Abstract

How to make a filmic language for VR is the issue filmmakers, artists and scientists are breaking their heads over. With the team of WildVreemd, Steye Hallema invented new ways of montage for this VR. Because how to edit in a movie where all the old film rules no longer apply? This resulted in ‘What do we care 4’, a fantastic journey through the vast and open plains of filmic language in VR-video. It’s the first serious attempt to explore questions like: Where do you look when you can choose yourself? How do you manipulate the viewer in such a way that he/she focuses on what the storyteller wants? How do you go from one shot to another? Be prepared to be amazed by some creative solutions.

The VR-video was nominated for the UK Music Video Awards 2015 in the category Best Interactive and innovative Video, next to international big names like Coldplay, Cee Lo Green and Years &Years. Director Steye Hallema already saw in 2009 the great potential of VR, especially for music. Especially for musicians it literally opens worlds to let fans ‘disappear’ into their musical world. ‘VR is the headphones for the eyes’

Acknowledgements

A WildVreemd production
Director - Steye Hallema
Producer and Assistant Director - Marieke Nooren
Set design and costumes - Marouscha Levy
Music - Steye and The Bizonkid
Made possible by: Tax-Videoclipfound and Yellowbird

Oculus Share Video


YouTube Video

https://www.youtube.com/watch?v=BufN_qkP58

Please note that this is a equirectangular projection so you need to view it in a player like Kolor.

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