Virtual Reality

"Mainstream, consumer VR makes possible experiences that cannot be had any other way, so now that we have the means, what are the stories and experiences we've been waiting to tell?"

Phoebe Elefante, NYFA Virtual Reality Co-chair

Virtual Reality

Virtual Reality (VR) is an emerging medium that has already changed the way people experience entertainment, education, and a widening array of applications that extend beyond the entertainment industry into such areas as mental health, medicine, journalism, architecture, and even exercise. Immersive storytelling opens completely new avenues for storytellers, which is why — in our long-standing tradition of innovations — the New York Film Academy now offers truly hands-on workshops to comprehensively train students in the VR technologies that are available in service to the storyteller.

Our VR workshops offer students the thrilling opportunity to experience virtual reality and explore immersive technology while learning the nuts and bolts of this emerging field, as they make the daring conceptual shift into 360 degree storytelling. Students move beyond the frame as they learn concept development, design, and production on their own interactive VR experiences, games, and 360 degree films. We present opportunities that draw on theatre, performance, film, screenwriting, documentary film, cinematography, and more, as students are equipped for

rapidly changing technology and become a part of the first wave of immersive storytellers.

Virtual reality gives storytellers the power to pull new dimensions and worlds into existence, but that power only comes with the knowledge and dexterity to use cutting-edge technology and understand the production process behind original VR experiences. That is why the New York Film Academy offers students a chance to practice real-world VR techniques under the guidance of experts and specialists. We provide a faculty of industry experts who are poised at the forefront of the emerging field of VR, from game developers to filmmakers, from creative technology experts to transmedia producers. Our faculty credits include "Pirates of the Caribbean," "Tron: Legacy," "Avatar," as well as projects with Yale's CINEMA Microscopy Lab, Sony Pictures, the UK Film Council, and more.

Please Note: Curriculum and projects are subject to change and may vary depending on location. Students should consult the most recently published campus catalog for the most up to date course information.

Virtual Reality Programs

Virtual Reality (VR) Short-Term Workshops

VR brings together computer-generated images, programming, user experience design, game design, live action 360 video, non-linear screenwriting, and transmedia narrative design to create a holistic experience. It's a magic recipe, where different disciplines converge to make something entirely new. This integrated metamorphosis is reflected in the New York Film Academy's virtual reality workshops, where our filmmaking, animation, and game design departments have joined forces to offer cutting-edge VR workshops that empower students to create their own immersive worlds.

The New York Film Academy's hands-on short-term virtual reality programs guide students in concept development, design, and production of their own interactive VR experiences, games and 360 degree films. By utilizing industry-standard VR techniques under

the guidance of experts in the ever growing VR industry, our eight-week programs aim to provide students with a practical foundation in VR production.

The New York Film Academy is constantly evolving and growing our VR programs to keep pace with thrilling innovations in the field, meaning that our students will have access to the most cutting-edge and interdisciplinary VR training available today.

Virtual Reality Projects

VR Courses and Projects

The 8-week virtual reality workshop you choose may include:

_ Hands-on camera workshops with a variety of 360 degree cameras
_ Post-production workflow for spatial audio
_ Writing and directing 360 degree documentaries
_ Narrative design for interactive immersive experiences
_ Non-linear storytelling techniques for games and interactive experiences
_ Mise-en-scene techniques to compose a 360 stereographic still image
_ Production sound with ambisonic microphones and multiple lavs
_ Coding in Unity for the HTC Vive

_ Production workflows across 360 film and game engine-driven interactive experiences
_ Overview of the history and development of consumer VR
_ Industry insights and feedback from experts across cinematic, interactive, and web VR
_ Unity development for VR games and interactive immersive experiences
_ Applying UX principles to interactive immersive experiences
_ Game design for VR
_ Natural and artificial lighting techniques for 360 film
_ Directing actors and crew on a 360 film shoot
_ Stitching and color-correction for 360 film and still images
_ Spatial sound design in post production OR creating a 360 degree soundscape in post