



LONDON
STUDIO

Virtual Visuals Key Lessons for Artists working in VR

Who am I? – Jason Hickey, Assistant AD



Before Sony Computer Entertainment



CRYTEK



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What is this presentation about?



London Studio



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This image depicts a prototype of Project Morpheus along with PlayStation®Camera.
Design and specifications are subject to change without notice.



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VR Basics

VR Basics: What's presence?



VR Basics: ALWAYS in budget!



VR Basics: Art Challenges



VR Basics: Art and Design together!





16 Key Lessons!



Art Directing for VR

Art Direction: Build the right team



Art Direction: VR is not a Camera



Art Direction: Review in headset



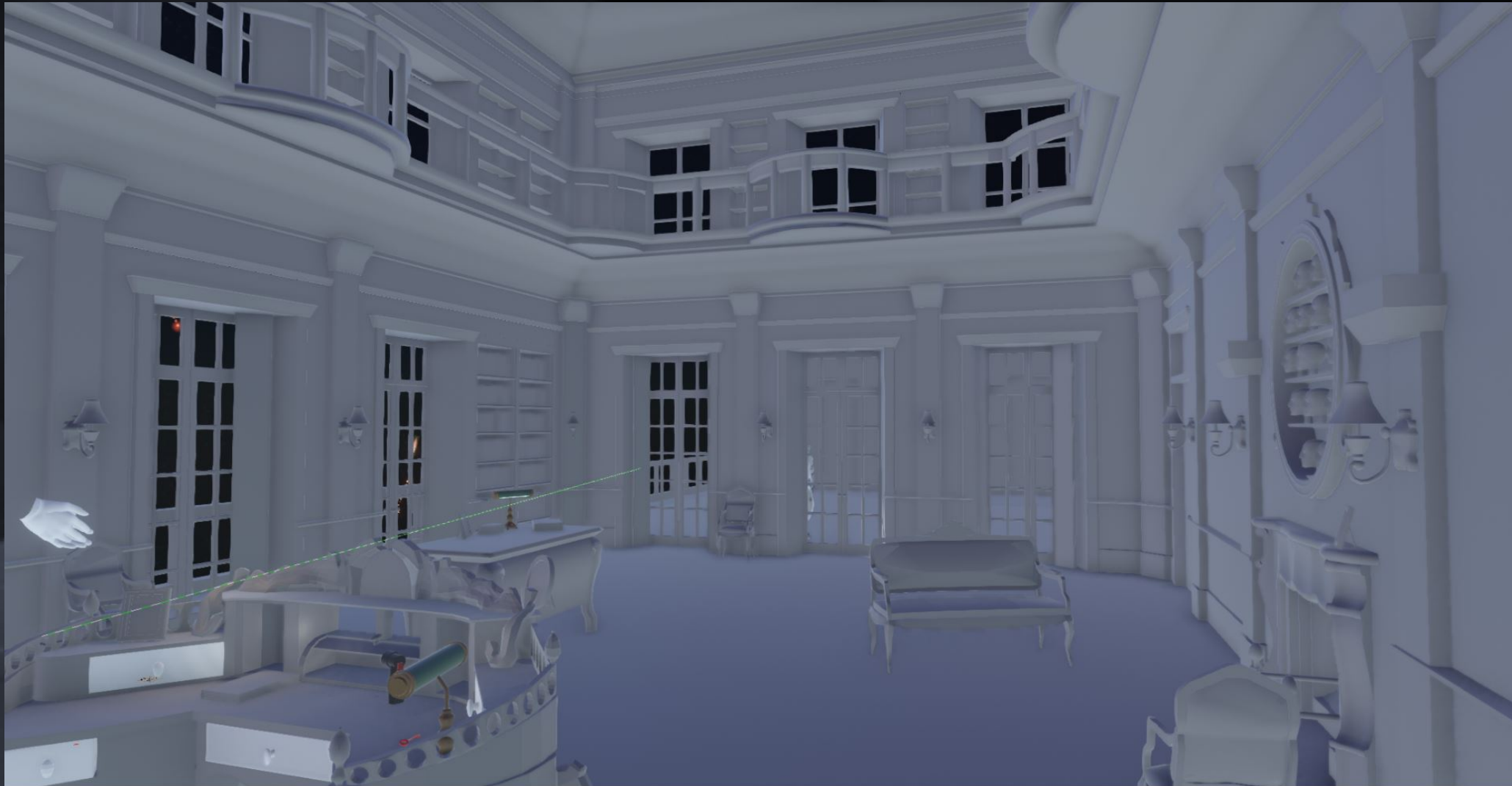
Art Direction: UI must be in world



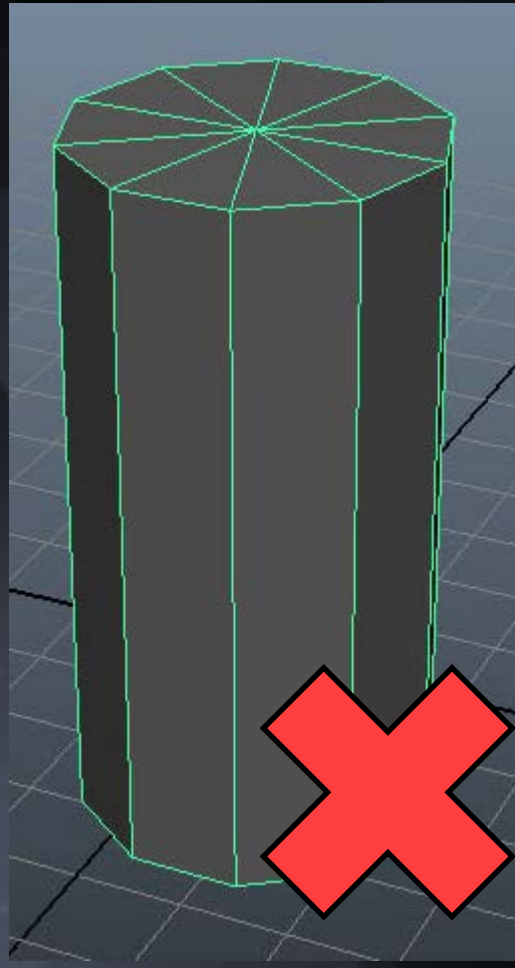
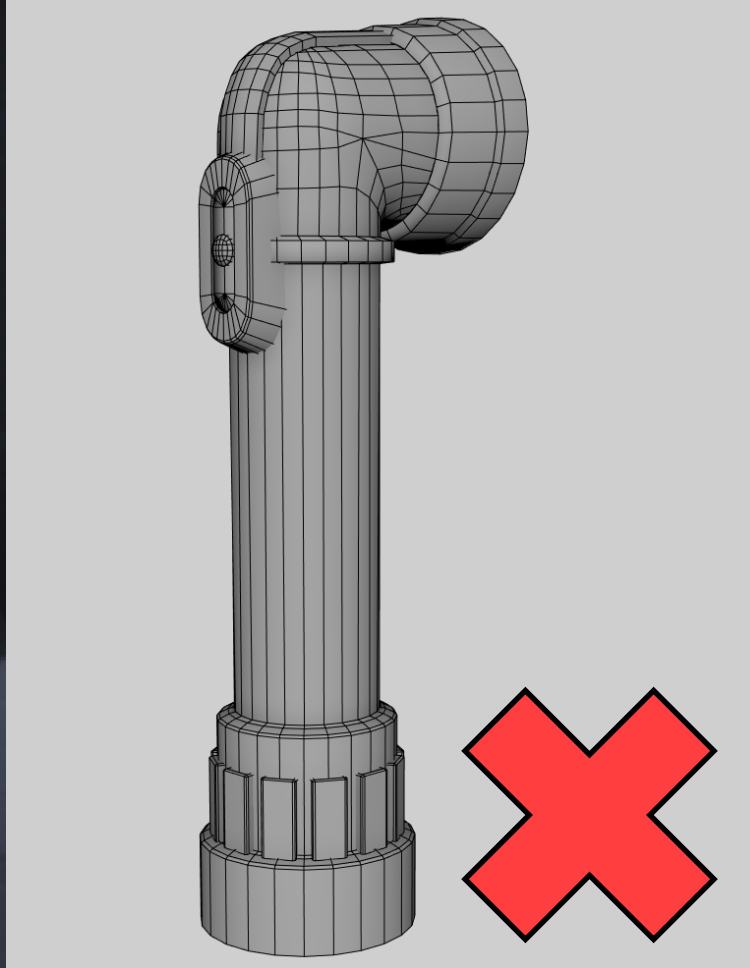


Asset Creation for VR (Environment and Character Art)

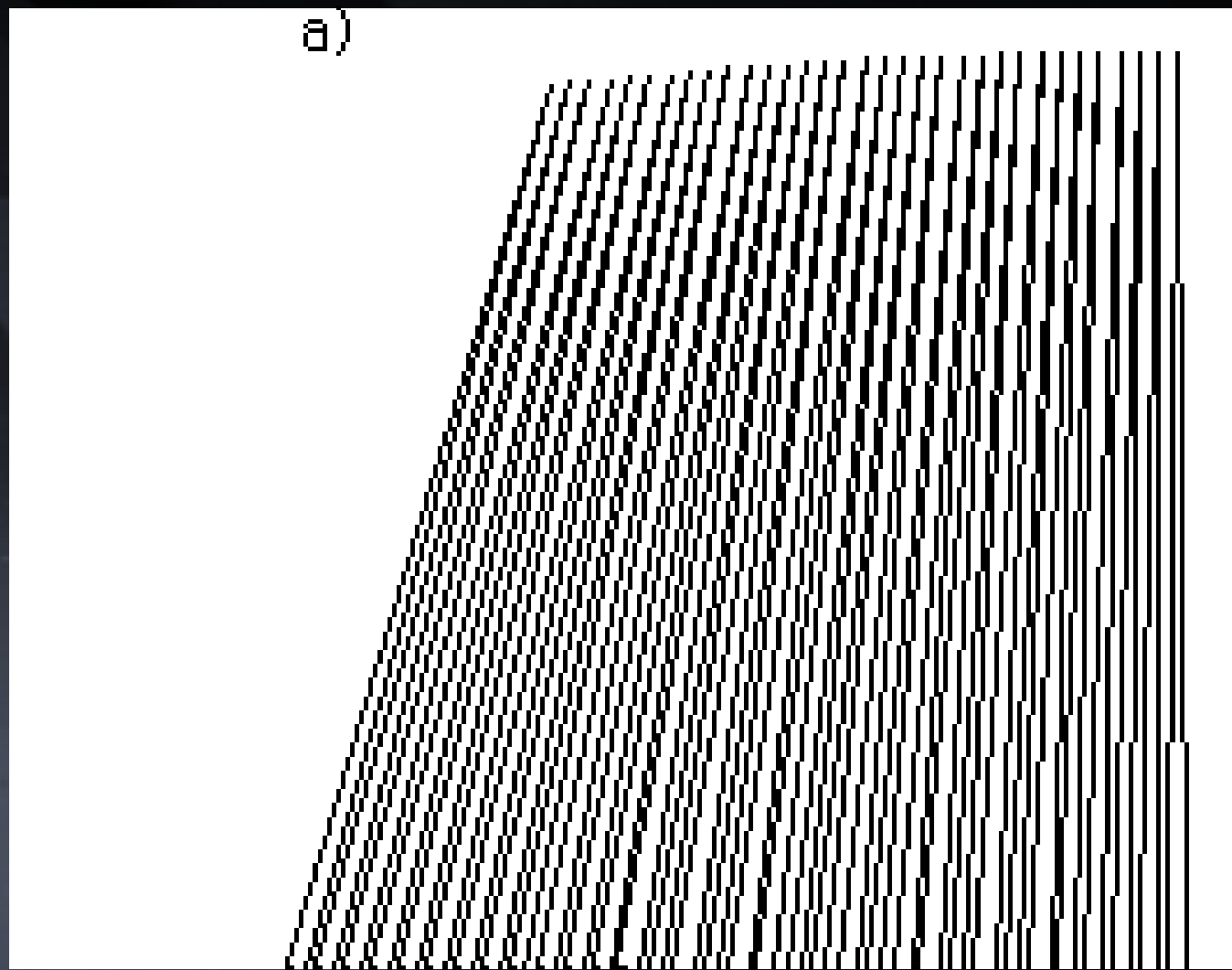
Assets: Fit for purpose, test early



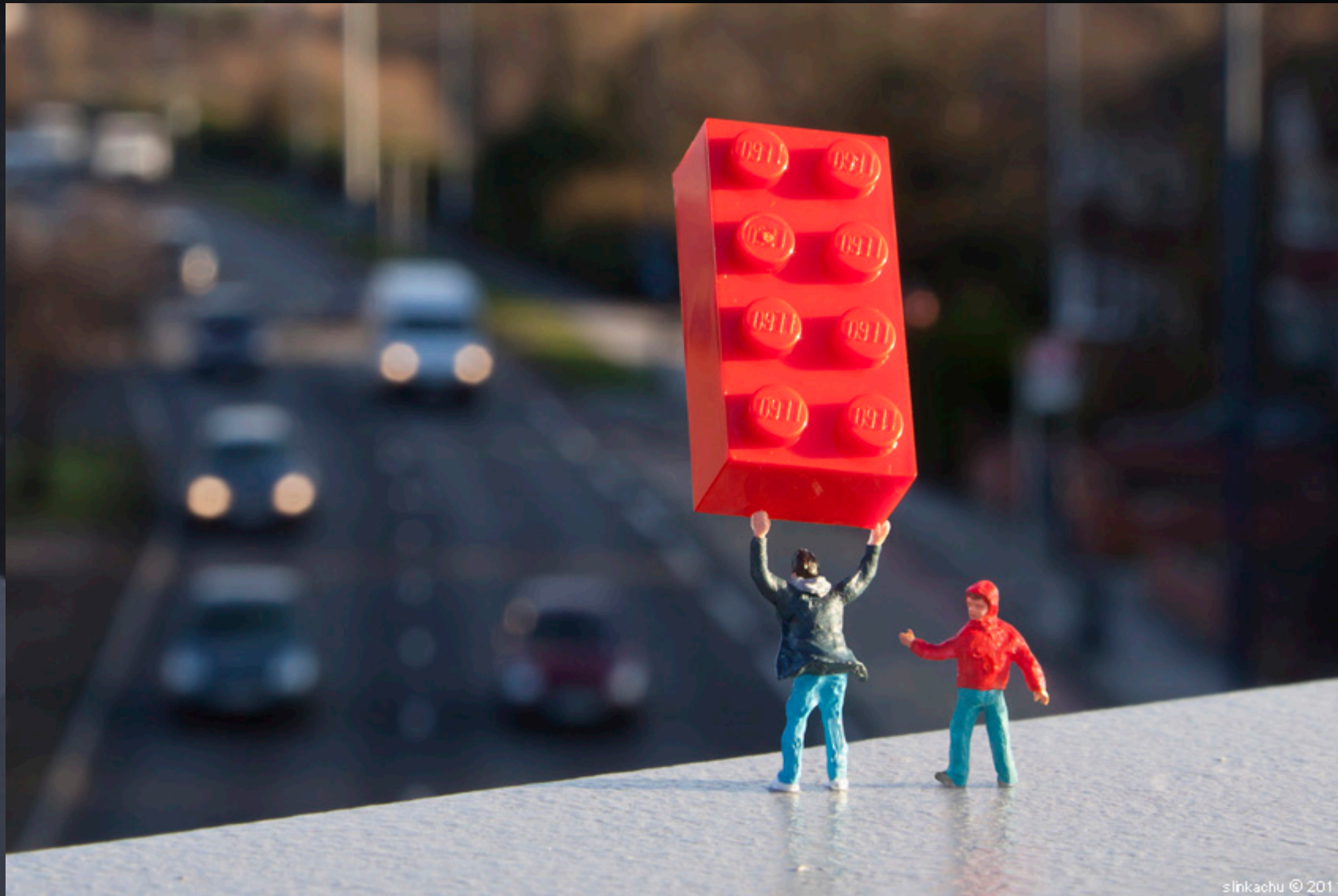
Assets: Accurate Greybox



Assets: Thin geometry is Bad!



Assets: Accurate scale is vital



slinkachu © 2011

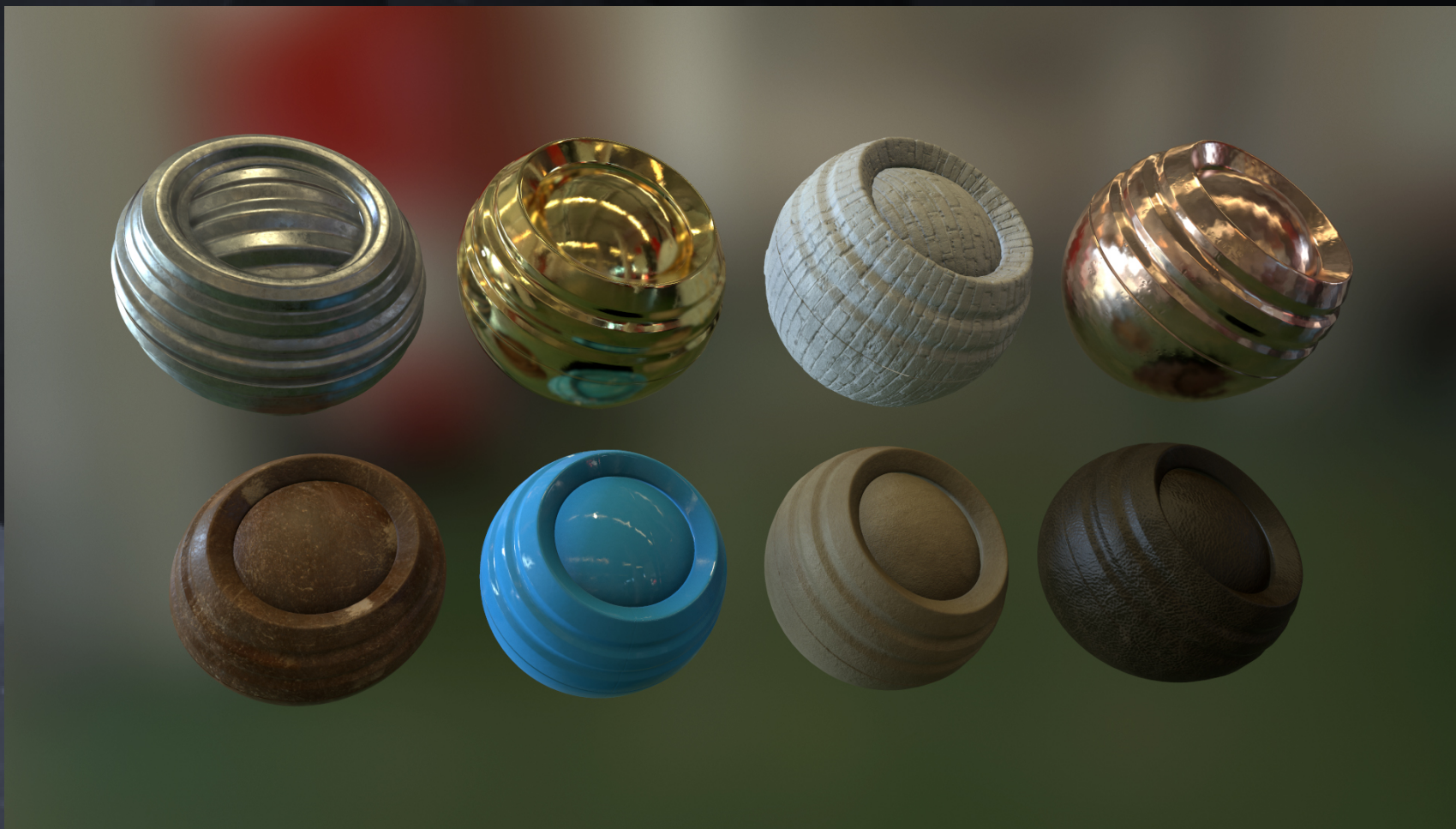
Assets: Large shapes are more important than high frequency detail



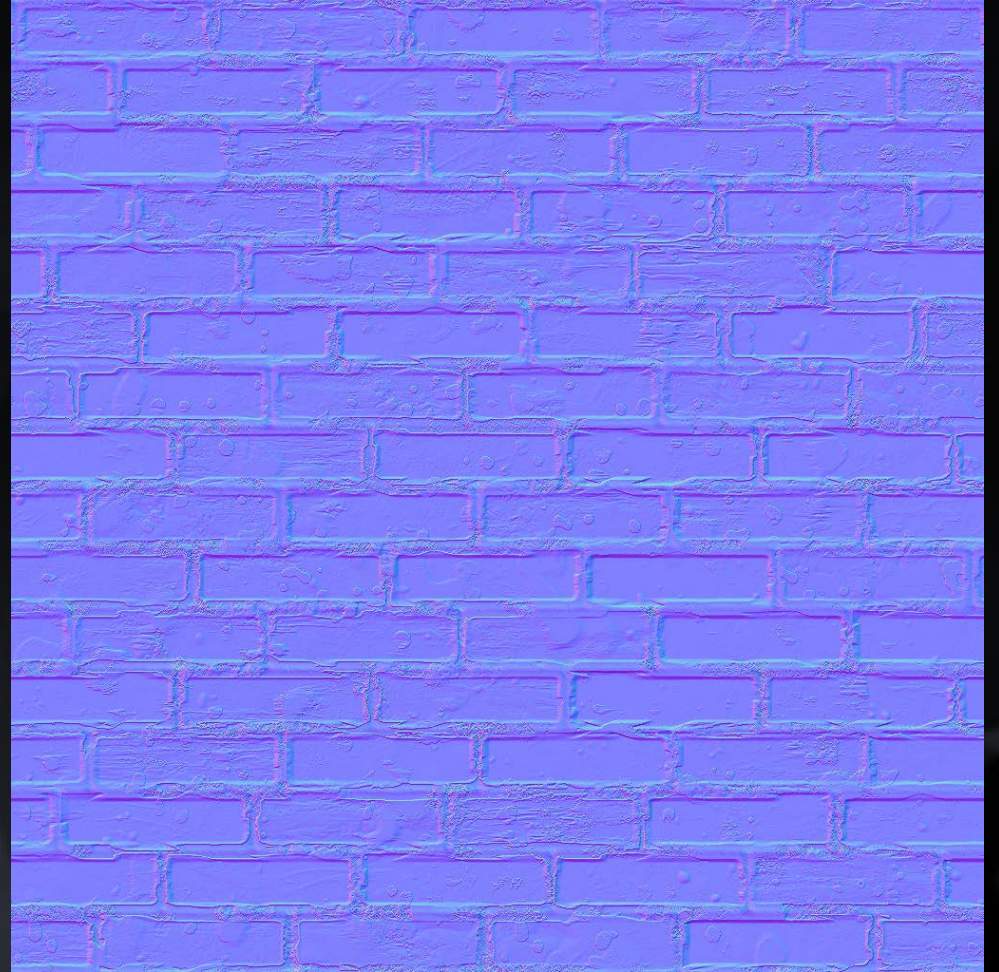
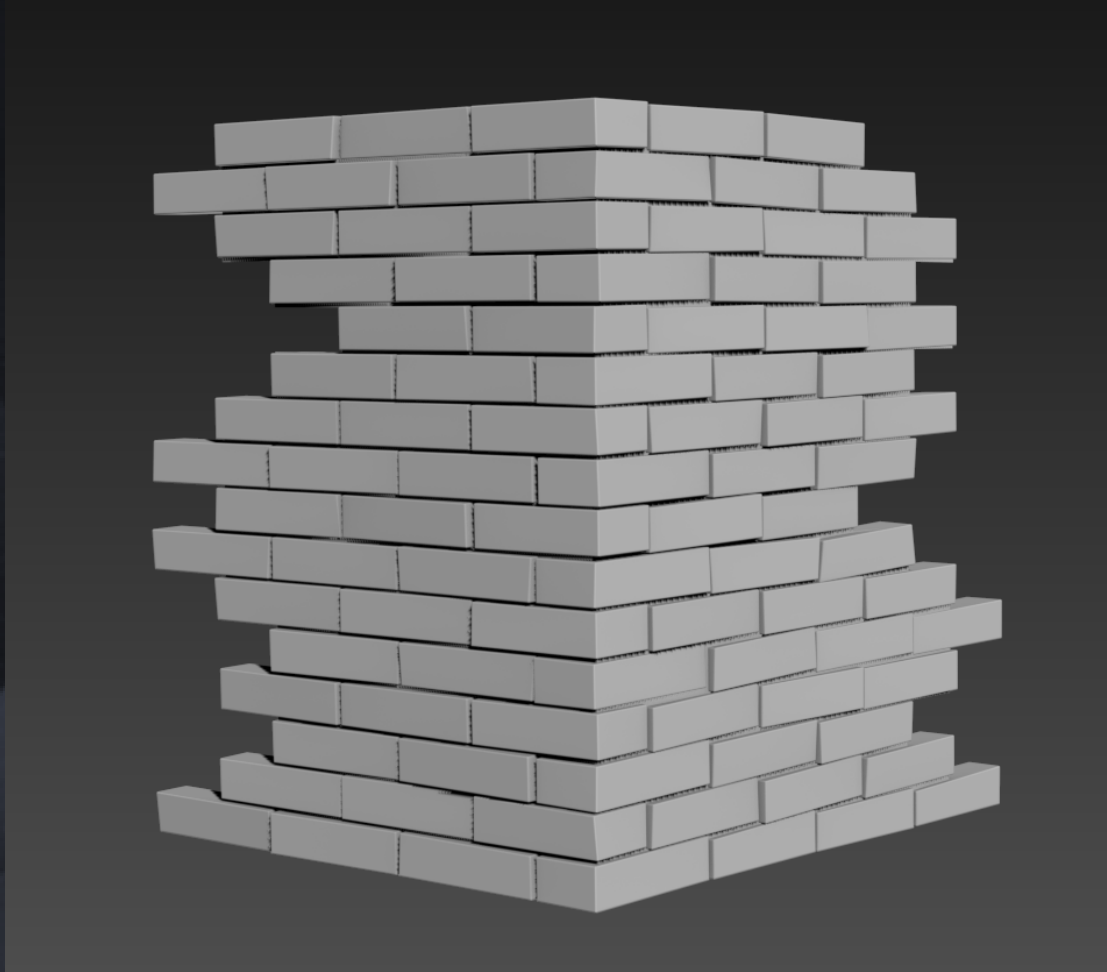
Assets: Stylised can work better than photo realistic



Assets: Accurate Materials (but minimise noise)



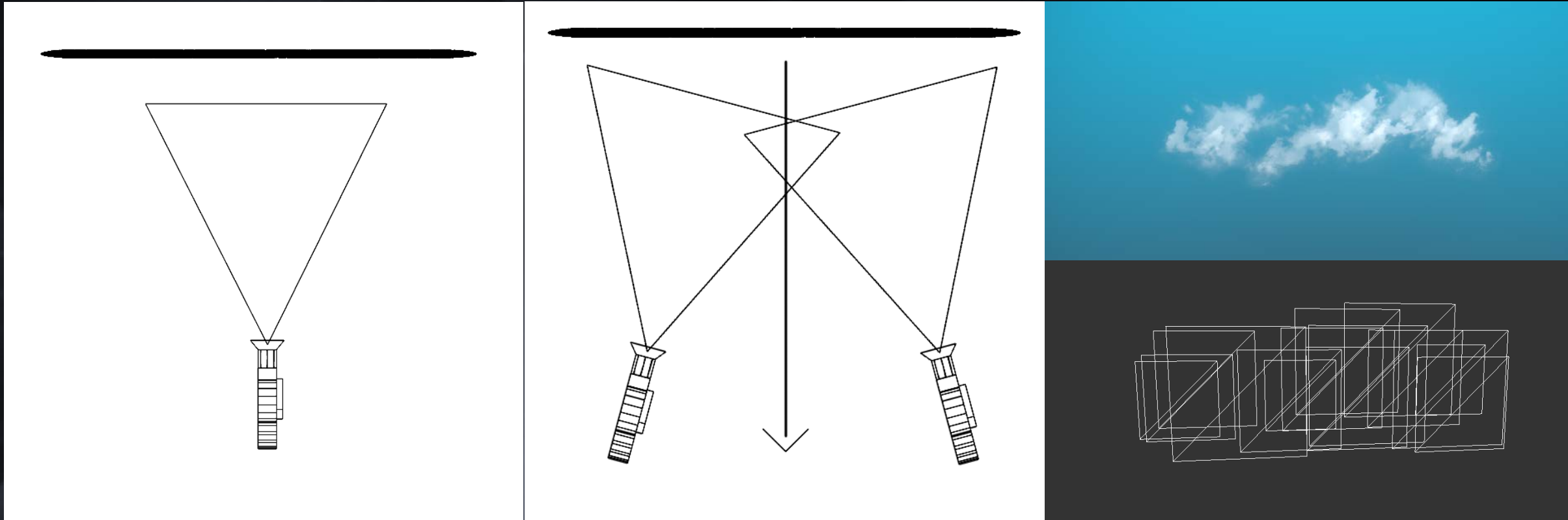
Assets: Is geometry always better than a normal map?





VFX Creation for VR

VFX: Large particles look flatter, use smaller particles



VFX: Small particulate works great



VFX: Interactive particles have more value



VFX: FX on the camera can work!





Conclusion

Summary: Virtual Visuals Lessons

- VR is a **New Medium**
 - Think of art from new perspective
 - There are some **Big Differences**
- Cross discipline **Team Work**
- Understand **Performance** constraints!!
- **Test Early** and accurately
- The **Audience is more critical** – so get it right!

Virtual Reality is a new medium





Thanks!
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