

# WHY VIRTUAL REALITY:

• Virtual Reality is easily the most exciting field in the entire media marketplace. With applications in almost every facet of life VR is projected to far outpace, in regards to investment and returns, all of the other industries combined (cinema, TV, dance, theatre, traditional/non VR game design, apps etc.). The massive economic opportunity, coupled with the lack of learned and skilled creators currently in the workforce make for an amazing opportunity. In addition to being the most practical area of study for the storyteller of tomorrow it's also so enticing to study a medium in which the rules of grammar have not yet been written.

# WHY NYFA:

 No other institution offers the same intensive, hands-on approach to learning VR as NYFA. There may be some short-term online courses for coding and of course some long term programs at traditional universities but nobody offers what we offer in regards to curriculum, pedagogical methods and practical outcomes.

### WHY NEW YORK:

 NYC has positioned itself to be an international hub for VR development with a massive investment from the mayors office

#### **FACULTY BIOS:**

### JONATHAN WHITTAKER

Chair of VR Department (NY)

Jonathan Whittaker is a partner and founding member of ManInHat, a New York-based production company. With over 15 years of experience in the film industry, having produced, directed, and lensed short films, music videos, live concerts, commercials, TV shows, features, docs and 3D specials, he is never one to shy away from a new challenge. Nissan, Sony Pictures, DirecTV, Gillette, Hyundai, and Sports Illustrated are just a few of his clients and collaborators. When he is not on set or in an edit you can usually find him at the head of a lecture hall sharing his thoughts on the art of cinematography and the director's craft. In addition to being a resident professor at the New York Film Academy, he has also given guest lectures all over the globe.