



# THIS IS RESEARCH

## VVV: Volumetric Video in Videogames

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VVV: Volumetric Video in Videogames is a practice-based research inquiry that uses full motion video (FMV) videogame design patterns to scaffold the design of new games using volumetric (spatial 3D) video. It aims to advance critical discourse and design knowledge surrounding volumetric video and other emerging forms of hybrid captured media, within videogames and related immersive experiences.

VVV is a multi-institution collaboration between experimental game designer Dr. Cindy Poremba (OCAD University), game historian Dr. Carl Therrien (Université de Montréal), and Prof. Nicolas Hesler (Sheridan College); in partnership with Scatter, the engineers of the volumetric video platform DepthKit.

