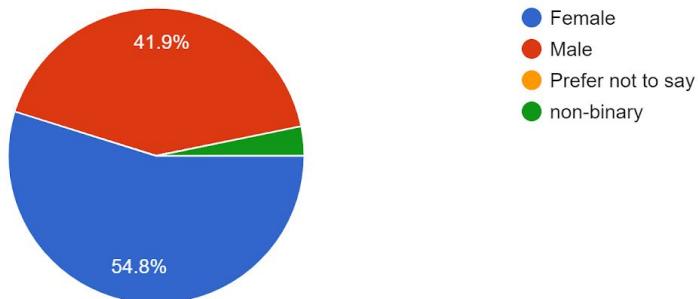


QUESTIONNAIRE #2

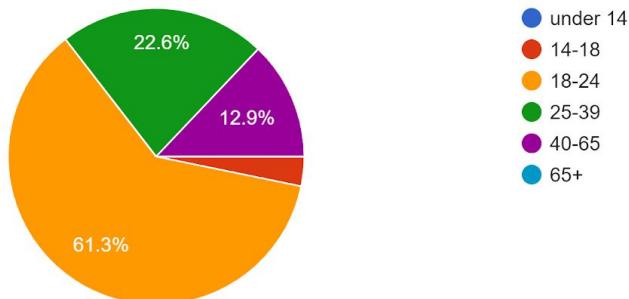
What is your gender?

31 responses



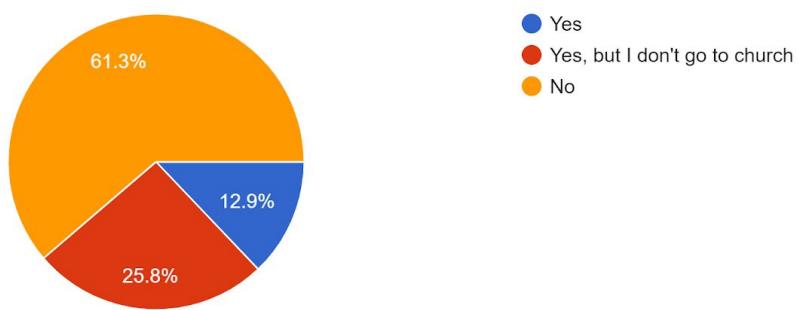
What is your age?

31 responses



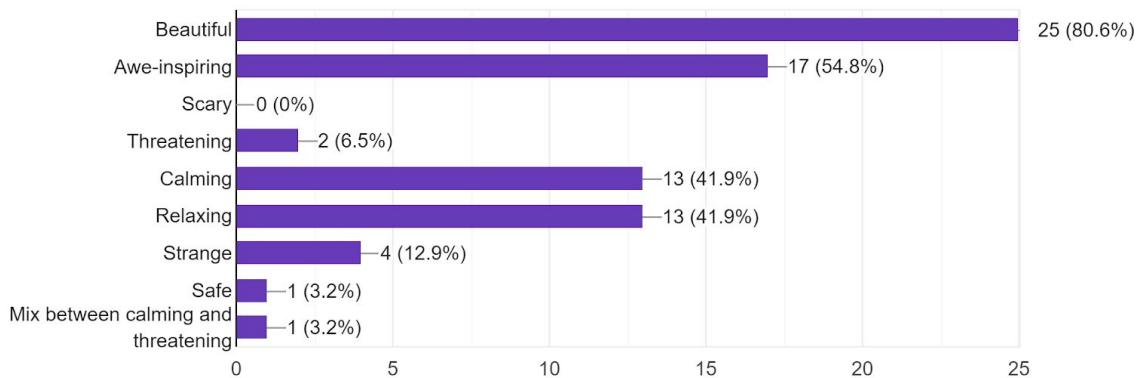
Do you consider yourself to be religious?

31 responses



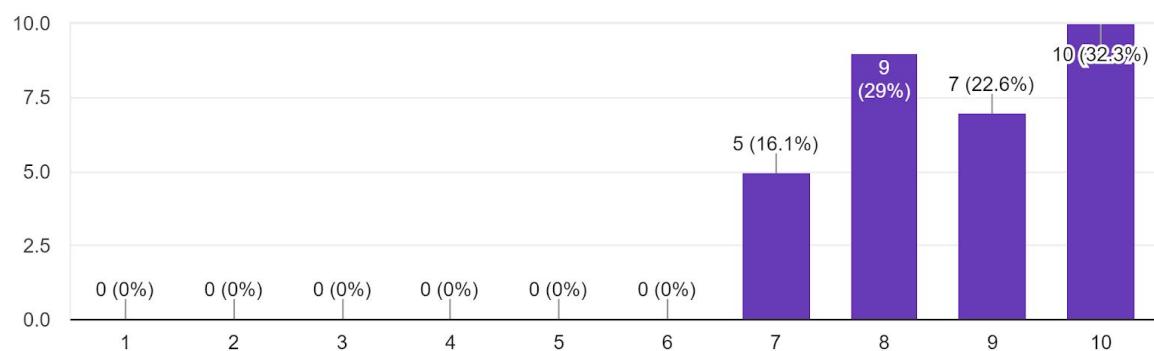
How would you best describe the environment shown in the video?

31 responses



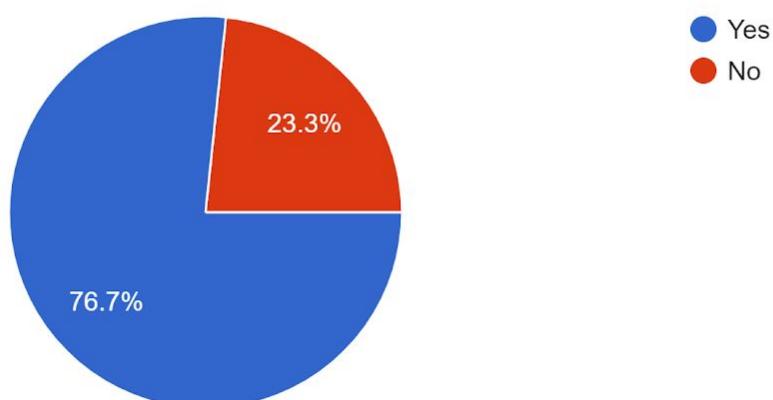
How would you rate the beauty of the environment shown in the video?

31 responses



Did you feel immersed in this world?

30 responses



What did you like about it?

The colors, the vibe

the colors

I liked the colors of it and the initial cave

The sound effects are a nice touch. They definitely help with immersion.

The contrast between darkness and light

it looked nice and immersive

The sounds, water and crickets

I liked the lighting and the ambient sound effects

The light

The lushness and realism of the vegetation and the calming nature sounds

The colours, the nature in general

I like that the view gradually moves into to environment, starting from a confined and somewhat uncomfortable space, then into a breathable, bright and open space. The green hues are beautiful. The subtle animation of the trees swaying gently was soothing. I love the sun rays/reflections!

The colours and composition were lovely!

Everything

The forest is untouched by human hands

the nature, the sound of the nature

That everything was green and gave me the feeling of freshness.

it looked real

I liked the fact that it gave me the vibes I get from a forest trip at night when there's no artificial noise from a city, just nature and its beauty.

The graphics giving out a really good sense of beauty/picture

The environment

The contrast between darkness and light

The framing of the big tree in the mouth of the cave felt deliberate.

I liked emerging from the dark into the light

The transition from the cave

I liked the way the environment is presented

The contrast of the colors.

Not being at ground level allowed me to consider that there may be even more space to explore below me.

Green vibrant ambient, sun ray reflecting through the retina, and realistic leaves movement.

The saturation of the colours

A red plant caught my eye, wind in the foliage

What did you not like about it?

-
- the sun is too bright
-
- The red plant in the bottom-left corner. It steers the emotion slightly toward "Threatening".

Very shiny rocks

the lense flare (i think thats what its called)

N/A

Lack of animal life

Not being able to see over the ledge

The in-render camera movements were not that smooth, slightly breaking the immersion

Everything

There seemed to be too much visual contrast. There is a lot of black in the scene, which hindered the immersion for me, it was too harsh. I couldn't make out what was going on in the scene until I watched it a few times to get a good look. I'm guessing that's a river toward the middle, down below? It's hard to tell. The sound effects caused me to be a little on edge too, maybe the balancing was off? Everything sounded like it was at the same volume, giving it a lack of depth. (I listened to it with no disruption, in a quiet space, without headphones)

The lens flare. I couldn't tell if I was a human or a camera walking through the scene - humans don't get lens flare.

To be honest, nothing

Potential wild beasts threat

the camera movement was not very fluid

That i was in a jungle and that scares me a little

the sun is too bright

I can't say I disliked anything about it. It may be scary to some, sure, but I liked it.

how short it was and no change in terms of the cameras overall placement

-

-

I felt that the midground if the environment was plain and too dim.

The color palette is very one note

Cave too dark

N/A

The ground was a little too shiny.

N/A

Too much shadow

The lens flare seemed a bit too annoying

movement. to jerky, didn't get enough time to just stop and feel.

What do you think could be done to make it more beautiful?

Add some birds and more lightning

add animals

-
The scene is nice but all the greens blend together, it could use something to break up the monotony. Adding irregularity to the river would make it look more natural. The treeline also looks a bit uniform, maybe scaling some of the trees up and down would break it up. I suggest not using carnivorous plants (see previous question).

Add a focal point near the path, maybe (like the red flower next to the cave)

slightly more vibrant colors?

More subtle and somehow smoother angles shift. I think it would make it look more real and would help you feel more immersed into the scene

Hanging vines with flowers, parrots flying past

Show less of the darkness of the cave, at the beginning

Possibly improve the movements of the recording so they're not as noticeable, also spend less time on the build up to the cave exit and more on the scenery itself

I don't know 😊

Careful consideration for colours and lighting. The colours look like they could be really beautiful, but the sharp darkness in some places makes it difficult to really see the detail in trees. Needs to be brighter, and softer! Sounds of a river flowing gently. Subtle noises of bugs would work better (I don't like the idea of bugs being so close to my ears!)

The modelling looks really fantastic, and the animations are wonderful. Maybe a sunset would enhance the beauty! All personal preference. I hope this helps!
😊

Softer light! The light definitely felt too harsh.

-
More flowers

the shadows could be a little less dark

Maybe a waterfall with a hot spring

add birds

Probably the sound of rain would make it the best for me

-
Some form of music adding to effect of immersion like a movie would for example

animals, motion blur

add more sounds to the interior of the cave

More variety in colour, most all of it was in shade, if there were gaps in the tree line on the far side then light would be able to hit the mid ground and long shadows would bring out the texture there.

More colors!

Smoother camera movement, it was a big jaggy. And maybe make it at sunset.

Make one tree exaggerated (big) compared to the others

-
more fauna as well as flora

Brighter contrast at the beginning of the video, inside the cave. Plus, I wanted to see the cave walls (I understand it's pitch dark inside but let's assume you've gotten a flashlight or a fire?).

I wish the crevice was much more texturised while the transition phase.

The rest falls in nicely done manner. Keep up the good work!

Make the environment seem more mysterious

slower, gimbled camera movement