



POWER TO THE CREATORS

Timeless: Continuum Recon VR Experience

Experience the Apollo 11 Moon Landing

SupersphereVR produces VR experiences that pack a visual punch. In a recent episode, “Space Race” for the Timeless: Continuum Recon VR Experience, the villain attempts to sabotage the legendary mission of Apollo 11.

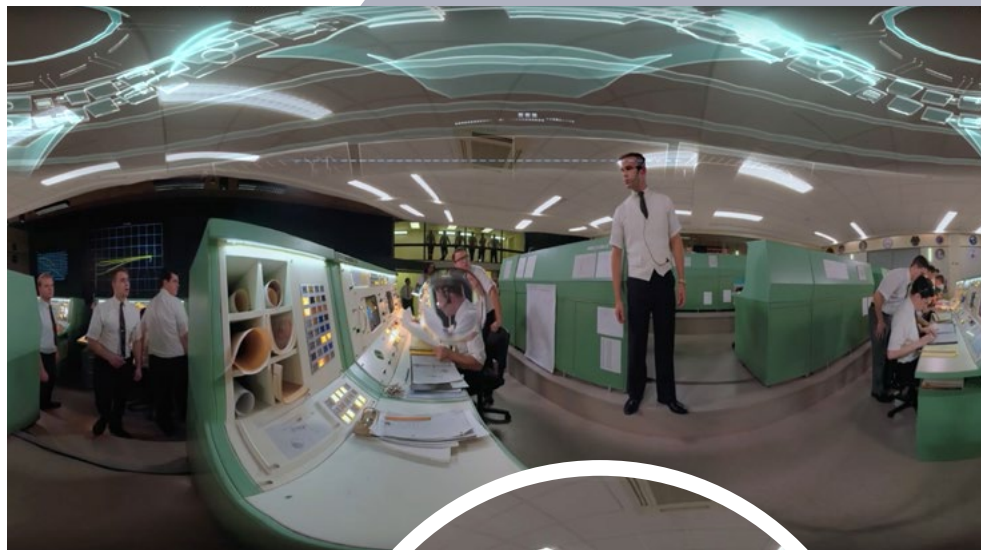
Lucas Wilson, an executive producer and SupersphereVR founder, recently discussed the project.

Q: How did the project come together?

A: Acclaimed sci-fi director, Trevor Sands (*Hyperion*, *Fall of Hyperion*), brought us into the project for Sony Pictures Television. Using the JauntVR camera system, DP Eric Haase shot on location in Vancouver, BC, Canada at a site created to replicate Apollo 11 mission control.

Q: What were specific creative challenges for this project?

A: The numerous challenges in VR/360 make it an exciting medium... they make the end result even more satisfying. In this case, it was the integration of 360 VFX – expertly created and composited by Legend3D – with practical elements because we’re working with spherical and 2D shapes. Audio is critical to a high-quality VR experience and the integration of several different audio deliverables for the various delivery platforms – YouTube, YouTube 360, JauntVR – was time-consuming and required very close attention to detail.





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**Q: Did you get involved in the post-production?**

A: I provide suggestions, but I rely on post experts, like Dave Franks for color grading and finishing, to do their usual excellent job. However, I do recommend ASSIMILATE's SCRATCH VR Suite as in my opinion, it has proven to be the only platform on the market today that is valid for real-time, high-end VR/360/stereo color grading and finishing.

Learn more about Jaunt at:

<https://www.jauntvr.com/title/430426b74d>

and on YouTube:

<https://www.youtube.com/watch?v=NzNHxjVqVfM>