VR 360 VS VR 180

1. **Reduced Resolution:** VR360 splits resolution across a larger field of view (FOV), effectively halving the resolution compared to VR180. This exacerbates the already low resolution of VR content, making it less tolerable for viewers..
2. **No Place to Hide Equipment:** Unlike VR180, VR360 makes it difficult to conceal crew, equipment, or staging elements. This often leads to unnatural setups or compromised visuals.
3. **Uninteresting Rear Views:** Much of the 360° FOV is often wasted, as there's usually little or no action behind the camera. This leads to sections of the video being filler, detracting from overall engagement.
4. **Navigation Fatigue:** Users often need to constantly scan around to find the interesting parts of the content in VR360. This can quickly become frustrating and detract from the viewing experience, especially given the limited FOV of most VR headsets (~90°).

Why Not just shoot 2D?

1. **Lack of Depth and Realism in 2D:**

- **Breaks Immersion**: VR thrives on immersion, and 2D fails to deliver the depth required for a convincing VR experience. Without stereoscopic 3D, objects appear flat, and the sense of scale is lost, which diminishes the emotional and physical engagement of the viewer.
- **Unnatural Scale**: In 2D VR, the size and spatial relationship of objects feel "off." The brain expects depth cues in a VR environment, and their absence disrupts the illusion, making the experience feel artificial.

1. **No True First-Person Perspective:** In VR, users often seek experiences that mimic real-life perspectives. 2D doesn't replicate how humans naturally perceive the world, making the experience feel more like watching a flat screen than being present in the moment.
2. **Immersive Experience:** Better performance on expressive force.

Comparison of the user experience of two different 180 VR film formats:

Version1

In this format, the viewing distance is fixed. When zooming in or out near the edges of the image, significant distortion occurs, which can lead to visual discomfort. The edges

remain visible at all times, and the 3D effect is relatively weak, resulting in a flatter image with reduced comfort and immersion.

Version2

From a distance, this format presents a protruding, roughly 45° “block-like” spatial effect. However, when viewers actively zoom in or move closer, they can effectively pass through a “portal” into the 3D space. This transition makes the boundary far less noticeable, prevents scene distortion, and offers a perceptible sense of entering a new spatial environment. As a result, the Version2 provides a significantly stronger feeling of immersion and is less likely to cause dizziness or motion sickness.

Compared to Version1, the second demonstrates a more immersive and comfortable experience, highlighting the importance of flexible viewing distances and portal-like transitions in immersive 180 VR film design.