

STATE MEDIA

Virtual Reality Resource Packet

www.statemedia.nyc

@statemedianyc

facebook/statemedianyc

RESOURCE LIST from Women in VR Facebook page

<https://www.facebook.com/groups/womeninvr/>

STATE of Mind Media (www.statemedia.nyc) is a creative production studio bringing 2D and 360 stories to life. We create meaningful content. Our combined experience covers the entire content creation process from production to post. We have created television, documentaries, 360 video, and cinematic virtual reality. We would love to create something for you.

RESOURCE LIST from Women in VR Facebook page
<https://www.facebook.com/groups/womeninvr/>

SH//FT Information: www.shiift.world

VR Community

<http://www.virtualrealityla.com/>

<http://www.socalvr.com/>

<https://twitter.com/vrgrls>

<https://twitter.com/VRGirlsUK>

<https://twitter.com/VRWomen>

NEW YORK MEET UPS

<http://www.meetup.com/Virtual-Reality-NYC/>

<http://www.meetup.com/NY-Women-In-VR/>

VR PUBLICATIONS

<http://www.uploadvr.com/>

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

<http://www.roadtovr.com/>

<http://www.vrfocus.com/>

<http://www.vrdribble.com/>

Curated VR News (Pulls RSS from UploadVR, VR Scout, Road to VR, VR Focus, Reddit):

<http://www.virtual.report/>

EDUCATIONAL TOOLS

VRLA VR School: <http://www.virtualrealityla.com/school/>

UploadVR + MAKE School Coding: <https://www.makeschool.com/summer-academy/vr>

The Foundry's ExploreVR: <https://www.thefoundry.co.uk/solutions/virtual-reality/>

HTC Vive X Accelerator: <http://www.htcvive.com/us/vivex/>

Oculus Launchpad: <https://forums.oculus.com/developer/discussion/32109/launch-pad-2016-announcement>

VR INDUSTRY REPORTS

Goldman Sachs AR/VR Report 2016: <https://imgur.com/a/sv8UT>

Year 1: <http://www.brandingmagazine.com/2016/05/17/virtual-reality-year-one-2016/>

Headset Comparison (Kelly Wright): www.vrbound.com

The Philosophy of VR

VR101

All things VR: <http://www.uxofvr.com>

Overview of VR Concepts (Jody Kay Menerey): <http://bit.ly/25edFYm>

Storytelling

Saschka Unseld (Oculus) on The Grammar of VR: <http://bit.ly/1VAHRYO>

Andy Cochrane (Mirada Story Studios) on Adding Interactivity to Immersive Cinema: <http://bit.ly/1TdeASw>

Storytellers Guide to VR (Katy Newton, Karin Soukup): <http://bit.ly/1OEH7tJ>

360 Video vs Flat Video (Sarah Hill): <http://bit.ly/20h7Su7>

Storyboarding in VR: <http://bit.ly/25cW3Zo>

In the Blink of A Mind (Jessica Brillhart): <http://bit.ly/1WLrHLS>

Color Palettes from Famous Movies Set Tone of Films: <http://bit.ly/25adKJe>

Sound Design

Sound Design in VR with USTwoGames: <http://bit.ly/1oYK6GZ>

3D Audio from StoryUp Google Panel (Sarah Hill): <http://bit.ly/21aB4bd>

Facebook Spatial Workstation <https://facebook360.fb.com/spatial-workstation/>

Editing

Jessica Brillhart on Editing VR: <http://bit.ly/1TvRgOd>

Editing and Match Cuts in VR: <http://bit.ly/1UiS8Xc>

UX/UI

UX Pointers from Timoni West (Unity): <http://bit.ly/24mvBgm>

Buttons in VR UX/UI Design Approach: <http://bit.ly/1TRI8WB>

Marketing in VR

Can I use YouTube for VR Marketing (1st Half of Article):

<https://medium.com/@viarbox/can-i-use-youtube-360-for-virtual-reality-marketing-ed46a8723563#.9xa4ai8y0>

State of the Industry

The Hype Train: <http://bit.ly/1QkZOXI>

The VR Industry is About to Make A Serious Mistake: <http://bit.ly/1WVFDzr>

Podcasts

Malia Probst - The Real Virtual Show: <https://itunes.apple.com/us/podcast/real-virtual-show/id1082507104>

Kent Bye - Voices of VR: <http://voicesofvr.com/>

Reverend Kyle - Android & Virtual Reality - Rev of VR: <http://www.revvrstudios.com/>

Research VR: <http://researchvr.podigee.io/>

VR PRODUCTION

Stitching/Post Production Programs

<http://www.kolor.com>

<http://www.video-stitch.com/>

<http://www.mettle.com/product/skybox-studio/>

Nuke - The Foundry Cara VR

MAKING 360 Tutorials

<http://bit.ly/m360releases>

<http://360cameraonline.com/>

<http://www.vrdribble.com/allthingsvr/how-to-make-a-360-film-part-1>

<https://www.udemy.com/cinematic-vr-crash-course-produce-virtual-reality-films/#/>

Nathalie Mathe's Presentation on 360 Video: <http://bit.ly/1LC0R58>

Best Encoding Settings for 4K 3D 360 Videos: <http://bit.ly/1We0FwK>

Making Mixed Reality Video: <http://uploadvr.com/make-mixed-reality-video-livestream-two-realities/>

360 Cameras

Collection of Every 360 Rig: <http://thefulldomeblog.com/2015/11/17/collection-of-360-video-rigs/>

"Pro Cameras"

<https://gopro.com/odyssey>

<http://www.jauntvr.com/technology/>

<https://ozo.nokia.com/>

Facebook's Surround:

https://code.facebook.com/posts/1755691291326688/introducing-facebook-surround-360-an-open-high-quality-3d-360-video-capture-system?__mref=message_bubble

GoPro Based Solutions

<http://gopro.com/>

<http://freedom360.us/>

<http://www.360heros.com/Modified> GoPro Based Solutions (Wide Lenses)

<http://www.izugar.com/>

<http://www.back-bone.ca/product-category/360-vr-2/>

<http://www.pt trig.com/>

360 Cameras

<https://theta360.com/en/>

<http://www.bublcam.com/products/bublcam>

<http://www.sphericam.com/sphericamv2/>

<http://www.nikonusa.com/en/nikon-products/action-cameras/index.page>

<http://www.samsung.com/global/galaxy/gallery/gear-360/>

180 Cameras

<http://lucidcam.com/> (Stereoscopic 180 Camera)

<http://kodakpixpro.com/Americas/cameras/actioncamera/sp360.php>

<http://luna.camera/>

<http://www.insta360.com/product/insta360-4kGAMING>

<https://unity3d.com/unity/multiplatform/vr-ar>