



THE LIVING BOOK

By Mitch Johnson and Guildhall Live Events in association with Dr Sophie Scott-Brown (UEA), The Forum Trust, UEA Recruitment and Outreach, City Academy Norwich, Flegg High Ormiston Academy and UEA.

Premiering at the Norfolk & Norwich Festival, from 21 May 2021

EXPERIENCE THE EFFECTS OF CLIMATE CHANGE IN A 360 VR WORLD

The Living Book is an immersive experience that invites us to explore the long-term consequences of climate change in a virtual world, as imagined by children today.

Inspired by children's author Mitch Johnson and created in collaboration with students from two Norfolk schools, this 360 virtual reality imaginarium spans cities and deserts, mountains and beaches, forests and factories, bringing to life the effects that global warming could have on these environments and our everyday lives.

HOW IT WORKS

The work consists of a collection of 360-degree videos and audio, interlinked by a 'minimap' for navigation. The worlds download to the local device and run inside the web browser, using the Babylon.js framework and the WebXR API.

WHAT YOU NEED

Full instructions and access

Go to www.living-book.net on your device or desktop and follow instructions.



Or point your smartphone camera at this QR Code.

*Depending on your mobile phone contract, data charges may apply. Circa 60mb

System requirements

View on desktop, mobile or VR platforms using the device's web browser. The work requires a recent version of Chrome (ver 87 or above), Safari (ver 14 or above), Edge (ver 89 or above) or Firefox (ver 86 or above).

If you have any difficulties with the browser-based versions, you can download a 360-degree video from www.living-book.net

VR headset users

Head to www.living-book.net in the VR browser. This version is open-ended, so you can stay in each world for as long as you like or move on to another location or climate scenario.

Navigate the worlds by using the controllers to click on the segments of the minimap.

Google Cardboard users

Select 'cardboard' from the menu. This version runs without user navigation. You'll automatically be taken to each new destination.

All other devices

Select 'PC or VR Headset' from the menu.

Start exploring

Choose a destination on the minimap to start exploring a world. Use the logo at the centre of the map to switch between climate scenarios.

Data usage

The experience uses around 60mb of data. A broadband internet connection will make the experience more responsive but slower connections will work.

Headphones

Recommended for best audio quality and experience, but not essential.

For information on accessibility visit www.living-book.net

For help accessing the experience visit www.living-book.net

GIVE US YOUR FEEDBACK

We are keen to hear from you about your experience of this work. The feedback you give us will help us improve the experience and continue to offer it to the general public for free. Please complete our short survey here: uk.culturecounts.cc/s/5cfPUD/splash

This work, generously supported by Arts Council England, is part of the UEA's 'Future and Form' series of works designed to explore the interface between contemporary literature and creative technology.

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More information and full credits can be found at: www.futureandform.net

Ground-breaking technology meets some of the most innovative writers on the planet: UEA's world-renowned creative writing programme presents a multi-installation virtual and physical exhibition exploring the interface between contemporary literature and creative technology.