

Conference Name: HuSoc Lisbon – Humanities & Social Sciences International Conference, 07-08 June 2025

Conference Dates: 07-Jun- 2025 to 08-Jun- 2025

Conference Venue: Online LIVE on Zoom

Appears in: PEOPLE: International Journal of Social Sciences (ISSN 2454-5899)

Publication year: 2025

Ermo Säks, 2025

Volume 2025, pp.157

DOI- <https://doi.org/10.20319/icssh.2025.157>

This paper can be cited as: Säks, E.(2025). Lighting in Cinematic Virtual Reality. HuSoc Lisbon – Humanities & Social Sciences International Conference, 07-08 June 2025, Proceedings of Social Science and Humanities Research Association (SSHRA), 2025, 157

LIGHTING IN CINEMATIC VIRTUAL REALITY

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Abstract

With the emergence of inexpensive virtual reality (VR) head-mounted display (HMD) systems in recent years, VR has become commercially viable and more widely popular with some 200 million users worldwide. An important role in this take-up has been the development of cinematic virtual reality (CVR). As in any imagery, lighting design is one of the crucial elements in CVR that can greatly enhance the immersive experience in creating a desired look and feel and an engaging environment for the viewers to explore. However, there is currently very limited research on how set lighting can be and is used in CVR productions. This paper aims to fill this gap by reviewing the prevalent concepts for set lighting 360-degree videos which are companioned by examples by studying an existing CVR drama genre experience Wiktoria 1920. This paper investigates four set lighting strategies used in CVR: natural or ambient lighting, practical lighting, hidden lighting, and mixed lighting.

Keywords:

Cinematic Virtual Reality, 360-Degree Video, Set Lighting, Illumination, Head-Mounted Display