

EAST-WEST TALENT LAB 2018

CHERNOBYL - VR PROJECT

CASE STUDY

Festival Center

Friday, April 20th

14.00 – 16.00

CHERNOBYL VR PROJECT is an interactive virtual tour showing aftermath of the biggest environmental disaster caused by human. With help of photogrammetry, laser scanners, drones, 360 spherical movies and photos, The Farm 51's crew recreated parts of radiated Exclusion Zone into a real-time application done on Unreal Engine 4. We had to overcome a big number of technical, logistic and design challenges, but there's still more to be done because project's expansion assumes making a visualisation of the future of this area as well as its look from the past, before the catastrophe. The Case Study will focus on atypical issues encountered during the development and ideas how to resolve remaining problems of creating a huge, interactive VR documentary. The additional depicted example of similar work will be the newest virtual documentary by Reality 51 called HOSTAGES OF WAR that utilizes similar techniques to tell the dramatic stories of people who suffered during the Russian occupation of Crimea.

Wojciech Pazdur

Wojciech Pazdur, working in computer graphics and video game industry for 18 years already, most of the time was focused on creating photorealistic 3D content. Now as the head of the studio The Farm 51, responsible, among others, for video games and virtual reality projects like "Get Even" and CHERNOBYL VR PROJECT. In 2014, inside The Farm 51, he started a special division called Reality 51 that makes research and development of the real-time photogrammetry visual content and tools to create an immersive and interactive virtual reality projects. Besides of CHERNOBYL VR PROJECT and few others business and education related VR applications, he is currently involved in further expansion of 3D graphics and interactive movies storytelling in the HOSTAGES OF WAR virtual documentary about the war over Crimea.

Michał Grzesiczek

Since 2014 he has been associated with Reality 51 as the team leader being part of Gliwice's The Farm 51 studio producing games and VR / AR / MR applications - where he focuses on developing technology used to create photorealistic materials (including photogrammetric scanning, stereo 360 video) for the needs of the computer games industry as well as VR and AR applications. The producer of the CHERNOBYL VR PROJECT, which combines the world of video games with the world of educational applications, a virtual tour of Chernobyl and Pripyat, dedicated to VR devices (Oculus, HTC, Gear VR, Playstation VR). The portfolio also includes many projects for business clients from various sectors of the industry. Virtual documentary by Reality 51 called HOSTAGES OF WAR that utilizes similar techniques to tell the dramatic stories of people who suffered during the Russian occupation of Crimea.