

# // VR JOURNALISM TIPSHEET

A collection of tips, links and resources to help you better navigate through the emerging world of virtual reality and journalism.

## // VR APPS

Here are a few apps to convert your smartphone into a Head-mounted Display (HMD).



[LIFE VR](#)



[NYT](#)



[Within](#)



[The Guardian VR](#)



[JOVRNALISM](#)



[YouTube](#)



[ARTE360](#)



[RYOT](#)

NOTE: There are numerous apps that could be listed. We also recommend you check out Jaunt VR, Emblematic Group, Empathetic Media, Felix & Paul and others. (Beyond apps: There is also development in open-Web, browser based VR.)

## // HEAD-MOUNTED DISPLAYS (HMD)

There is more than one way to consume VR experiences, which range from high-end devices to cardboard. Here are a few you should know.



[Oculus Rift S](#)  
\$399.00



[Oculus Quest](#)  
\$399-\$499



[Oculus Go](#)  
\$199-\$249



[HTC Vive](#)  
\$499



[PlayStation VR](#)  
\$349



[Google Cardboard](#)  
Free-\$39.99



[Microsoft HoloLens](#) (MR)  
\$3,000



Others

## // CREATING 360 VIDEOS

Here's a range of different gear you can get to produce 360, immersive videos. They range in price and quality. Also, factor in the host of a high-end computer to help render and process these files. (\* means they self stitch)



[Insta360 Nano / Air](#)  
\$130-\$200



[Insta360 ONE X](#)  
\$399



[Samsung Gear 360](#) (2017)  
\$230



[Ricoh Theta Z1](#)  
\$999



[GoPro Fusion](#)  
\$299



Mounts  
([Freedom 360](#) or [360Rize](#))  
\$400-\$1,800



[Z Cam S1](#)  
\$2,500



[GoPro Omni](#)  
\$1,500-\$5,000



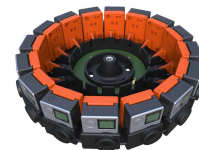
[Insta360 Pro](#)  
\$3,500



[Nokia Ozo](#)  
\$45,000 \$60,000



[Jaunt](#)  
\$\$\$



Many others  
([Google Jump](#))

NOTE: While many come with their own stitching software or app, I recommend you get the [SGO Mistika VR](#) software. After stitching, it is just like any other video and can be enhanced with Adobe After Effects and edited through Adobe Premiere, AVID, etc. to output an MP4. These videos can be published to Facebook and YouTube (after injecting some VR meta data) or other startup video platforms.

## // CREATING INTERACTIVE VR

While 360-degree videos are immersive and a great way to start, many do not consider them "true" VR, which means you can't interact or move around within them. "True" VR is often produced by 3D/CGI graphics input into a gaming engine. Here's some applications you know show.



3D modeling



3D modeling



Game engine



Game engine

NOTE: More and more applications are being developed to simplify the creation of these fully VR experiences.

## // RESOURCES AND LINKS

With more and more journalists testing and exploring this emerging platform, there is a growing list of places to turn to for advice. Here is just a small collection.

### 360 experiences on YouTube phone app (Note: Make sure you search within the app)

"Clouds Over Sidra" is the Syrian refugee piece perhaps most known. Made by **Within**, formerly VRSE.

"Michelle Obama 360 The Verge" used graphics and new techniques to do immersive edits **The Verge**

"Inside North Korea ABC News #360Video" to get a glimpse inside the country, produced by **ABC News**.

"After Solitary 360" to experience **FRONTLINE/Emblematic's** photogrammetry/videogrammetry piece.

"The Deported JOVRNALISM" to see the award-winning **JOVRNALISM** series about deportation

"Buzz Aldrin: Cycling Pathways To Mars" created by **8i** and distributed by **TIME Inc**

"360° meet the largest dinosaur BBC One" to walk alongside a dinosaur, produced by **BBC**

### Journalism360: Google News Lab + Knight Foundation + ONA

A collaboration for the development and advancement of immersive journalism. It will offer training, grants and more. Details here: <https://medium.com/journalism360/introducing-journalism-360-d58b9e72e2e#.lu2zmykn0>

### VR Journalism Google Group and Slack

If you are a journalist who is **actively** producing VR experiences, apply to join this curated group:

<http://www.vrjournalism.io/2015/07/22/google-group-vr-journalism/>

### Facebook Groups

360 Video Professionals: <https://www.facebook.com/groups/360.video.professionals/>

Women in VR: <https://www.facebook.com/groups/womeninvr/>

Facebook 360: <https://www.facebook.com/groups/facebook360community/>

### 360 video tips

How NOT to shoot in 360 by YouTube Creator Academy: <https://youtu.be/RWYKrePZwkM>

Directing in 360° by YouTube Creator Academy: <https://www.youtube.com/watch?v=fcDX8jRnz8c>

Collection of how-to/tutorials: <http://bit.ly/360-vr-tutorials>

### The UX of VR:

Mike Alger's talk on VR Interface Design: <https://vimeo.com/141330081>

A huge collection of articles, videos, slides and more <http://www.uxofvr.com/>

### VR Industry News

Voices of VR (Podcast): Interviews with the most influential people in VR <http://voicesofvr.com/>

Upload VR: <http://uploadvr.com/>

Road to VR: <http://www.roadtovr.com/>

VRScout: <http://vrscout.com/>

Immersive Shooter: <http://www.immersiveshooter.com/>

### 360 Photo tools

Storysphere: Make interactive, audio tour for free <https://storyspheres.com>

Google Poly Tour Creator: Make interactive tour for free <https://poly.google.com/creator/tours/>

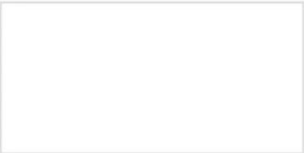

ThingLink: Interactive 360 photo/video interactive tour <https://demo.thinglink.com/vr-editor>

**BBC News Labs** ([storyboard template](#))

**360VR Media** ([storyboard template - below](#))

PROJECT: \_\_\_\_\_ PAGE: \_\_\_\_\_

DIRECTOR: \_\_\_\_\_ ARTIST: \_\_\_\_\_ DATE: \_\_\_\_\_

DURATION:	SCENE:		
			

DURATION:	SCENE:		
			

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