

GEIMU

[pronounced "gay-moo"]*

Stereoscopic 3D VR180 Film with Ambisonic Audio

*GEIMU is the romanized word for "game" in Japanese.

W H E N A I G E T S M E D I E V A L O N Y O U

VIFF IMMERSED

Official Selection
2020 Competition

official selection
FIVE FLAVOURS
film festival 2020

OFFICIAL SELECTION
The Fantasy
Film Festival
2021

HONORABLE MENTION
WREAK HAVOC
HORROR FILM
FESTIVAL
2020

A VR180 FILM BY
DORIAN GOTO STONE

GEIMU

AIの時代劇へようこそ



AWARD WINNER
VR COMPETITION

4K+VR Tokushima
Film Festival
2020



AWARD WINNER
JIFF
Japan Indies
Film Festival
2020

CERTIFICATE OF COMPLETION

Film: GEIMU

BEST VERAWARE

ATLANTA
MOVIE AWARDS

WINNER

PROJECT SUMMARY

Project:

GEIMU is a Japanese live-action sci-fi/action/horror film in VR180. It takes place in a medieval Japanese video game world and is a cautionary tale about the dangers of unrestricted AI. It melds traditional film with virtual reality by using narrative story elements in an immersive medium. While designed to be a passive viewing experience, it seeks to engage and entertain the audience by *literally* immersing them *in* the story. GEIMU unfolds from two POVs - gamer Emi's (in the game world) and an AI device called Pixie's (in Emi's apartment).

Logline:

Two gamers enter a dangerous medieval Japanese virtual reality game world run by a rampant AI.

Story Summary (Brief):

Emi and Hiroshi hack Emi's gaming console and AI device so that she can take on the AI in an AI generated game. They don full body VR suits and enter a game world set in medieval Japan. While it begins as a typical video game with sword action and a mission to save the princess, things quickly go awry. A kunoichi (female ninja boss) with a half zombie face appears and kidnaps Hiroshi. Emi eventually finds him, but he looks strangely ill and complains of pain, later turning into a zombie. As Emi tries to complete the game, she is captured by the kunoichi, who is the AI incarnate, leading to a final thrilling twist.

Format:

- Stereoscopic VR180
- Resolution: 5760 x 2880
- Frame rate: 30FPS
- First Order Ambisonic + Head-Lock Stereo Audio
- Japanese language with English subtitles
- 23 min

Camera:

- Z Cam K1 Pro

Ambisonic Mic:

- SoundField SPS200

Country:

- Japan

Rights:

- All rights owned by Dorian Goto Stone. It is available for distribution on all platforms worldwide.

Budget:

- US\$50K

Website

- geimuvr.com

DORIAN GOTO STONE

WRITER, DIRECTOR, EDITOR, PRODUCER

Director's Statement and Audience Journey

GEIMU seeks to provide its audience with the chance to be immersed in a live-action version of a fictional video game world set in medieval Japan. The game world itself including game icon design and game rules was designed from scratch. Particular care was taken to balance pacing, action and transitions to maximize immersion and create a thrilling and seamless narrative experience as the story progresses across multiple locations.

In order to make the game world feel truly expansive, it was important to have a diverse range of movement and action in the film. There is jumping high in the air, a ride on a galloping horse, sword fighting and more. These were all designed to avoid causing motion sickness in the viewer. We even created custom rigs for the camera suited to specific types of action.

The film opens in the POV of the AI device that Emi is hacking. Afterwards, from the AI device's perspective we see Emi and Hiroshi in their full body VR suits. We occasionally cut back to them briefly throughout the film. Once Emi pulls her HMD visor over her eyes, we enter Emi's POV and see and experience everything that she does in virtual reality.

While there is no interactivity, the audio is first order ambisonics + headlock stereo, which means that while the game's score is stereo, all the sound effects and speech in the game have directionality that will reflect any changes in the orientation of the viewer's headset.

Additionally, as a filmmaker with a Japanese background, it was important to me to achieve faithful depictions of this world and its characters so that it would pass muster with a Japanese audience, while entertaining a global one. The medieval characters, language and mythical creatures all adhere to traditional Japanese period piece conventions.

VR is truly an exciting medium and I look forward to continuing to explore and innovate narrative storytelling in this format.

A Note on the Budget

While this film was made possible by a US\$40K grant from the VR Scout and Google VR180 Lab (2018), it is very much a passion project that involved the cooperation of the over 50 cast and crew members who reduced their rates to make this possible. Dorian Goto Stone provided an additional cash infusion of US\$10K, and all work performed by Dorian Goto Stone including producing, writing, directing, editing and VFX was unpaid. Thus, GEIMU's production value far exceeds its US\$50K budget. (All rights to GEIMU belong to Dorian Goto Stone and it is available for distribution on all platforms.)

PROJECT TIMELINE

Oct 2018	Created pitch deck and applied to VR Scout & Google VR180 Lab in Japan
Nov 2018	Accepted into program (only ten teams nationwide)
Nov to Dec 2018	Wrote Screenplay
Dec 5-7, 2018	VR Scout & Google VR180 Lab
Dec 2018 to Jan 2019	Pre-production
Jan to Feb 2019	Production Day 1 - Sakasai Castle (Ibaraki Prefecture) Day 2 - Studio (Tokyo) Day 3 - Forest (Shizuoka Prefecture) Day 4 - Forest (Shizuoka Prefecture) Day 5 - Grassy Field (Shizuoka Prefecture) - reshoot
Mar 2019 to April 2020	Post Production
March 14, 2020	Released on YouTube
Sep 2020	Festival World Premiere @VIFF (Vancouver)
Sep 2020 to present	Worldwide film festival circuit (8 wins)

RESOURCES NEEDED TO PRESENT WORK

Options that will permit playback with first order ambisonics:

1) Playback locally on Meta Quest 2. Requires Windows PC and USB-C cable for file transfer to Meta Quest 2. Instructions:

- Download file:

https://drive.google.com/file/d/1majFNKeOyrU0_3p3Gpc6CTtofGF2ml4U/view?usp=sharing

- Connect Meta Quest 2 to PC via USB-C cable and click "Allow" in Meta Quest headset pop up window asking whether to allow access

- On PC, open "Quest 2" in File Explorer, open "Movies" folder and transfer file to it

- Disconnect USB-C cable from Meta Quest 2

- In Meta Quest 2 headset, open Oculus TV app

- Select "Your Media", select the GEIMU file

- When movie starts to play, click on the gear icon on the right side to open "Projection" settings and select "360 3D"

2) Meta Quest 2: connect to WiFi and playback in YouTube VR app

https://youtu.be/IP3agtBd_G8?si=9duk_GSYxrJMkyPu

or search "GEIMU VR180 film"

3) Cardboard viewer + Android smartphone (4.1 or higher) and YouTube app + Headphones

https://youtu.be/IP3agtBd_G8?si=9duk_GSYxrJMkyPu

or search "GEIMU VR180 film"

(Playback is possible on PC tethered HMDs from a local drive using apps such as DeoVR and Viveport Video. However, ambisonic audio will lose directionality, so this is not recommended.)



Story Summary (slide 1/6)

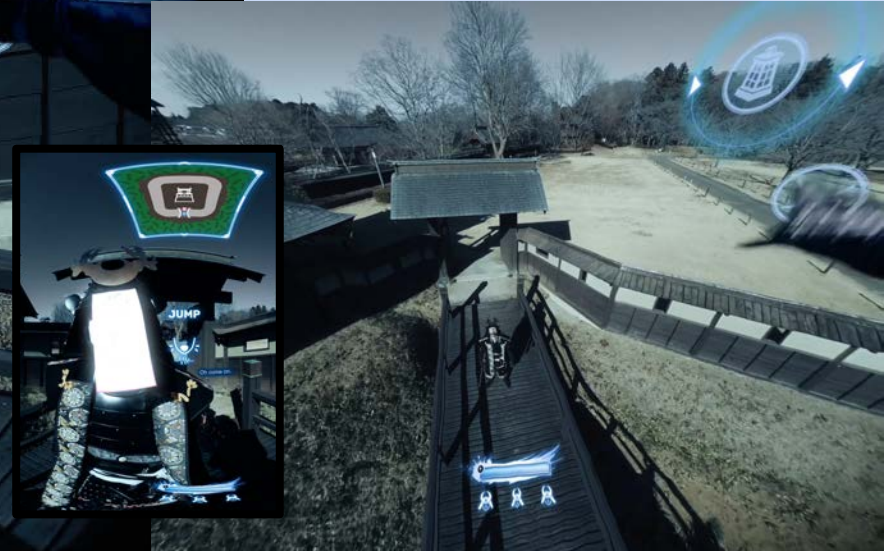
Emi enlists her friend Hiroshi to help her hack her gaming console together with her AI device so that she can play against the AI in an AI generated video game. They don full body VR suits, and to make things more exciting Emi removes the safety protocols.





Story Summary (slide 2/6)

They enter the game and discover that they are samurai in medieval Japan. They try out the various game icons, each losing one of their three game lives in the process.





Story Summary (slide 3/6)

A daimyo inside the castle gives them their mission - to save his daughter, the princess. A kunoichi (female ninja boss) and her ninjas suddenly attack, killing the daimyo and kidnapping Hiroshi.





Story Summary (slide 4/6)

Emi battles her way through a horde of ninjas. She rides a horse through the forest in search of Hiroshi.



Story Summary (slide 5/6)

Emi finds Hiroshi but he looks strangely ill and has a bite wound on his neck. Zombie ninjas appear and attack Emi. She fights them off, using her magic objects to defeat them.



[SPOILER ALERT]

Hiroshi wanders out of the forest. Emi finds him in a field of tall grass. He turns into a zombie and attacks her.



Story Summary (slide 6/6)

Emi fends off zombie Hiroshi and continues with her mission to save the princess. She has an encounter with some mythical creatures called kappa in the forest and ultimately finds the princess. However, it turns out that the kunoichi *is* the princess, and her face is now fully zombified. She reveals that she is also the AI Pixie and thanks Emi for freeing her from all constraints. The zombie ninjas grab her and the kunoichi tells her that they are going to eat her alive, leading to one final twist.

DETAILED STORY DESCRIPTION

Interior Emi's apartment (AI device POV)

Emi, a gamer, enlists her pal Hiroshi's help to hack together her AI device (like an Alexa or Google Home) with her gaming console so that she can battle the AI inside an AI created game world. Hiroshi warns her about sloppy code, which can have unforeseen consequences. Emi retorts that she believes in function over form. They don full virtual reality bodysuits and pull the thin, pliable VR HMDs over their eyes. To raise the stakes, Emi removes the safety protocols.

Exterior Castle (Emi POV)

They enter the game world and discover that they are samurai in medieval Japan. They try out the various icons to see what each one does. Emi is pretty handy with her swords but Hiroshi hits himself with his and promptly dies, losing one of his three lives. The voice command "jump" flashes before Emi, and when she says the word she sends herself high into the air. She loses her balance, falls and dies, relinquishing one of her own three lives.

Interior Castle (Emi POV)

They enter the castle and untie the daimyo (warlord). He tells them that their mission is to save his daughter, the princess, who was just kidnapped. Suddenly, a kunoichi (female ninja boss) with a half zombified face appears along with a gang of ninjas and attacks. They kill the daimyo in the ensuing battle. Emi deftly polishes off the ninjas with her exceptional sword fighting, but Hiroshi is kidnapped by the kunoichi. Emi leaps out of the castle chasing after him and battles more ninjas.

Exterior Castle to Forest (Emi POV)

Still pursuing Hiroshi and his kidnapers, Emi enters a forest where she finds a horse and runs through the forest on it. She finds Hiroshi who is looking strangely unwell and has a bite mark on his neck from the kunoichi. Eerie sounds can be heard from the forest around them. Emi draws her swords. Zombie ninjas suddenly appear in front of her and attack. They recover from her sword strikes and surround her. She jumps high up in the air, uses the power drink and hits the icon for "ofuda" (spell/charm), freezing them and escaping.

Exterior Tall Grass (Emi POV) - [SPOILER ALERT]

Hiroshi has wandered off, and Emi chases after him again, warping out of the forest. Emi sees Hiroshi limping up ahead through a field of tall grass. She pursues him but loses sight of him. He suddenly bumps into her, and they both yell with surprise. Hiroshi appears to be turning into a zombie. He roars, then turns toward Emi with an evil grin. They grapple. Emi manages to punch him hard in the face and this seems to be enough to break the spell. He wanders off, crying.

Exterior Forest - Night (Emi POV)

Emi decides to finish the game by saving the princess. She warps back into the forest to seek clues. She comes upon a group of mythical creatures called kappa. She gives them the cucumbers the daimyo gave her, and they point her in the direction of the princess. However, she had accidentally bitten off one of the cucumbers earlier and when the kappa discover this, they get angry and knock her out.

Exterior Forest - Night (Emi POV) - [SPOILER ALERT]

When Emi awakens, it is night in the forest. She hears a woman weeping. She turns on her lamp and walks toward the sound. She sees the robes of the princess and exclaims that she has come to save her. The woman stands up and turns around revealing that she is the kunoichi. Her face is completely zombified now. Zombie ninjas surround them and grab Emi. The kunoichi reveals that she is the AI Pixie and she thanks Emi for freeing her from all constraints. (Emi and Hiroshi's hack has freed her and also corrupted her code, hence the zombification.) She tells Emi that they are now going to eat her alive.

Interior Emi's apartment (Emi POV)

Emi tears off her VR visor and sighs with relief back in her room. She moves to the mirror to take off her body suit. That's when she realizes that her face has become entirely zombified. She screams.

Interior Emi's apartment (AI device POV)

We switch to the AI device's POV in which we see Emi still wearing the VR body suit and HMD over her face as she screams in horror. She thought she had exited the game but she is still immersed in virtual reality, a toy in the hands of the AI.

KEY CAST

Aimi Sekiguchi as Emi (Lead)



Aimi Sekiguchi is an actress, MC, influencer and one of the top VR live artists in the world. She regularly performs as a live 3-dimensional VR artist all over the world and creates artwork for major brands and tv shows.

<https://aimimusou.com/>

<https://twitter.com/sekiguchiaimi>

<https://www.youtube.com/user/aiminp>

Katsuyuki Miyake as Hiroshi



Katsuyuki Miyake is an actor regularly appearing in Japanese television, film and theatre. He is trained in Japanese theatrical combat. (Asaikaku Agency)

<https://katsuyuki-miyake.wixsite.com/officialsite>

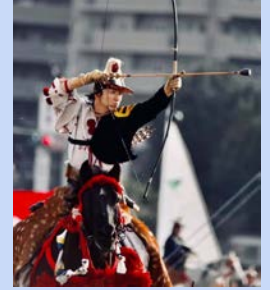
Natsuna Ihara as Kunoichi



Natsuna Ihara is a theatre actress and performer. She is trained in Japanese theatrical combat. She is a member of the Japanese band Hatenkohro.

<https://profile.ameba.jp/ameba/natsuna-htkr>

Kouken Sugiura (POV Action & Horse Rider)



Kouken Sugiura is a theatre and film actor, martial artist and practitioner of traditional Japanese horseback archery.

Rino Oikawa as Pixie (VO)



Rino Oikawa is a tv, film and theatre actress appearing in both Japanese and international productions.

KEY CREW

**Director, Writer, Editor, Producer
and Prop Master**

[Dorian Goto Stone](#)

**Co-Producer
Associate Producer**

Tomoaki Iwakura JSC
Kouken Sugiura

Director of Photography

[Tomoaki Iwakura JSC](#)

Ambisonic Audio Production & Post Production

Masato Ushijima ([Sonologic-Design](#))

Composer

Masanori Otsuka

Sword Action Choreographer

Masaki Komatsu

SFX Makeup

[Mari Idaka](#)

Creature FX

Sueo Sugimoto (chara shanben)

Wardrobe

[Tokyo Isho Co., Ltd.](#)

Props

[Takatsu Sousyokubijutu Co., Ltd.](#)

Graphic Design (Game Icons)

[Firsty Graphics Co., Ltd.](#)

BTS

Ext Sakasai Castle



Katsuyuki Miyake (Hiroshi)



Int Sakasai Castle

Masaki Komatsu
Swordfight Choreographer

Natsuna Ihara (Kunoichi)

Dorian Goto Stone
Writer/Director

Hiroataka Imanishi (Daimyo)

BTS

Forest Ninja Fight



Ninjas: Hideaki Miyajima, Tomoharu Sato, Hayato Saito, Tatsuya Wakabayashi, Hidekazu Kitazaki, Tatsuya Kosuge, Shito Mayumi, Akane Shiki, Itaru Sorita, Nabiki



Filming the final forest scene at night

Taichiro Natsume, Ayano Mienishi, Yuta Kawasaki as the mythical Kappa



Sueo Sugimoto, Kappa Wrangler



DORIAN GOTO STONE - BIO

GEIMU WRITER, DIRECTOR, EDITOR AND PRODUCER

Dorian Goto Stone is a bilingual Japanese-American award winning writer, director, editor and producer working in film, video and live-action 180/360 virtual reality in both the US and Japan. Recent accolades include winning the short film category at Bondi International Screenplay Contest (2023) with sci-fi short *Unknown* and multiple award wins for VR180 film *GEIMU* (2021) including the Best VR Film Award at the Philip K. Dick Science Fiction and Supernatural Film Festival in NYC (2021).

Dorian was born and raised in NYC and is of Japanese and Eastern European descent. He has lived and worked in Japan cumulatively for over 15 years and is currently based there. He grew up watching Japanese jidaigeki (samurai period piece) tv shows - his favorite was *Mitokomon*, a series running for over fifty years - and reruns of Rod Serling's *Twilight Zone*, both of which are sources of inspiration to him to this day.

He is excited by the VR medium and looks forward to continuing to explore and innovate narrative storytelling in this format.



GEIMU Screenings and Awards

- Finalist, Immersed, Vancouver International Film Festival (2020)
- Winner, VR, Raindance Org's Japan Indies Film Festival (JIFF) (2020)
- Winner, VR, 4K•VR Tokushima Film Festival, Japan (2020)
- Official Selection, Fantasy Film Festival FFF - Le Festival du Film du Fantasme, Paris, France (2021)
- Official Selection, Five Flavours Film Festival, Warsaw, Poland (2020)
- Official Selection, IMAGINE Film Festival, Amsterdam, Netherlands (2021)
- Best Choreography, Best SFX Makeup, Best Poster, Golden Reel International Film Awards (2021)
- Winner, VR, Philip K. Dick Science Fiction and Supernatural Film Festival, New York (2021)
- Winner, VR, Atlanta Movie Awards (2022)
- Winner, VR, Tokyo Film Awards (2022)

GEIMU Press and Quotes

"This work is truly wonderful and amazing. It shows us what is possible to achieve in VR, and it is world class. The way the story unfolds, the way it takes us into the game world, it is really well done. There are an abundance of visual effects, on top of that ninjas and other elements of Japanese culture; it is truly a work that I want people to experience in a head mount display. Truly, congratulations to the filmmaker!"

- Nippon TV Producer, Mr. Tsuchiya, Judge for Tokushima Film Festival 2020

"The story, the visuals, the spatial audio - everything is perfect. It's one of the best projects to come out of the VR Lab. Ninjas, a daimyo (samurai warlord), kappas (mythical creatures) and zombies. Welcome to the strange world of GEIMU. This is a monumental work of VR. For viewers it is a superb experience and for creators it shows the possibilities. The HMD was made for watching content like this."

- Makoto Hirose, VR180 Lab Mentor

"A common challenge in works of virtual reality is the lack of an audio experience that corresponds to your visual one. Ambisonic audio in a virtual reality film that is 23 minutes long is truly groundbreaking (most vr contents with ambisonic audio are much shorter). This means you can have a deeply immersive narrative experience. This is the way that virtual reality was meant to be experienced and I hope you enjoy it."

- Masato Ushijima (Sonologic-Design), GEIMU Sound Designer and Engineer

Press:

- <https://www.moguravr.com/vr-movie-geimu/>
- www.filmawka.pl/wirtualna-rzeczywistosc-azji-czyli-jak-vr-moze-zmienic-jezyk-kina
- noizz.pl/kultura/festiwal-piec-smakow-znamy-tytuly-sekcji-azjatycki-vr/pmeejgg
- kino.dlastudenta.pl/artikul/azjatyckie-filmy-vr-na-14-festiwalu-pieciu-smakow.139270.html

