

Beyond: Frank Ocean

By Rohan Jadal

A fully immersive, interactive VR music video for "Ivy" by Frank Ocean, where the environment responds to your gaze, creating a deeply emotional and cinematic journey.

SYNOPSIS

This project is an immersive, interactive VR music video for "Ivy" by Frank Ocean, designed to elevate the emotional intensity of the song through dynamic, responsive visuals. As listeners step into a virtual world, they are not just passive viewers but active participants in the environment, with the world itself shifting and reacting to their presence. Through this interaction, the project captures the heartache and nostalgia of the song, creating a deeply personal and emotional experience that transcends traditional music videos.

The core interaction revolves around gaze-based input, allowing users to subtly influence the environment with every glance. Visual elements—such as the sky, objects in the distance, or abstract shapes—change, distort, or move in response to the user's gaze, symbolizing the emotional ebb and flow of the song's themes of love, loss, and reflection. Each moment is designed to evoke a cinematic sense of immersion, drawing users deeper into the song's atmosphere, amplifying the feelings embedded in the music.

This interactive music video not only enhances the song's storytelling but also showcases the potential of virtual reality as a medium for emotionally-driven, artistic experiences. By merging music, visual art, and user interaction, the project pushes the boundaries of how we engage with music, offering a more intimate, immersive way to experience sound and visuals in harmony.

blond



FRANK OCEAN

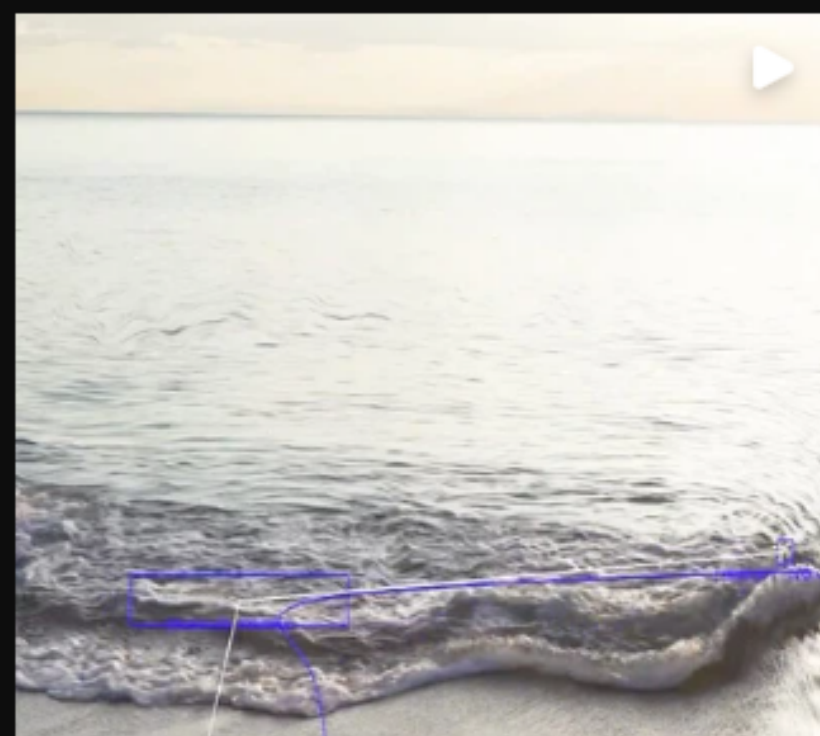
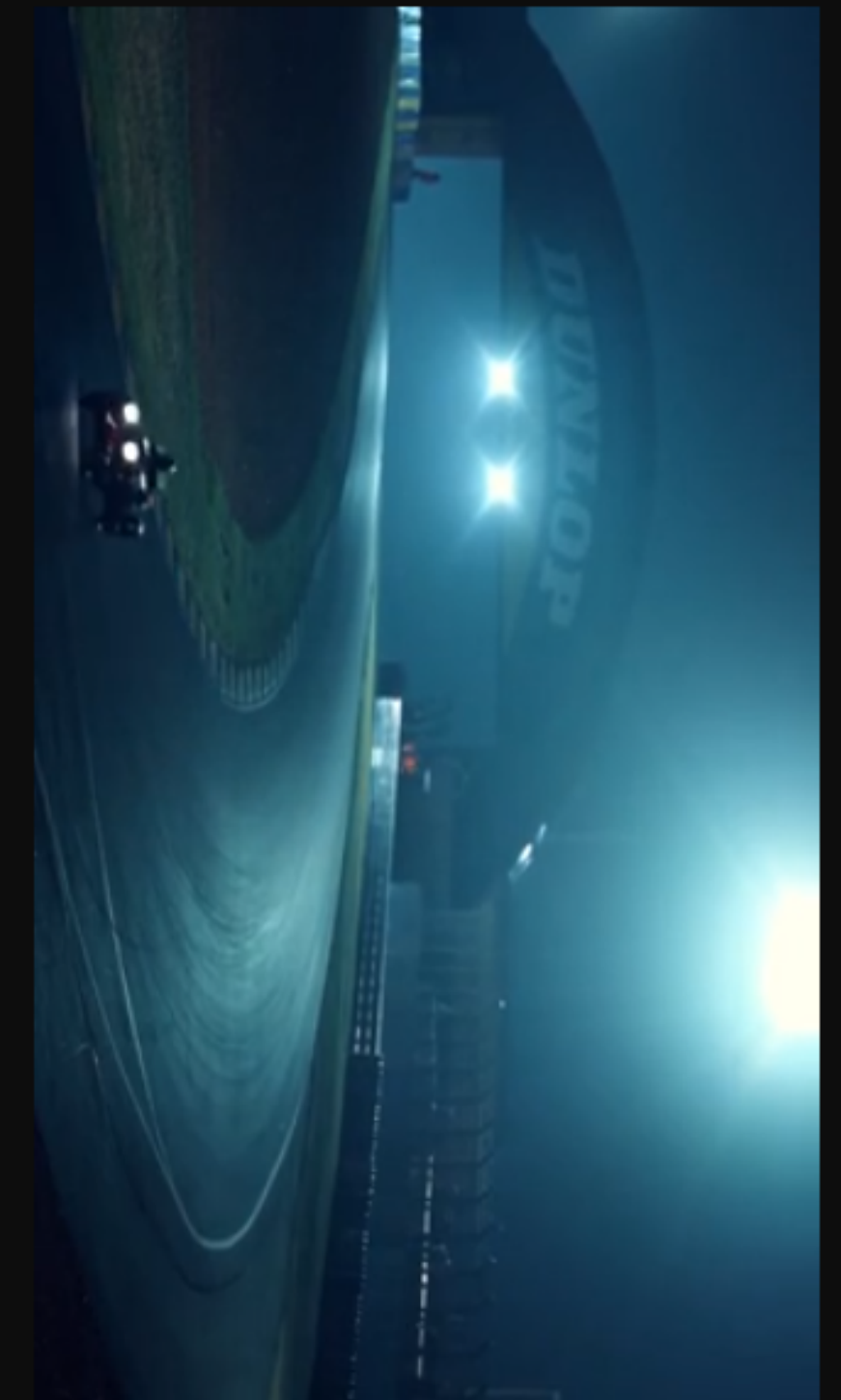
BREAKDOWN

4 parts of the song =
4 scenes in the video

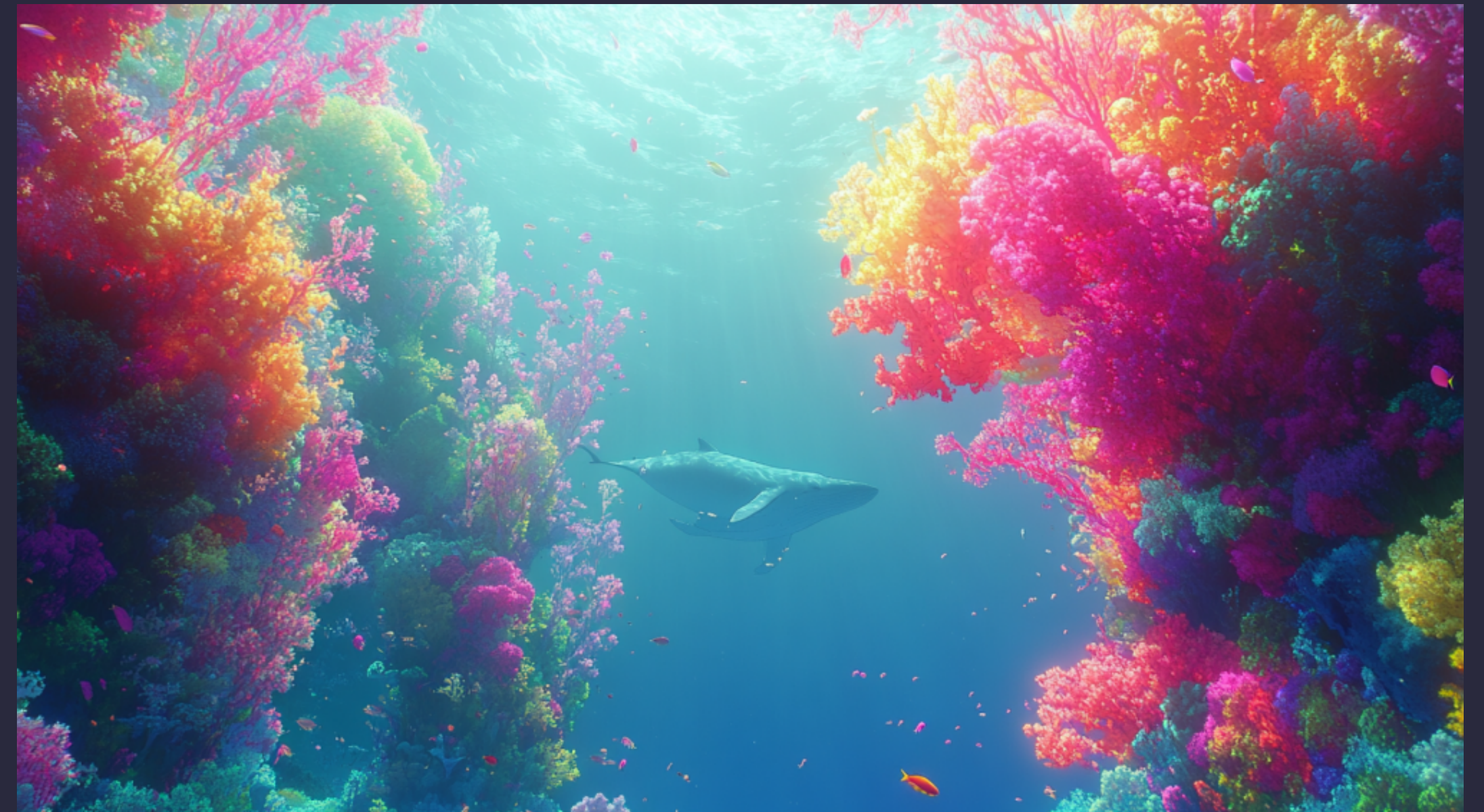
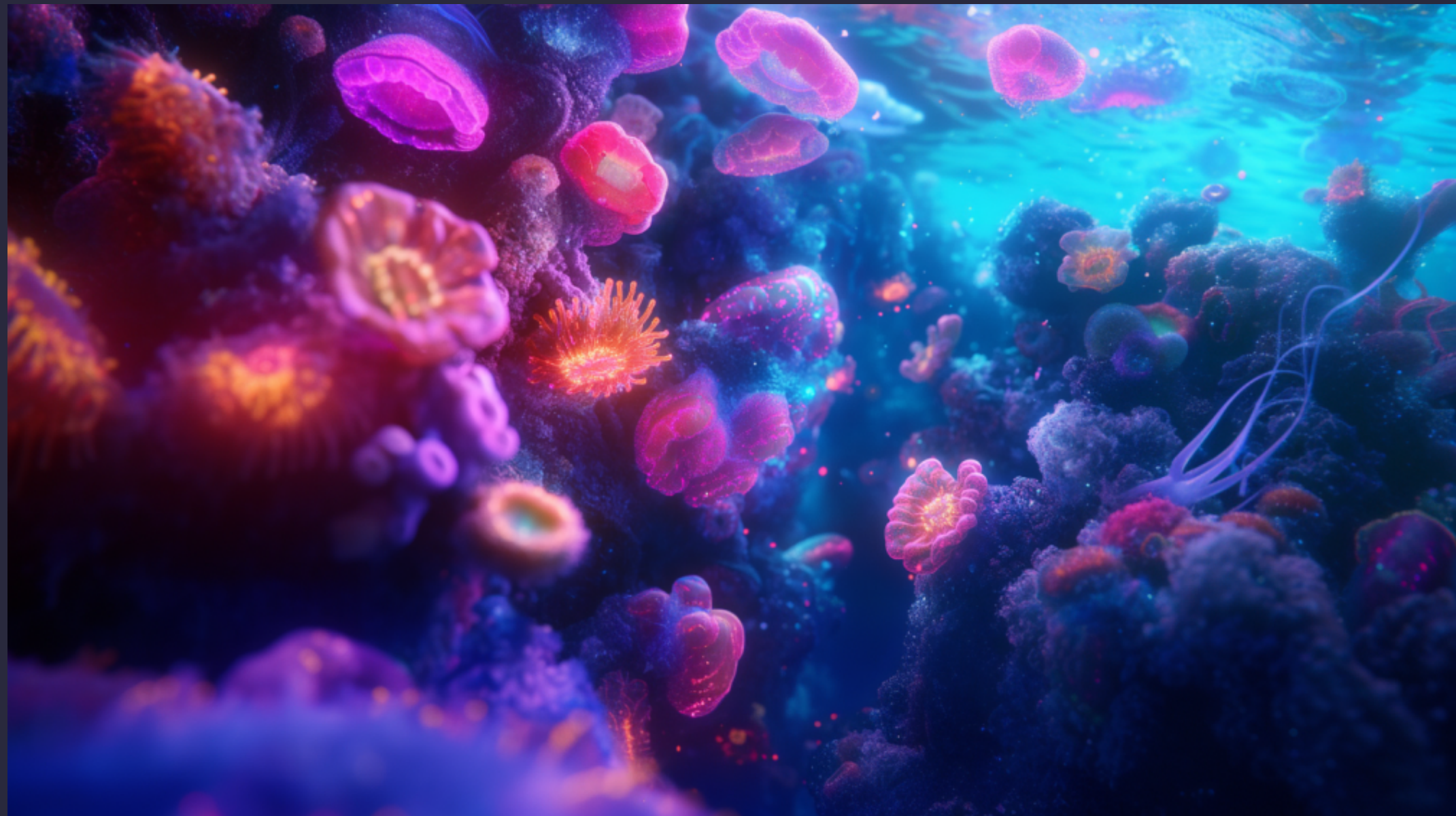
1. Chorus + Verse 1
2. Chorus + Verse 2
3. Bridge + Chorus
4. Outro

MOODBOARD

[HTTPS://WWW.COSMOS.SO/RODY003/IVY](https://www.cosmos.so/rody003/ivy)



STORYBOARD SCENE 1: UNDERWATER



Colorful, hopeful underwater scene. Studio Ghibli.

STORYBOARD SCENE 2: NEO NEW YORK



Intense Neo New York immersion, bright lights, Akira and Bladerunner inspiration.

STORYBOARD SCENE 3: WARPING THROUGH THE STARS



Mystical, magical outer space complex. Interstellar, Star Wars inspiration

STORYBOARD SCENE 4: INTO THE BLACK HOLE



Ominous, dystopian black hole. Symbolizing the end.

TIMELINE

Workflow tools:

Blender, OpenBrush, Wonderland Engine,
Unity, Premiere Pro, and probably more

NOVEMBER WEEK 1

DECEMBER WEEK 1

Blender

Unity

Scene 1

Scene 2

Scene 3

Scene 4

Additional practice, exercises

How to display a VR video on a 2D screen?

Ideally this would be viewed on a VR headset with headphones, but many viewers would probably have to see it on a 2D screen.

Screenshots

Of workflow and tools

Video Recording

Of the view from the website

Youtube

For uploading, VR compatibility