

THE VR IMMERSIVE EXPERIENCES

“Passage of Seasons”

- “Passage of Seasons” presents sequential VR immersive experiences which brings the viewer into the essence of Fall, Winter, Spring, and Summer. Drawing on the cinematic 3D generated environment using Maya and Unreal Engine, each season is experienced within a 360° panorama with vignettes of animated elements (foliage, animals, insects, snow, etc.) enhancing the characteristic of each season.
- The experience will be approximately 30 seconds. The viewers will be able to take their time to adjust and enjoy the animated vignettes that will either jump at them or amuse them. The season transitions will either be time lapse or a hybrid element between each season.
- The Dolby Atmos 5-channel spatial sound and its VR technology will punctuate every aspect of this magical and whimsical experience.

FALL



This panorama represents the vibrant colors of Fall which brings scurrying activities to prepare for the next season. The viewer will see surprising Halloween characters and hints of amusing Thanksgiving preparations.

WINTER



This wintry scene may remind you to check if your jacket is still on. It may make you feel solitary but there still is lot of . . .

WINTER



SNOW!

Snowballs galore may whizz by you or even hit you!

* Transition of snowball splattering onto your face and melting away towards Spring.

SPRING



Spring brings Newness and Curiosity.

SPRING



Its time to venture out and see colors and moving things. See a flower blooming and a bird flying.



Summer



Summer is a time to relax and put your feet up!

Summer



But WATCH OUT for what's NEAR!

Falling coconuts and a fisherman's catch
may come right at YOU!

