

VR & AR

“We look for flexible people, people that are excited by solving problems.”

Matthew Allen
Director, Rewind

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Although the industry is young, virtual reality is set to touch all corners of the creative industries. With applications in games, medicine and architecture, a career in VR could be a great path.

The VR industry creates virtual worlds explored through VR headsets like the Oculus Rift, HTC Vive or Google Cardboard. These experiences have

to be realistic as well as flexible, so that audiences can experience your work without seeing the seams. Projects range from independent 360° video, to large blockbuster game productions.

Look at how companies apply VR and AR technology. Although games are a big part, there are also applications in science, medicine and architecture that could offer great job prospects.

This type of work requires 3D modelling, animation and texturing skills. Many of the current VR artists in the UK have moved from games or animation companies. You'll also need specialist knowledge about the different VR platforms, and how they work. Try to experience different

VR platforms, and think about how developers deal with movement, interaction and sound.

There aren't any defined routes in, but developing your own VR projects is a great way to stand out when applying for junior roles. A strong portfolio of animation and modelling work will also be a great way of getting attention. It's also easy to start by self-publishing your projects online, using existing tools to prototype your idea and even sell your work.

Careers in VR will require technical skill as well as artistic skill, and most of your projects will be team-based. As the technology is moving so fast, you'll also be expected to keep up with the latest developments.

FIRST STEPS

Play VR experiences and try the different technologies. Who in the team creates the art, the music, the game engine? Find out at screenskills.com

MOVING UP

Try out tools like **Unity**, and **Blender**, to see which parts of the process you enjoy. Look for local meetups and communities to meet and try out other developers' VR projects.

GETTING IN

Find out about local work experience at development studios. Try your hand at creating your own projects and upload them online for feedback and user testing.