

## **Specifications**

Immersive video essay rendered in 4k spherical/VR/360 video, H.264 encoded MOV file. 3.16gb. 4096x2048, 60FPS, 30mbit/s, 14:14 duration. 48Khz AAC stereo. Equirectangular monoscopic projection with embedded 360/VR metadata.

## **Abstract**

This spherical video project expands on visual themes and materials from the author's dissertation project, *In Camera: a Video Practice of Living, Learning and Connecting*, that took the form of a feature length essay film composed specifically for exhibition in IMAX. That project mined and externalized a personal and professional video archive spanning 19 years and explored the relationship between mediation, body and memory. The architectural scale and nature of the giant screen IMAX experience lent itself to a visual composition marked by multichannel simultaneity and multi layered collage and nesting. The goal of this project is an experimental translation of that visual experience into the intimate yet expansive space of spherical, or VR, video. As immersive video authoring practices become more accessible, they present interesting opportunities for organizing, exploring, narrativizing and sharing personal media collections. The author aims to explore these new opportunities as they relate to mediated experiences of identity formation and the negotiation of personal and professional practices of knowledge creation. Immersive video experiences offer novel opportunities for personal reflection and processing. This piece includes audio recorded at UCLA in January 2018 as well as new material depicting experiences of a recent surgery, diagnosis and treatment.

## **Recommendations for viewing**

The VR video file can be downloaded or streamed from Vimeo at this link: <https://vimeo.com/282013912/266f28d6de>

The piece can be viewed directly in a web browser on Vimeo at the above link. In this case, as with local playback in VLC Player, the user can click, hold and drag the video around so

that they are able to approximate the experience of looking around and choosing where to focus the view.

*Spherical Memory* is best viewed in a dedicated virtual reality (VR) headset. When experienced this way the viewer is able to look around inside a fully immersive spherical video environment. The piece is composed of multiple non-spherical video sources mapped within the spherical environment playing simultaneously. By viewing the piece in VR, the viewer is able to choose where and when to place their attention within this space, facilitating the optimum, user-driven experience.<sup>1</sup>

If no VR headset is available, the next best option is to download full resolution file for local playback on a computer system. [VLC Player versions 3.0](#) and above will recognize and playback 360/VR video, allowing the viewer to drag around the image. There will likely be some geometric artifacts with this playback method.

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<sup>1</sup> The piece was authored for and tested on the Oculus Go VR viewer, 2018 and this is the preferred viewing method. However, the piece should also work in virtually any VR system including HTC Vive, Oculus Rift, PSVR, Gear VR, Daydream, and Cardboard.