Creating in Virtual Reality at the Library

WVLS Director's Retreat 2017

McMillan Memorial Library

Background

Though open to the public the space was planned and developed as a creation space. Many of the management principles were developed from YouMedia's program with 3 main components for teens.

- they **"hang out"** with friends in social space – both physical and virtual
- they **"mess around"** or tinker with digital media, making simple videos, playing online games
- they **"geek out"** by facilitating exploration of their core interests and development of skill mastery

Timeline

- 2015 McMillan awarded LSTA grant

- Design and planning began in January purchase in April

- Space opened for programs in June 2016 and to public in Sept 2016

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Now Entering Virtual Reality

- The decision was made to add VR to allow users to experience new technologies

- First VR kit was purchased in time for International Games Day 2016

- In spring 2017 we purchased 3 more kits (2 HTC Vive, 1 Oculus), modifications to our computers was also needed

- Most patrons used the headset for gaming

- We found it difficult to control content

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The Learning Curve

- Space
- Use and Security
- Hazards
- Equipment and Cost

Still the usefulness of the technology outweighs the challenges
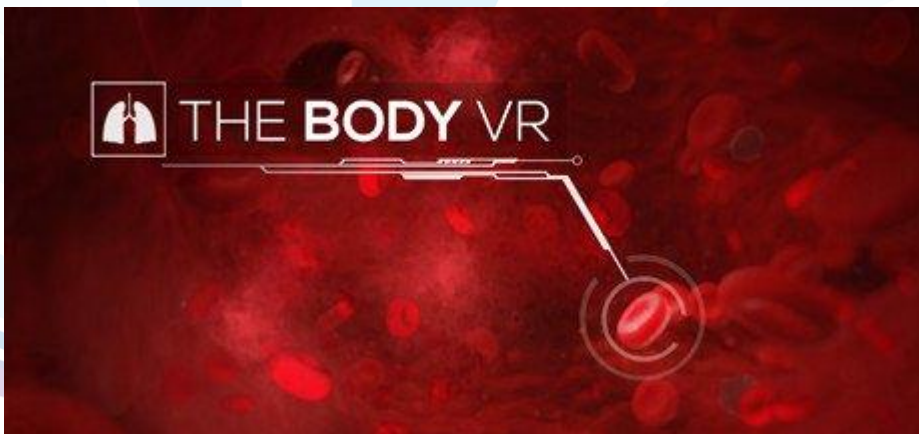
McMillan Memorial Library
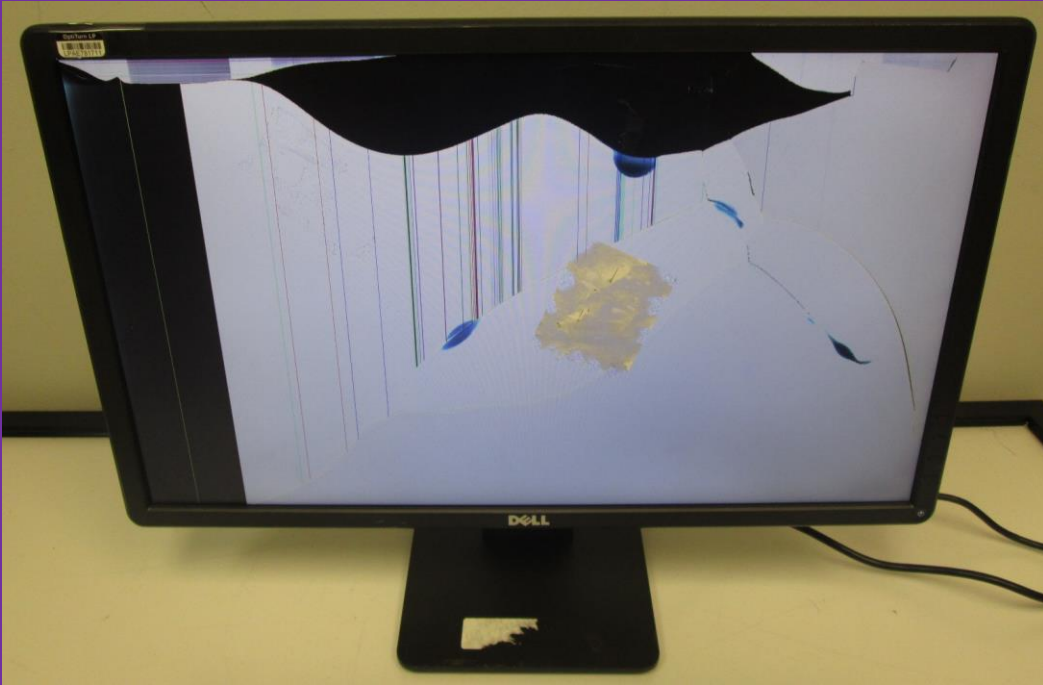
Bringing VR Onto Mission

Our purchasing was directed toward educational apps and experiential opportunities

VR experiences becoming main stream

- CNN

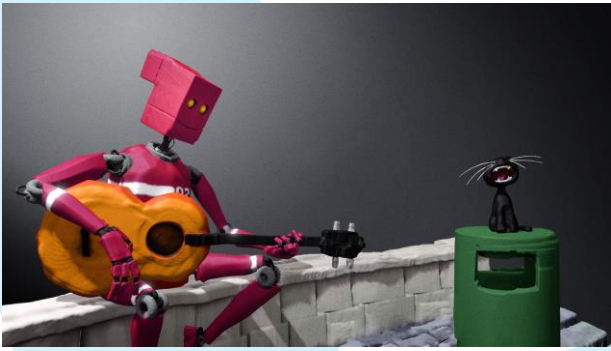- Gannet Newspapers

- Discovery Channel

- YouTube

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Bringing VR Onto Mission

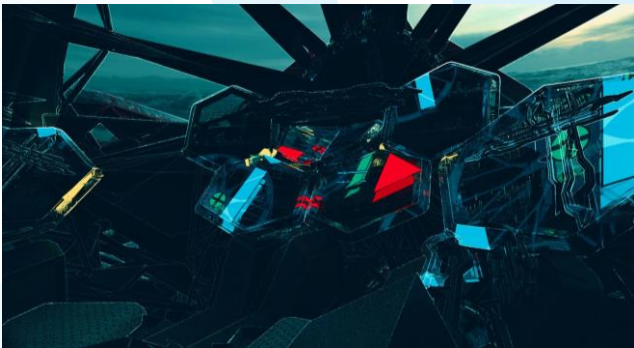- Some attempts at educational products

FAIL

Bringing VR Onto Mission- Redux

Oculus Medium

Gravity Sketch

In an effort to be more creation oriented we have dedicated resources to finding ways to use the VR kits for design and production activities.

Google Tilt Brush

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Favorite Tool

In addition to VR our 3d printing has been very popular with over 500 prints to date

Oculus's Medium app allows creation of 3d models that can be saved to 3d printer friendly formats.

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Adding VR Video Creation

- Allows us to create VR walk throughs

- Records concert footage

- Explore spaces that may be off limits to the public

- Capture VR drone footage

Nerd Stuff:
- Multiple lenses allow for depth in addition to 360 view
- Records up to 4k
- Video can be edited using new Adobe Premier tools
- File sizes are very large – 40 min = 30gb

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Questions?

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