

Get a Head Start in the Cutting-Edge Field of VR

VIRTUAL REALITY WORKSHOPS

Virtual Reality is one of the most exciting and fast-developing fields in entertainment today. It is already impacting the fields of filmmaking, game design, commercials, and other visual arts disciplines. The applications for VR are ever-growing and extend beyond the entertainment industry into such areas as mental health, journalism, architecture, and even exercise.

VR is becoming an increasingly accessible medium with new doors opening to storytelling possibilities never seen before. The New York Film Academy's hands-on environment offers students a chance to practice real world VR techniques under the guidance of experts and specialists alike. We currently offer three VR workshops focused on exposing students to the fundamental and advanced skills required of VR professionals.

LOCATION

NEW YORK CITY

Location is subject to change.

For start dates and tuition, please visit nyfa.edu



8-WEEK HANDS-ON INTENSIVE NARRATIVE VR WORKSHOP

Designed for students looking for a fully immersive Narrative VR program, our 8-Week Narrative VR Workshop will guide students through the in and outs of both Virtual Reality production as well as the extensive VR post-production process. Students will take classes in Directing, Screenwriting, Cinematography, and Post-Production all geared toward creating content for a VR film. Over the course of the eight weeks, students will craft four different productions of increasing complexity guided by their core instructors. Each one of the projects supports the ideas learned in class and progresses the student's knowledge and skill set.

Created for students with no background in VR production, this workshop offers the chance to experience the entire process while getting hands-on training with Virtual Reality camera systems and post-production technology. Over the course of the first four weeks of the program students will work to master the basic skills of simple VR production beginning with 360° photography as they learn how to tell a story in the Virtual Reality environment. During the final four weeks of the workshop students will explore more advanced topics in VR and will practice those concepts in their final two projects. The program culminates with a final 360° screening experience.

No prior experience is required to enroll in the Eight-Week Narrative VR Workshop.

8-WEEK HANDS-ON INTENSIVE VR GAME DESIGN WORKSHOP

Futurists, technologists and creatives around the world are investing billions into the rapid development of technologies that put audiences at the center of immersive, interactive story worlds — worlds we've only imagined in sci-fi fantasies like the holo-deck of "Star Trek" and the virtual dystopia of "The Matrix" trilogy. World's truly deserving of the name virtual reality.

Experts are now suggesting that this future — one where we navigate the web like a RL city, or play the main character in a movie like our own version of "The Game" — is only 5-10 years away, with market estimates in the tens of billions for virtual, augmented, and mixed reality content alone. Alternative realities (VR, AR, and MR) are revolutionizing the scope of storytelling in the digital age. With the capacity to take the audience into the story world and engage them physically with a fictional reality, the gap between imagination and experience grows ever thinner.

In NYFA's advanced VR Game Design workshop, students engage with the tools of computer-generated, 360-degree, interactive virtual experiences — and get to design their own interactive VR environment.

In the advanced VR Game Design workshop, students create a single-level, playable VR "game" demo, using the HTC Vive headset and Unity 3D. Using the vocabulary and systems thinking of game design, students design VR experiences that aim to give the player a sense of agency in the unfolding of events. This can be approached from an authorial, film-like narrative vision, or as a reward-driven game mechanic that incentivizes players to reach a predetermined objective. In either case, students are encouraged to put themselves inside the virtual world from the player's (or audience's) point of view, and use the foundational design principles of virtual reality to enhance the sense of immersion and willing suspension of disbelief — what VR designers are calling "presence."