

Virtual Reality Videos from the Great Bear Rainforest and Sea

Take a Stand - Youth For Conservation



CREW:

The crew consists of the creative heads at Dendrite Studios, Anthony Bonello of Switchback Entertainment, expedition paddleboarder, activist and Great Bear Rainforest guide and expedition leader Norm Hann, along with the Director and educational team from Take a Stand: Youth for Conservation (Dr. Allison Kermode & others).

WHAT:

Our crew has returned to the Great Bear Rainforest along the central coast of British Columbia to film Virtual Reality (VR) content of these pristine forests and ocean. Second only to actually stepping foot on these lands, the video content will provide the most immersive experience possible and will be shared with students throughout BC and Canada via the Take a Stand program - a youth outreach program that hits the eyes and hearts of school aged kids through engaging audio-visual presentations and story-telling with Norm Hann, Anthony Bonello and Nicolas Teichrob, and community conservation opportunities through Allison Kermode (SFU). After the great successes of the first 5 years of this program we are now taking it one step further by bringing the future into the present and creating interactive experiences that will further inspire the passionate voices of our youth to protect places worth protecting!

The finished videos include synesthetically descriptive VR experiences (below) centered around a human experience of actively looking, listening, and moving through an environment. These will provide advanced learning possibilities for students to explore the Great Bear Rainforest and other spectacular regions of B.C.

- 1) Great Bear Sea / Underwater - swimming with sea creatures and exploring the subtidal zone
- 2) StandUp Paddleboarding - travel through granite-lined fjords and estuarine environments
- 3) Streamwalk - featuring salmon, and ravens, eagles, and other fowl feasting on the fish
- 4) Whales From Boat - humpbacks bubble-net feeding, Dall's porpoises, and orcas playing and hunting
- 5) Old Growth Forest - meander through an ancient forest with towering red cedars, Sitka spruce and hemlocks
- 6) Spirit bears, and Coastal wolves - harvesting food from the ocean (Opportunistic Bonuses)

WHY VR?

Rich learning opportunities are provided by VR transforming a normally static visual experience into an experience that places the viewer into an engaged role within the story itself via interactive 360 degree video and sound. The specific VR videos from the Great Bear Rainforest bring youth into the forests and oceans and allow them to dictate their own learning experience and momentarily move to a different space and time, stepping out of the classroom and into a new world. Scientific and cultural knowledge is being provided during the videos shot with the newest VR equipment by our highly experienced and award-winning cinematographers, so as to guide the youth through the regions, wildlife and ecological concepts. The footage is edited through a stitching process, transforming the video to be accessible via mobile phones. These videos are being presented to youth as part of the Take a Stand - Youth for Conservation program, along with complementary educational resources generated by SFU scientists (Allison Kermode, and others), and with the launching of youth conservation contests and activities. The resources will be integrated into the Google Expeditions education platform.