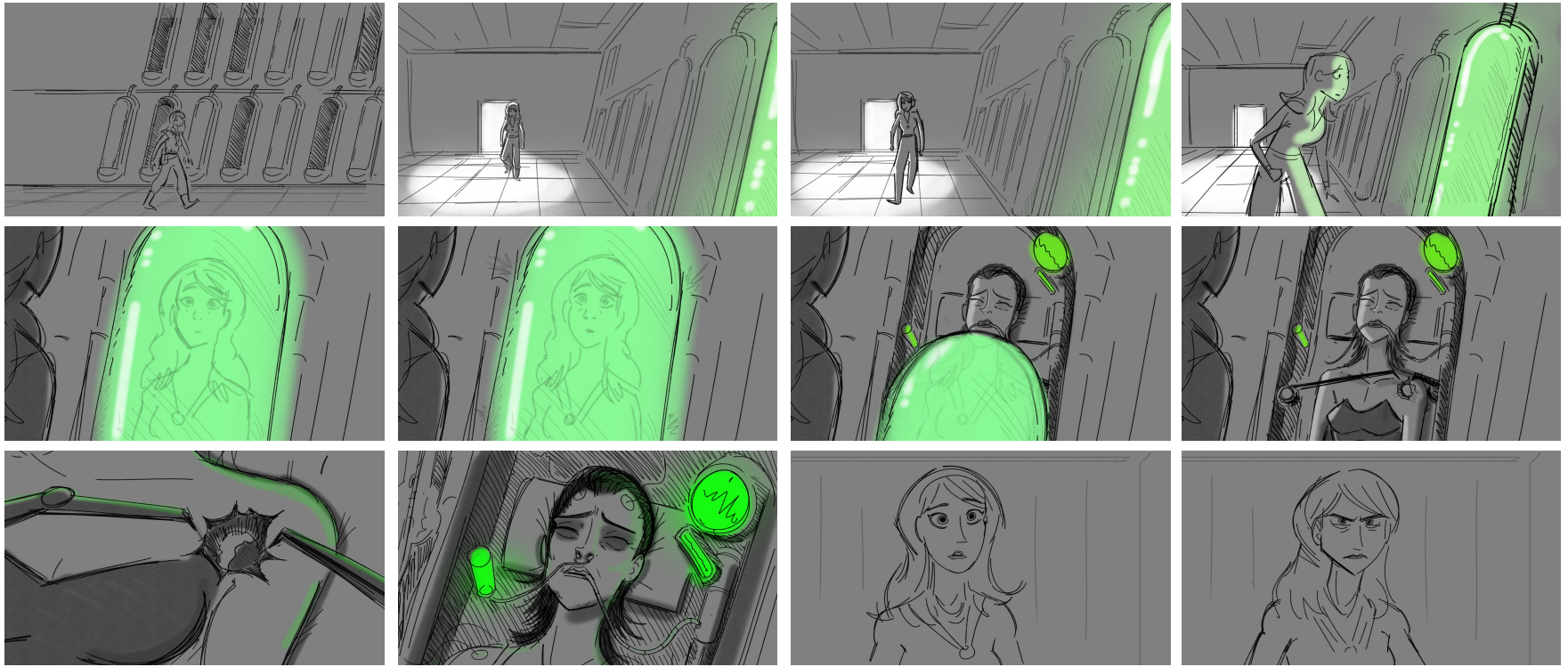
INT. GREAT C CHAMBER - DAWN

Clare's eyes dart to the simple black computer terminal below the Great C.

She reaches behind her back, and feels at the handle of the gun tucked in her belt there. She's close.

The figure in the closed pod comes into view.

STORYBOARD
THE GREAT C



SECRET LOCATION

SLEEPY HOLLOW RIFT ZONE

SURPRISE SCARE! A SWARM of BATS FLY OUT from the Mausoleum beside you. SCREECHES and BEATING WINGS fill the air as they * SWOOP right past you...

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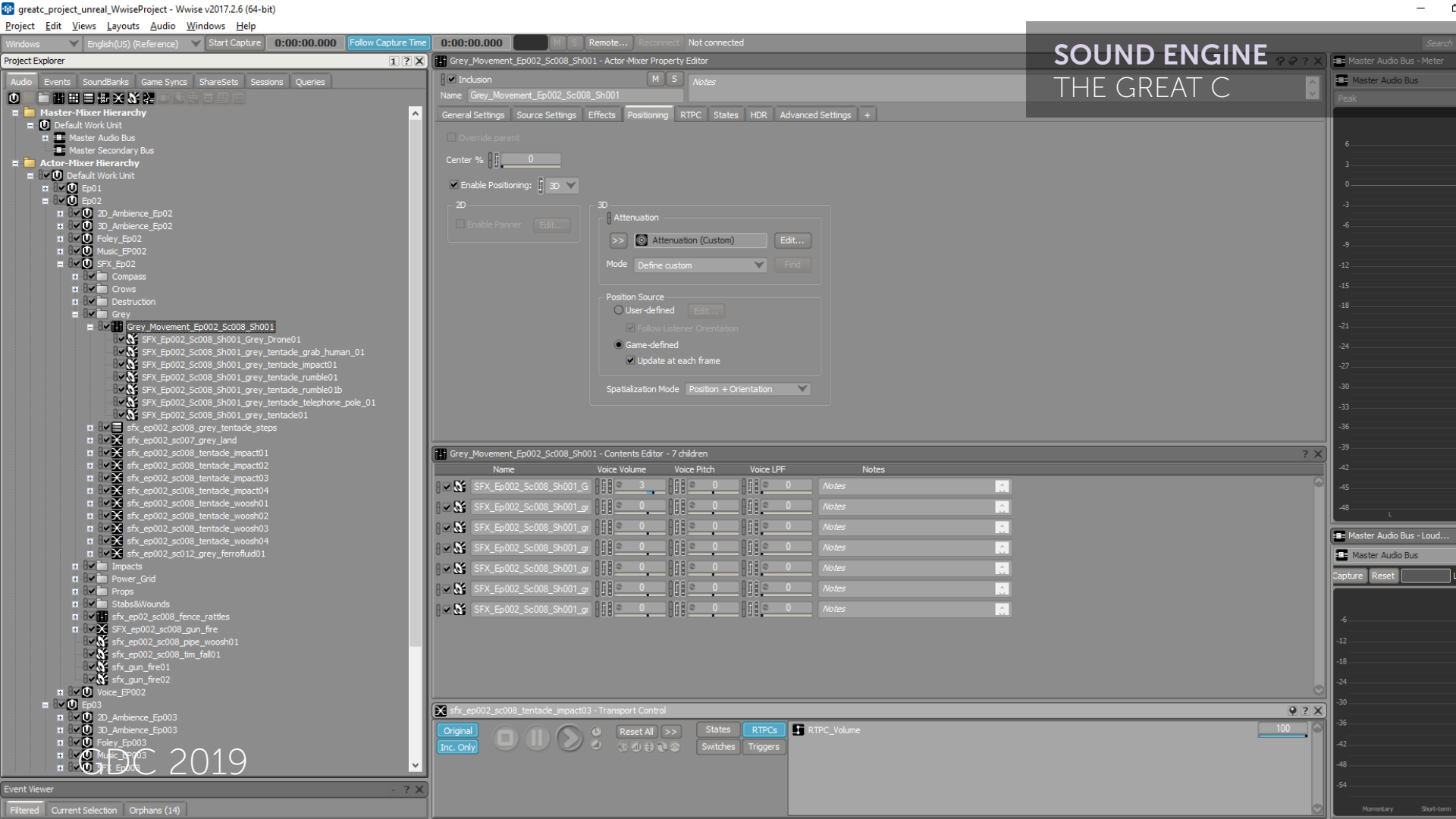
greatc_project_unreal_WwiseProject - Wwise v2017.2.6 (64-bit)
Project Edit Views Layouts Audio Windows Help
Project Explorer
Audio Events SoundBanks Game Syncs ShareSets Sessions Queries
Master-Mixer Hierarchy
Default Work Unit
Master Audio Bus
Master Secondary Bus
Actor-Mixer Hierarchy
Default Work Unit
Ep01
Ep02
2D_Ambience_Ep02
3D_Ambience_Ep02
Foley_Ep02
Music_EP002
SFX_Ep02
Compass
Crows
Destruction
Grey
Grey_Movement_Ep002_Sc008_Sh001
SFX_Ep002_Sc008_Sh001_Grey_Drone01
SFX_Ep002_Sc008_Sh001_grey_tentacle_grab_human_01
SFX_Ep002_Sc008_Sh001_grey_tentacle_impact01
SFX_Ep002_Sc008_Sh001_grey_tentacle_rumble01
SFX_Ep002_Sc008_Sh001_grey_tentacle_rumble01b
SFX_Ep002_Sc008_Sh001_grey_tentacle_telephone_pole_01
SFX_Ep002_Sc008_Sh001_grey_tentacle01
sfx_ep002_sc008_grey_tentacle_steps
sfx_ep002_sc007_grey_land
sfx_ep002_sc008_tentacle_impact01
sfx_ep002_sc008_tentacle_impact02
sfx_ep002_sc008_tentacle_impact03
sfx_ep002_sc008_tentacle_impact04
sfx_ep002_sc008_tentacle_woosh01
sfx_ep002_sc008_tentacle_woosh02
sfx_ep002_sc008_tentacle_woosh03
sfx_ep002_sc008_tentacle_woosh04
sfx_ep002_sc012_grey_ferrofluid01
Impacts
Power_Grid
Props
Stabs&Wounds
sfx_ep02_sc008_fence_rattles
SFX_ep002_sc008_gun_fire
sfx_ep002_sc008_pipe_woosh01
sfx_ep002_sc008_tim_fall01
sfx_gun_fire01
sfx_gun_fire02
Voice_EP002
Ep03
2D_Ambience_Ep003
3D_Ambience_Ep003
Foley_Ep003
Music_Ep003
SFX_Ep003
Event Viewer
Filtered Current Selection Orphans (14)
Grey_Movement_Ep002_Sc008_Sh001 - Actor-Mixer Property Editor
Inclusion
Name Grey_Movement_Ep002_Sc008_Sh001
Notes
General Settings Source Settings Effects Positioning RTPC States HDR Advanced Settings
Override parent
Center %
Enable Positioning: 3D
2D
Enable Panner Edit...
3D
Attenuation
Attenuation (Custom) Edit...
Mode Define custom Find
Position Source
User-defined Edit...
Follow Listener Orientation
Game-defined
Update at each frame
Spatialization Mode Position + Orientation
Grey_Movement_Ep002_Sc008_Sh001 - Contents Editor - 7 children
Name Voice Volume Voice Pitch Voice LPF Notes
SFX_Ep002_Sc008_Sh001_G
SFX_Ep002_Sc008_Sh001_gr
sfx_ep002_sc008_tentacle_impact03 - Transport Control
Original Inc. Only
Reset All
States RTPCs Switches Triggers
RTPC_Volume
100
Master Audio Bus - Meter
Master Audio Bus
Peak
Master Audio Bus - Loud...
Capture Reset
Momentary Short-term
SOUND ENGINE
THE GREAT C
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SOUND MIXING
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JUNKIE XL

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ANIMATIC
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CUES

EPISODE 1

Cue #	Theme(s)	Characteristic	Episode/Scene/Shot	Start	Exit	Run Time	Scene(s) Description	Score Notes
1	GREAT C	Ominous	Ep01_Sc01_Sh01 (Teaching)	0:10:00	0:49:00	0:39:00	A father and son hunt in the forest, unaware of the coming danger.	While the world looks beautiful on the surface, this piece foreshadows the danger that lurks underneath. Slow and creeping. Perhaps a slight build as we lead into the next scene. This is the "calm before the storm" piece.
2	GREY	Mysterious Slow Build	Ep01_Sc01_Sh02 (Fetch Arrow)	0:50:00	2:06:00	1:16:00	The father and son are confronted by Grey, an agent of The Great C. Grey kills the father.	Establishing Grey is a mysterious, haunting, and dangerous person. As she starts to threaten the father (01:42:00) the tempo could rise, climaxing at the kill (02:06:00)
3	GREAT C	Visceral Build & Climax	Ep01_Sc02_01 (Run) Ep01_Sc03_01 (Catch) Ep01_Sc04_Sh01 (Titles)	2:07:00	3:01:00	0:54:00	Grey and the flock of crows she commands descend on the village, and reap death and destruction there -- The Great C's punishment for the village disobeying.	From 02:07:00 to 02:30:00 this is the Great C's powerful theme building. Then at 02:31:00 the full power of it is unleased, fading out as the scene ends (3:01:00), so we can transition into the softer GREY theme in the next scene.
4	GREY	Haunting	Ep01_Sc04_02 (Compass)	3:02:00	3:35:00	0:33:00	Grey spares the son and tells him to make sure the village never disobeys The Great C again.	Grey's haunting theme is an eerie calm after the chaos of the village destruction. The sad elements will underscore the hardship of this world.
5	?		Ep01_Sc05_Sh01 (speech)	3:36:00	4:11:00	0:35:00	This scene jumps forward in time and the son/young boy is now a village elder. He is warning the villagers of what happens when they disobey The Great C.	Less of a distinctive melody and more atmospheric. We are looking for something simple, ethereal, and a bit mournful. Could be an element from one of the other themes.

MUSIC
THE GREAT C

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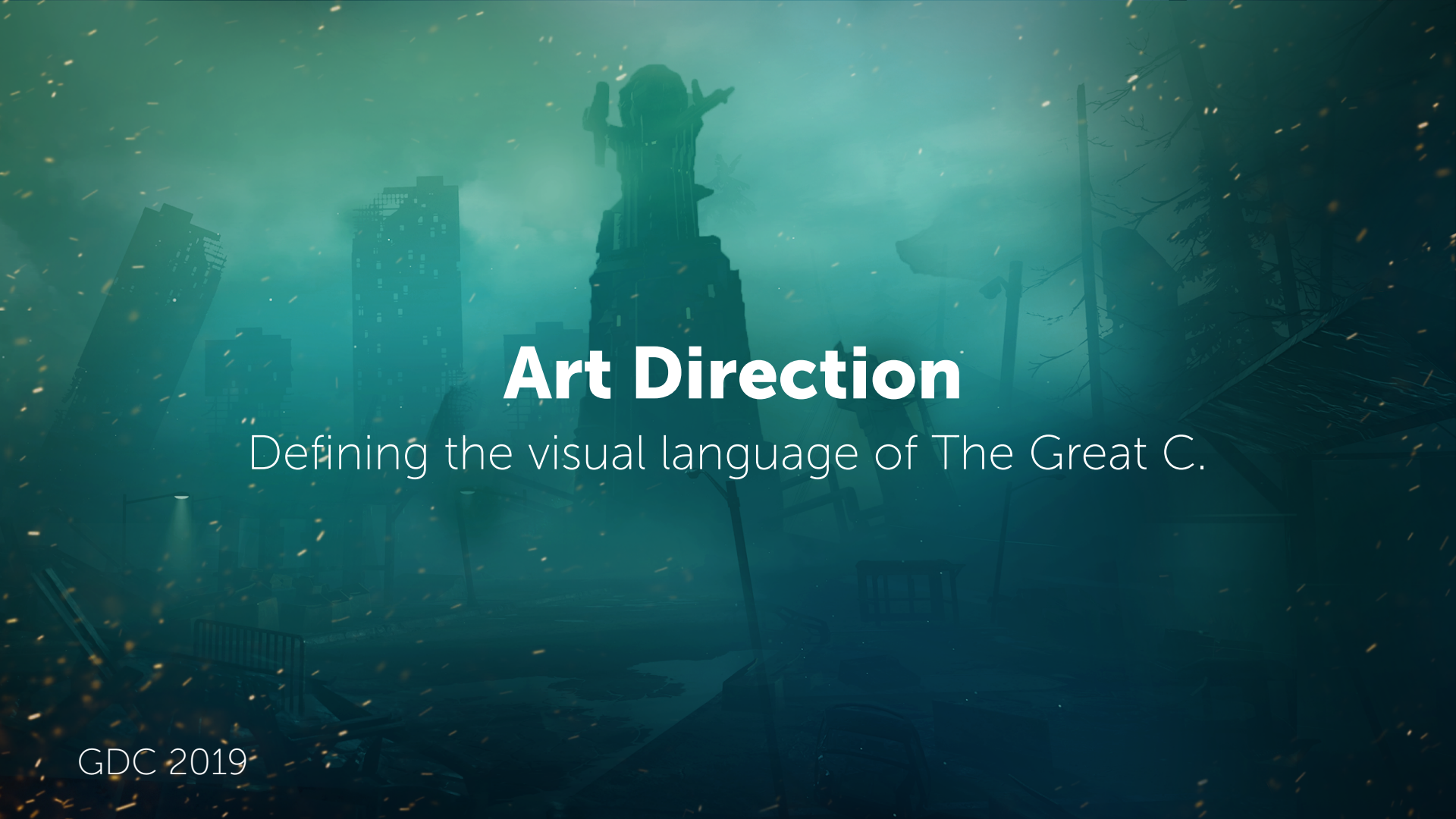
What We Learned

- Cut, Cut, Cut!
- Buy-In is key
- Don’t reinvent the wheel.


Art Direction
Defining the visual language of The Great C.
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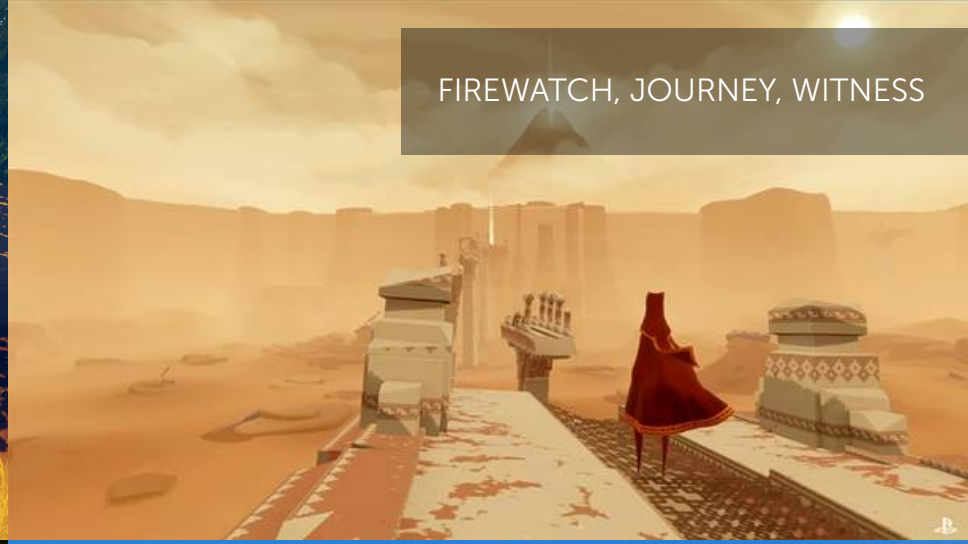
Core Pillars

- Low Complexity, High Fidelity.
- Cinematography as Art.
- Volumetric Spaces.


FIREWATCH, JOURNEY, WITNESS

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INSIDE

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Cinematography As Art
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Cinematic Pillars

- Coordinate colour and mood.
- Help focus the viewers attention.
- Create a sense of intimacy.
- Depth and scale

WARHORSE
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DRIVE
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Shining A Light On The Action
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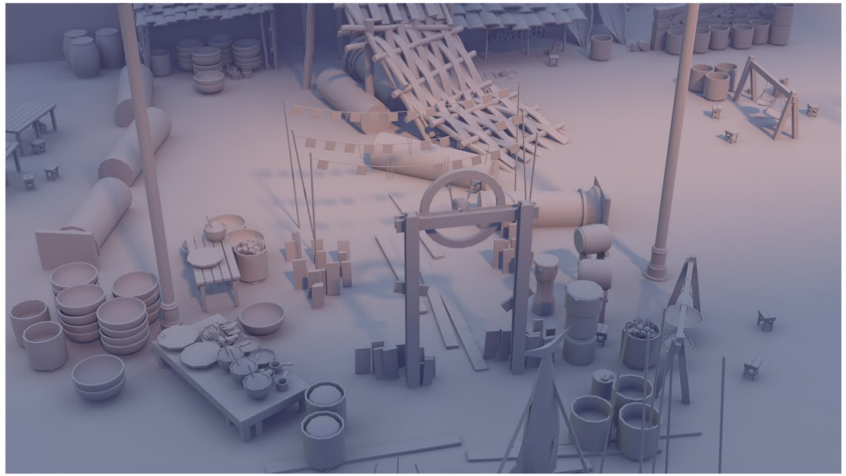

WHITEBOX
THE GREAT C

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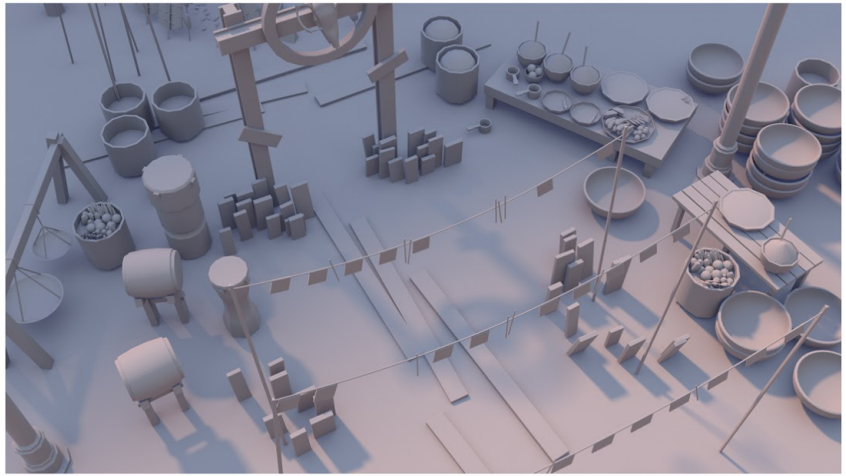

WHITEBOX
THE GREAT C

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Volumetric Spaces
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Character Lighting
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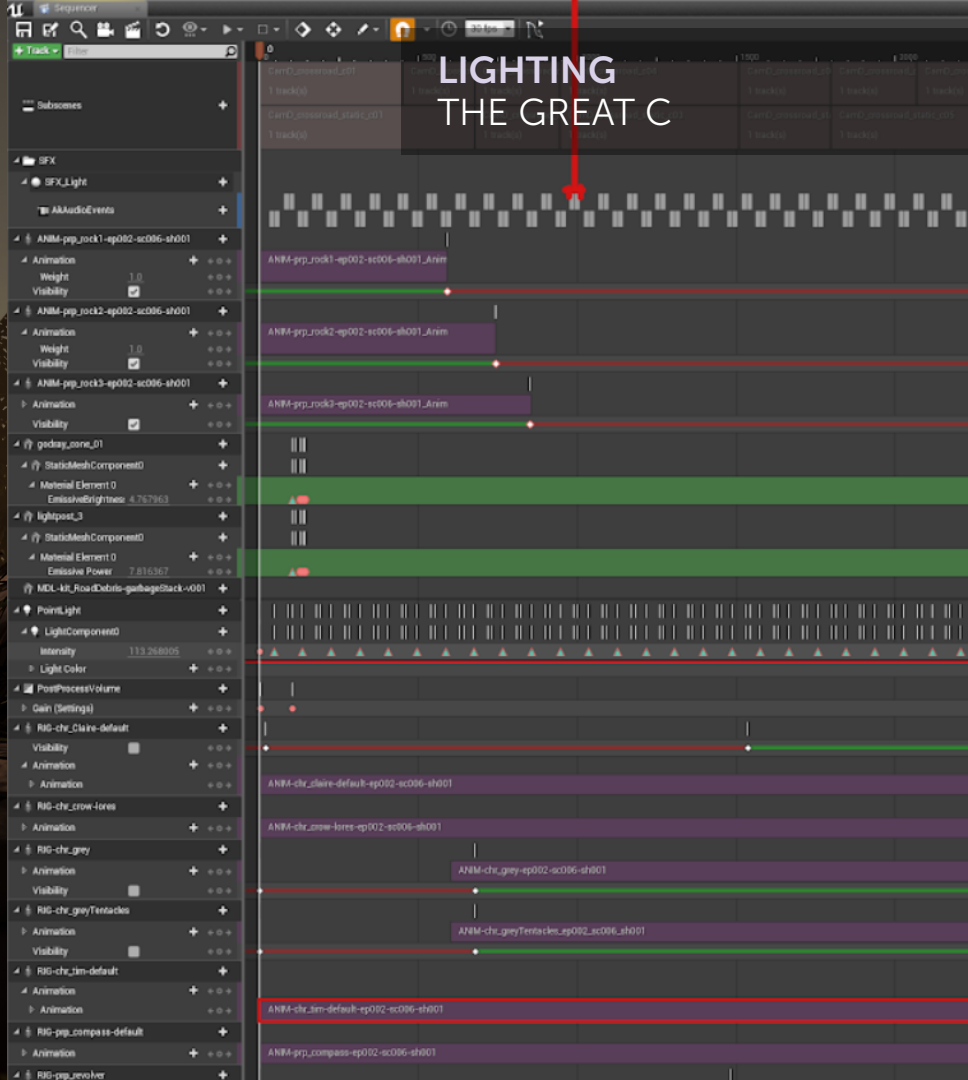
LIGHTING
THE GREAT C

THE GREAT C
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What We Learned

- Define your artistic goals and visual pillars.
- Focus on key lighting direction early.
- Near field depth cues are important in VR.
- Performance is everyones responsibility.

Blocking, Camera and Editing
Exploring cinematic techniques in VR.
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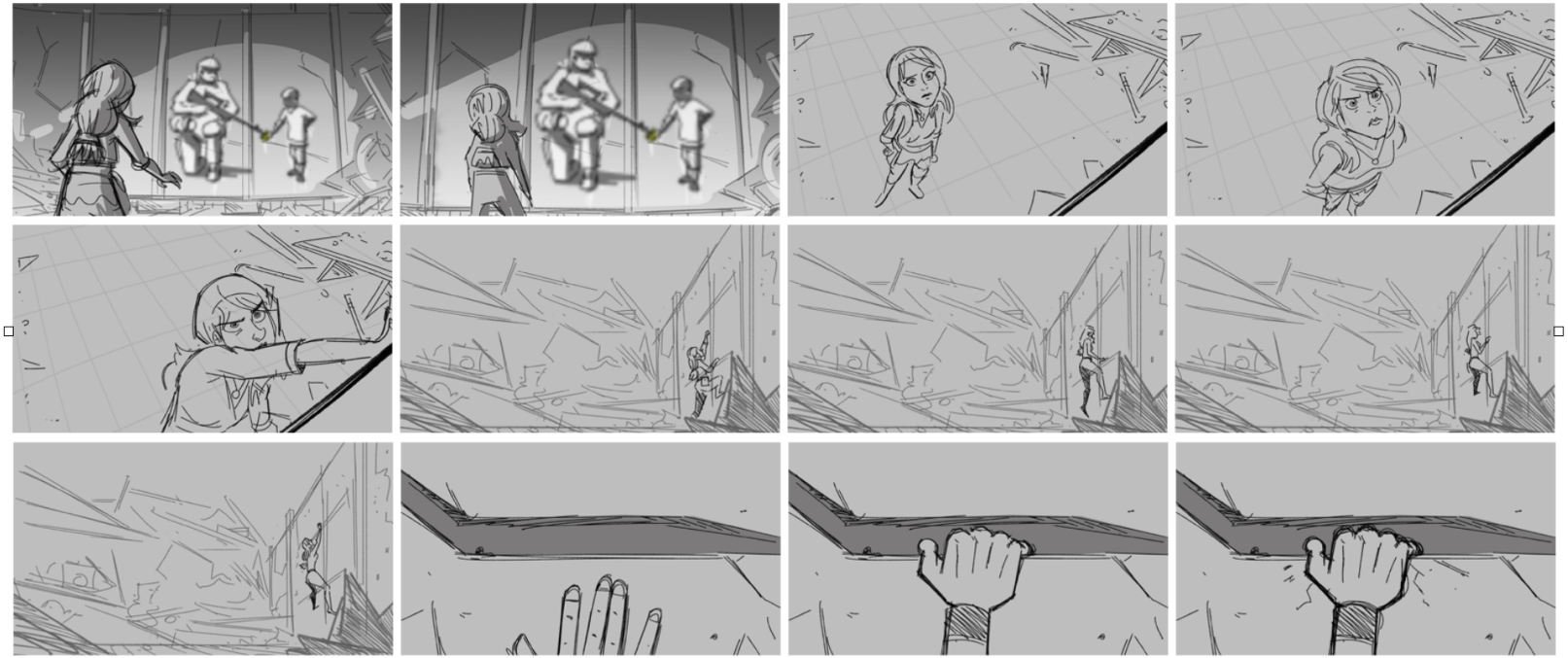
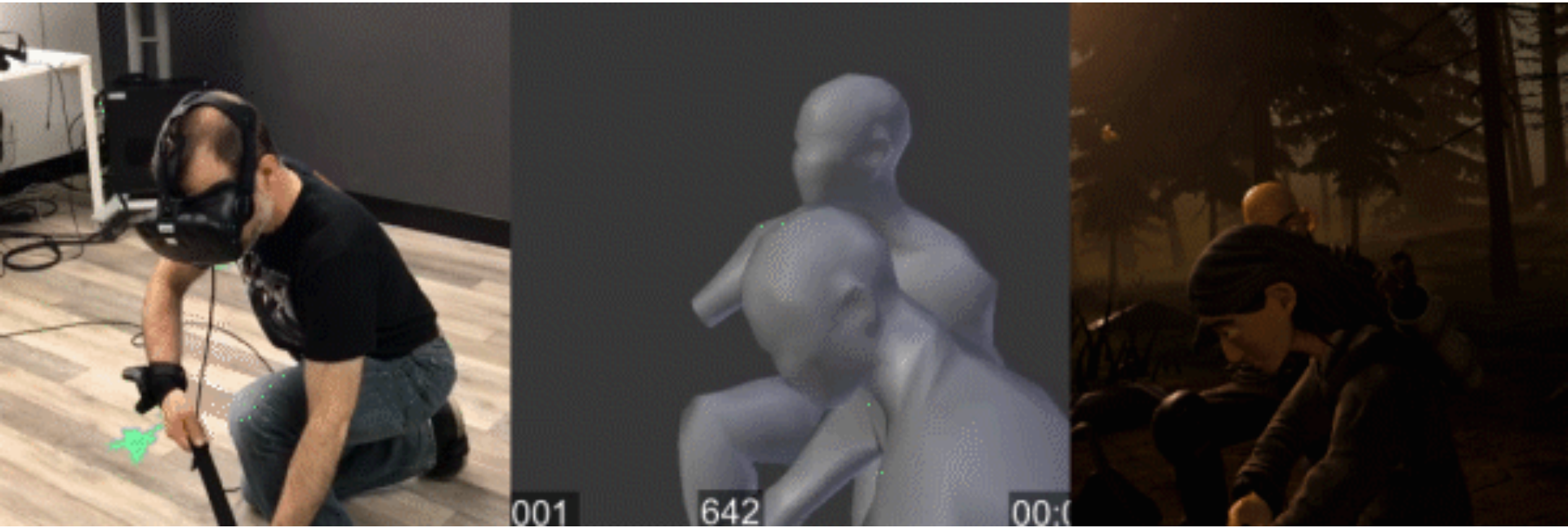


Blocking in VR

- Find out how performances read in VR.
- Rapid iteration.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MO-CAP
THE GREAT C
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Authored Camera Movement

- Create disembodied presence
- Maintain momentum and pacing

DEATH PROOF

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CAMERA MOTION
THE GREAT C
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CAMERA MOTION
THE GREAT C

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VR Framing
Scale as a framing tool in volumetric space.
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FRAMING
THE GREAT C
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FRAMING
THE GREAT C

Editing
Embracing the cut in VR.
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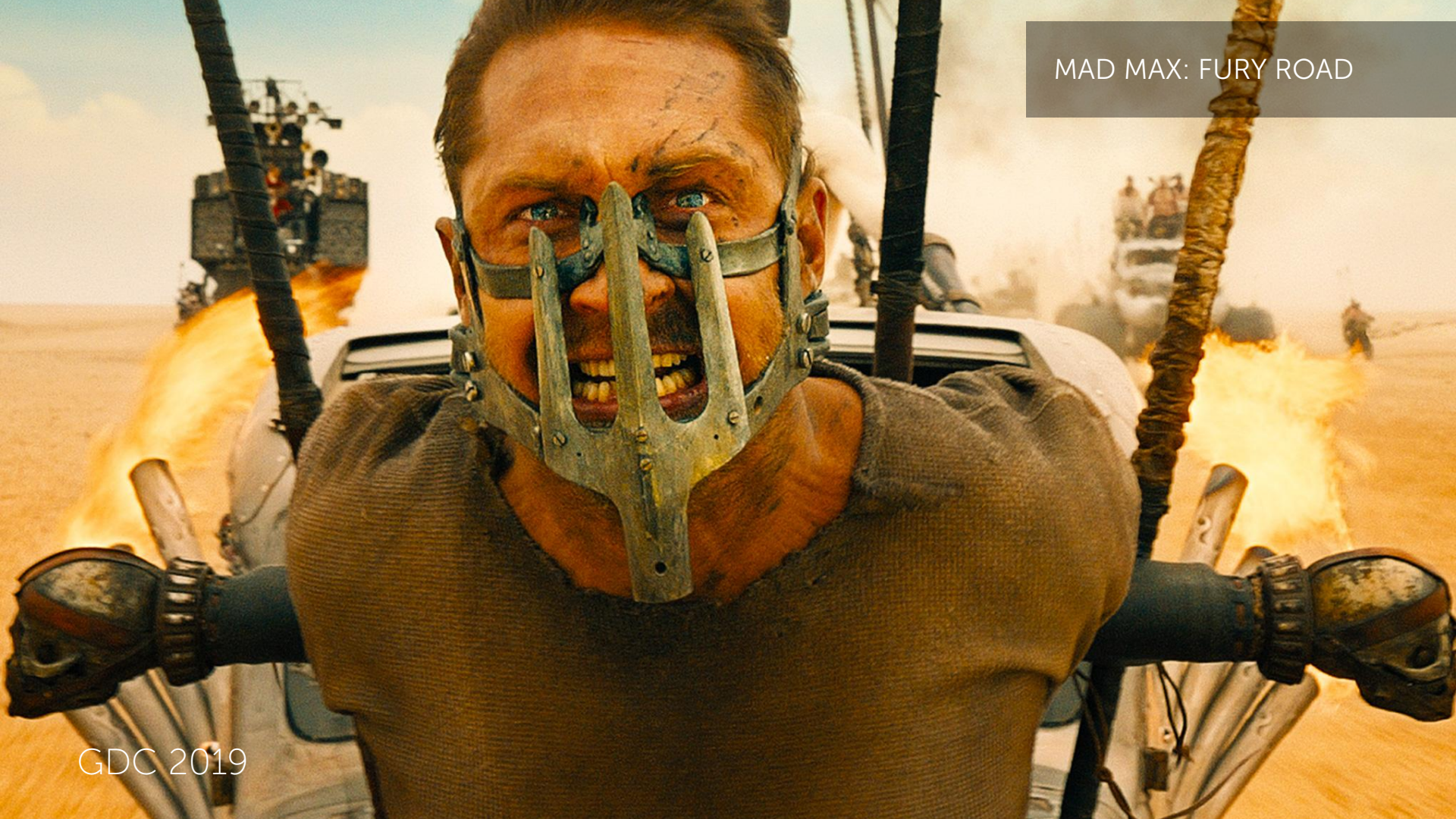
MAD MAX: FURY ROAD
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Reviews
Embracing the feedback.
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"An Absolute Masterpiece"

"The Great C is an eye opener for what VR can bring to storytelling."

"The feeling and experience this movie generates cannot be described until you try it."

“This experience is a complete disaster”

"I don't like small scaled characters where it feels like I'm looking at toys"

"To me it even breaks the immersion - I feel like I am a camera instead of an observer"

"I didn't quite care for the shifts in size... I think one needs to be less creative with the cinematography in VR"

"The camera angles and the sense of size and scale offers a unique feeling of immersion"

"There were many times, when I was watching over while they were smaller scale that I was really happy that I could take in more view"

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Thank You!
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