VR visual novels creation

Basic Guide

v1.0

virtualhometheater.com

Introduction

Due to VHT VR app, VHT tools for DAZ & Blender and also do to the recent availability of powerful GPUs, high PPD HMDs and AI audio tools you can create spectacular VR art.

One type of VR art you can create is visual novel.

Image and video (CG animation)

To create a visual novel for VR you can use the following media formats recommendations:

- 2D rendered image for cover art
- image with text for storytelling
- 3D stereoscopic REL9mm image for intense focus moment in a scene
- 3D stereoscopic EQD180 image for general actions
- 3D stereoscopic EQD180 images with IPD > 100 mm for miniature/doll like scenes (god like POV, villain or superhero character; fairy tale story)
- 3D stereoscopic EQD180 images with IPD < 20 mm to exaggerate objects size (tension or inferiority moment from a character POV) or for ease of view in VR
- 3D stereoscopic VR360 image for panoramic scenes
- render a video scene only if will add more value/immersion to the story than a single image
- video play duration should be between 10 seconds to 1 minute depending on scene and your GPU
- for smooth animations in VR you should render videos at 30 or 60 (recommended) fps
- use the default 4K per eye render resolution
- render in PNG format and share your work using JPEG format

Audio

To enhance the experience you can add sounds, music, voices, etc as audio objects to your images or videos by using an audiospace companion file (read the VHT Audiospace - User Guide).

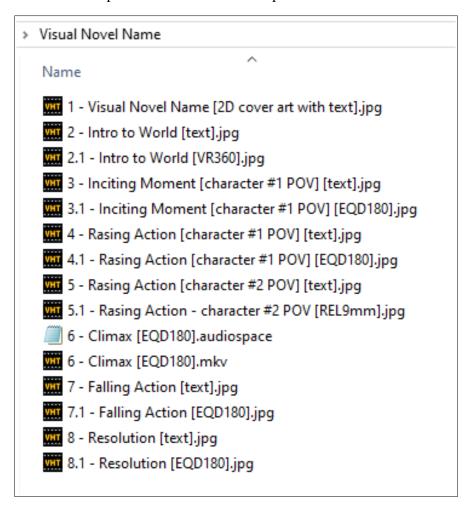Here are some machine learning (AI) tools recommendations for audio creation:

- voice-to-voice (voice changer): you read the story script and the AI tool will modify your voice to any voice you need (cloned male or female voice, robot, anime, etc.) using your tempo, tone and emotion
- text-to-speech: you type the story and the AI tool will read it using any voice in any language you need using constant tempo and tone but with no emotions
- music generator: create theme songs, music
- sound generator: create equipment sounds
- audio splitter: to extract/isolate vocal and instrumental tracks from any audio

Miscellaneous

For selling VR visual novel you can use the following recommendations:

- create a free demo version with images and videos rendered at a lower resolution or lower render settings
- for demo version keep the cover art at full resolution
- for demo version leave one or two scene images at full quality

Here is a VR visual novel chapter structure folder example:

Notice the chapter #6.

The "Climax [EQD180].mkv" can be a video+audio or an image+audio.

The VHT vr app will use the "Climax [EQD180].audiospace" companion file to render a realistic binaural audio to VR user.

For any chapter (e.g. #2), instead of using an image with a text for story telling, you can use an audio for story telling (image+audio & audiospace).

Revision History

- v1.0 – Dec 30, 2023: First release