

Department of Cinematography

Final Thesis Evaluation

Author: Faraz Alam

Title: CINEMATOGRAPHY IN VIRTUAL REALITY: CHALLENGES AND OPPORTUNITIES FOR A NEW VISUAL STORYTELLING

Evaluation by the Examiner

Author of Evaluation: Vidu Gunaratna, katedra kamery (Cinematography Department)

Evaluation of the content and resulting form of a theoretical Thesis:

Appropriate choice of Thesis objective and approach

A

Relative completeness of the literature search in relation to the topic

A

Ability to adopt a critical approach and use specialised literature sources

A

Logical structure of the Thesis, continuity and proportionality of chapters

A

Linguistic level and style

A

Compliance with the bibliography standards (no thesis may be recommended for defence if there are multiple quote sections indicating no source in the text)

A

Sufficient extent of images, justification for and appropriateness of such images, graphic representation

B

Originality of the Thesis, contribution to the field of interest

A

Overall Evaluation of the Thesis (A-F)

A

Individual verbal evaluation of the theoretical Thesis

Faraz Alam has chosen to write about a topic that is in its infancy in spite of all the technological advances made – Storytelling in virtual reality.

VR. Something many hope is the „next big thing“. Yet most of those hopes are based on assumptions and speculations rising from the large sums invested into VR by companies like Facebook a few years ago. Everybody was speaking about it, all knew what it could once do, once the technology would be advanced enough, but nobody really know what to do with it right now, except that it was something fantastic.

Fortunately, the initial hype seems to be over. Through experiments and actual VR installations, creative professionals have started to test and discover the medium itself. Can it be used for storytelling? And how? How do you tell a story, when the lines between the storyteller and the audience are blurred? What about VR and cinema? Can we apply the film language we know to visual storytelling in VR?

These were some of the questions Faraz Alam examined in his thesis. Critically confronting his own views with experiences and opinions of experts with insight into VR, he managed to find answers to questions about storytelling in 360 VR. The answers will most likely change and grow with further development of the medium. Nevertheless the systematic and analytical approach of this thesis is a valuable contribution at this stage, when the language of VR is being slowly understood. As the author humbly sums it up: ‘The one thing that we know of VR is that we do not know anything about VR’.

I recommend this thesis for defence and propose it to be graded A.

Vidu Gunaratna
19.9.2019