

# A Future Without Edges: The Intersection of VR and Spherical Productions



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# Background

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- Work with the SOS program on SOS Explorer
- Not a film or video expert
- Gamer / Programmer
- Interactive rendering at a minimum of 30 FPS



# Why should we care?

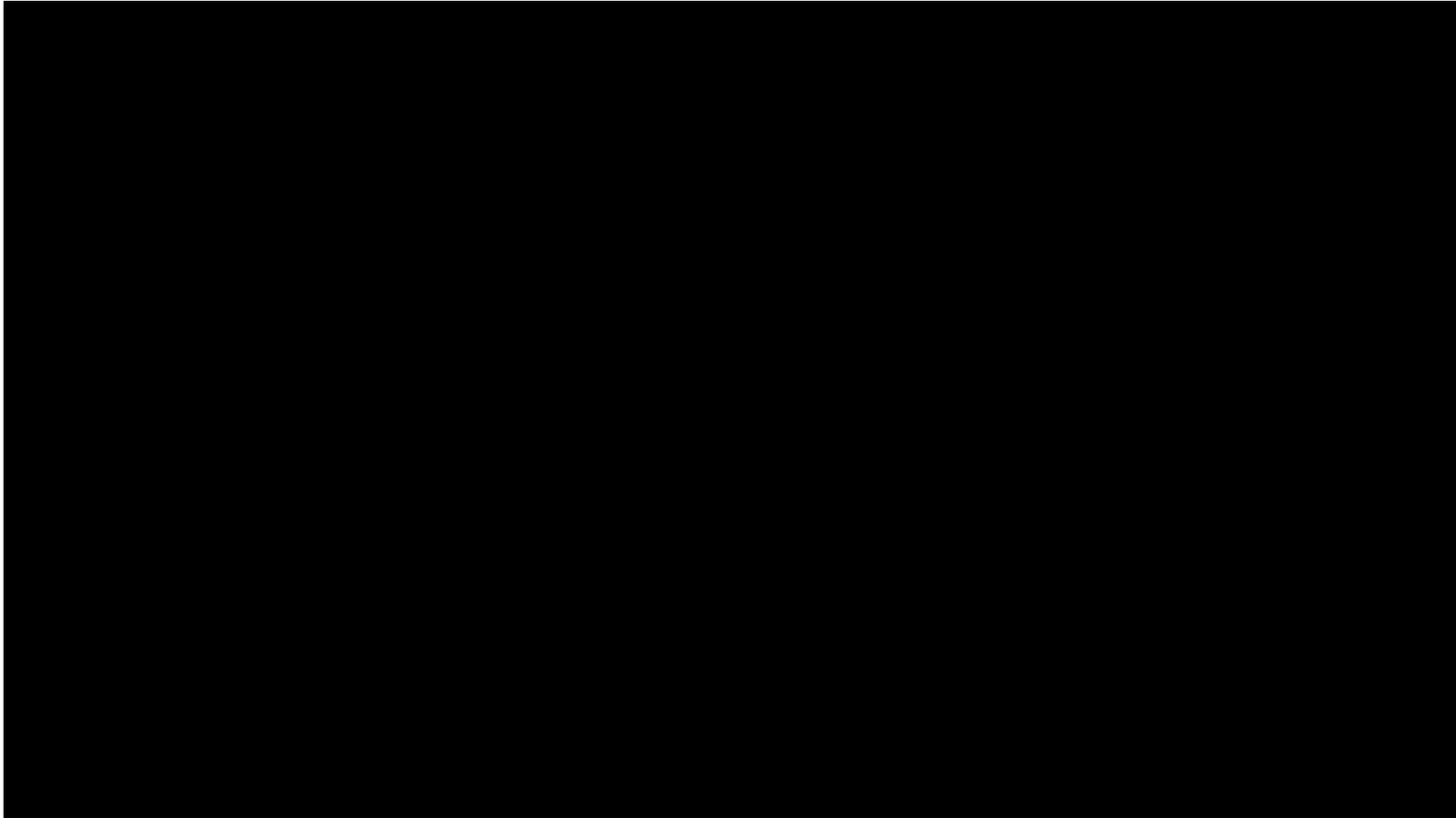
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# Social VR

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# Blending of Realities

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and immersive instruction...



# Work (Demo?)

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