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CRITICAL PRACTICE &
EXPLORATION

1666 : The Burning City

GREAT FIRE OF LONDON

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AGENDA

↘ PROJECT OBJECTIVE 03

↘ FLAMES OF 1666 : A PATHWAY MAP 04

↘ STRUCTURE 05

↘ WORKING PROGRESS 08

↘ USER RESEARCH 14

↘ 180° VIDEO SHOWREEL 15

PROJECT OBJECTIVE

INTRODUCTION

"1666: The Burning City" is an immersive, in-production experience that blends modern-day London with the historical Great Fire of 1666. Using stereo 180° video, it offers a contemporary view of the city, allowing users to compare the modern landscape with its appearance during the fire. The VR portion lets users step into the chaos of 1666, experiencing the fire's destruction firsthand. This project merges historical education with immersive technology to create a powerful and engaging experience.

STRUCTURE *

Stater

VR

Start

Intro
3D Map

180° VIDEO

Provide an immersive geographical context for the audience, making the connection between modern London and the fire.

Shakespeare’s Globe Theater

180° VIDEO

DAY / MODERN LONDON

Set the stage for the story, establishing the culture and historical importance of London in 1666.

STRUCTURE *

Monument (Present)

180° VIDEO

MORDEN/ DAYTIME

Set the stage for the story, establishing the culture and historical importance of London in 1666.

Pudding Lane (Past)

VR

NIGHT / 1666 LONDON

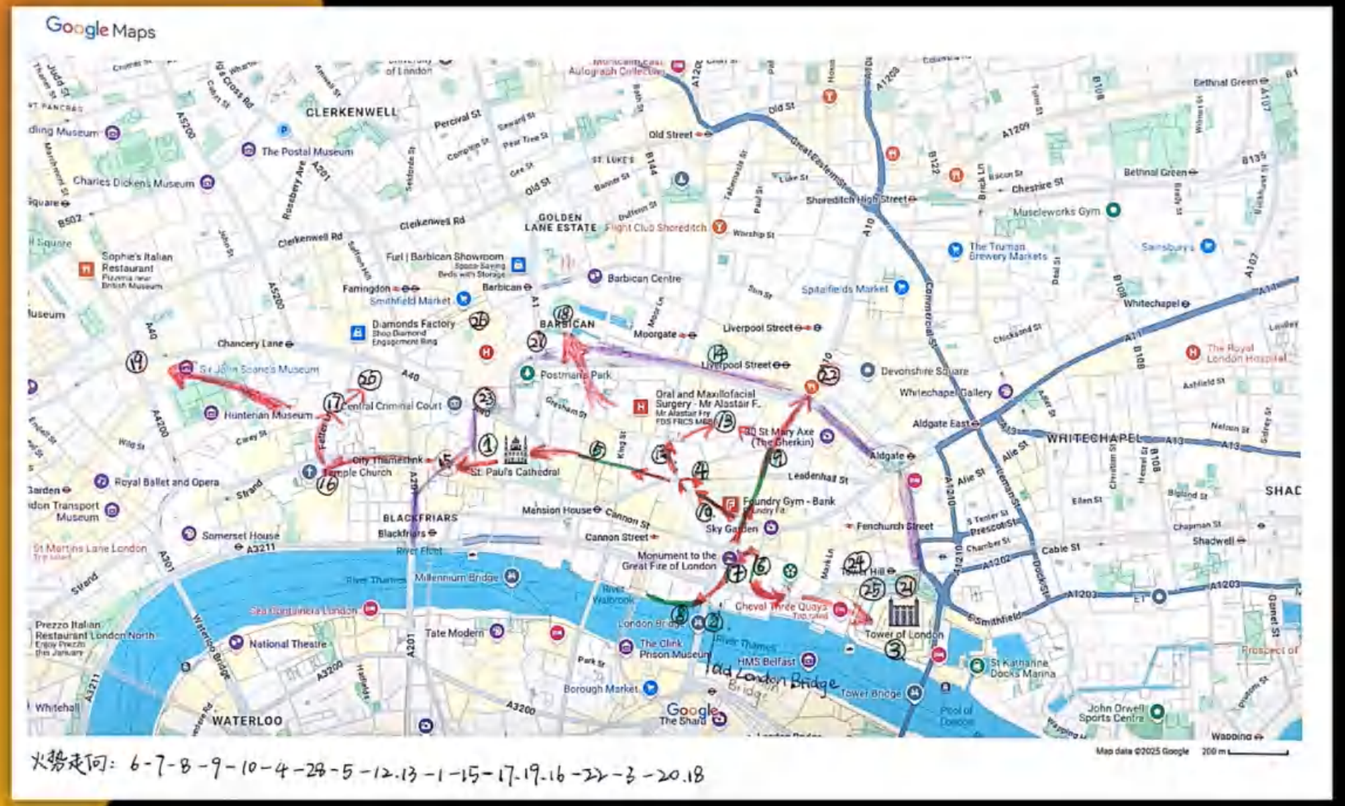
Depict the start of the fire to give viewers an understanding of how quickly and unexpectedly the fire began. This section sets up the unfolding disaster.

Ending/ Consequence

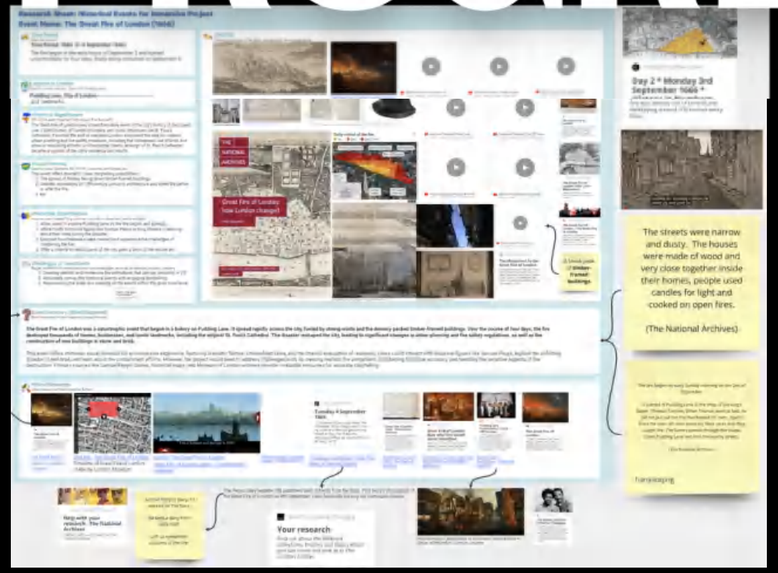
180° VIDEO

FLAMES OF 1666:

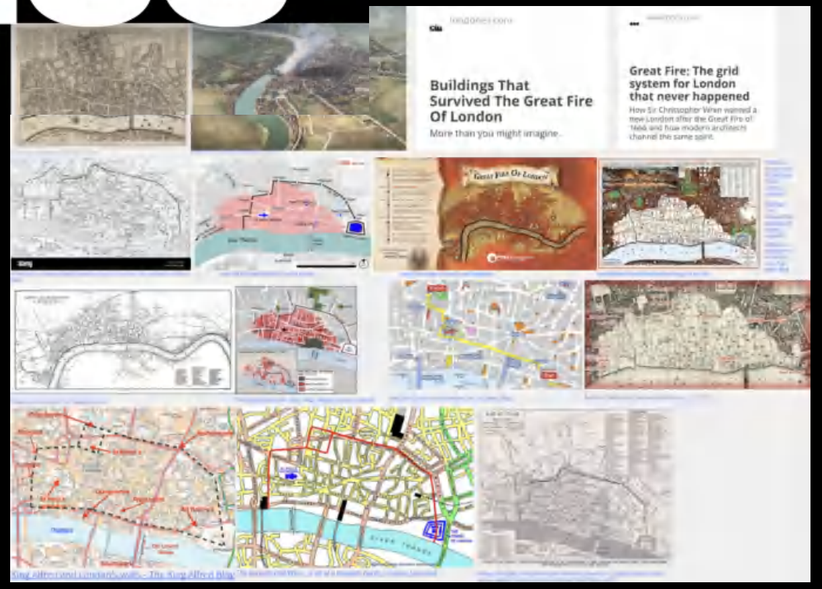
A PATHWAY MAP



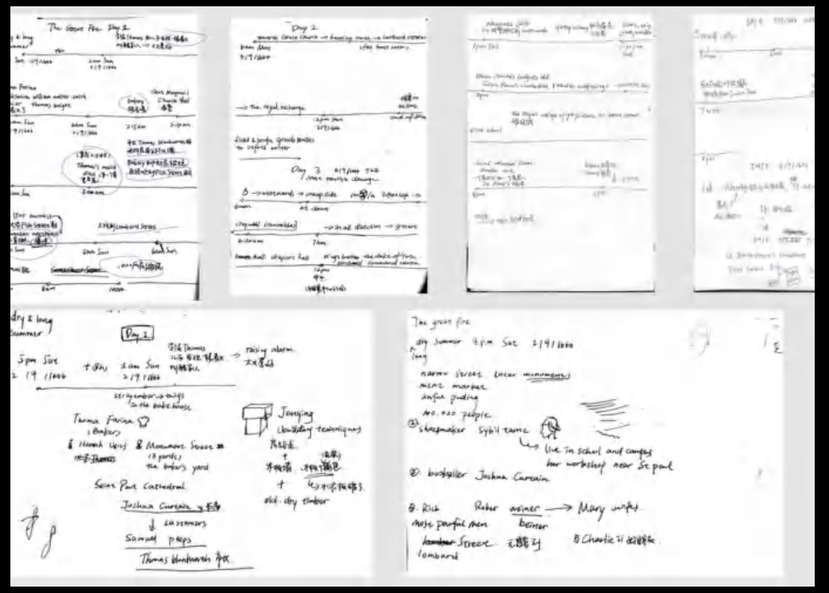
WORKING PROGRESS



The research on studying the Great Fire



The comparisons between 1666 London and morden London’s layout



The compliation of the historic timeline

SCRIPT

Great Fire Of London Script

1666: The Burning City

By

Aner Chen

Wenye Wu

Sharon Chen

Yao Han

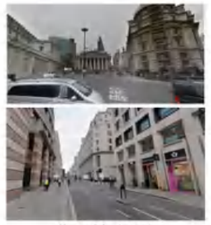
governmental control and emergency preparedness. (A Woman Might Piss it out!)

The financial devastation caused by the fire led to a greater role of the government in managing risk. The creation of the first fire insurance companies helped citizens and merchants to recover financially.

New Act:

After the devastation of the Great Fire of London, new laws were put in place to ensure the city would never burn so easily again. The 1667 Rebuilding Act transformed the city's architecture - banning wooden buildings in favor of brick and stone, widening streets to slow the spread of fire, and enforcing strict height limits for houses. Open spaces were introduced as firebreaks, creating a safer urban layout. To solve disputes over rebuilding costs, the Fire Court was established, ensuring reconstruction moved swiftly. Then, in 1670, the London Building Act reinforced these measures - mandating stronger foundations, tiled roofs, and brick firewalls between buildings. These reforms reshaped London, turning it into a city built for resilience.

EVENT LIST

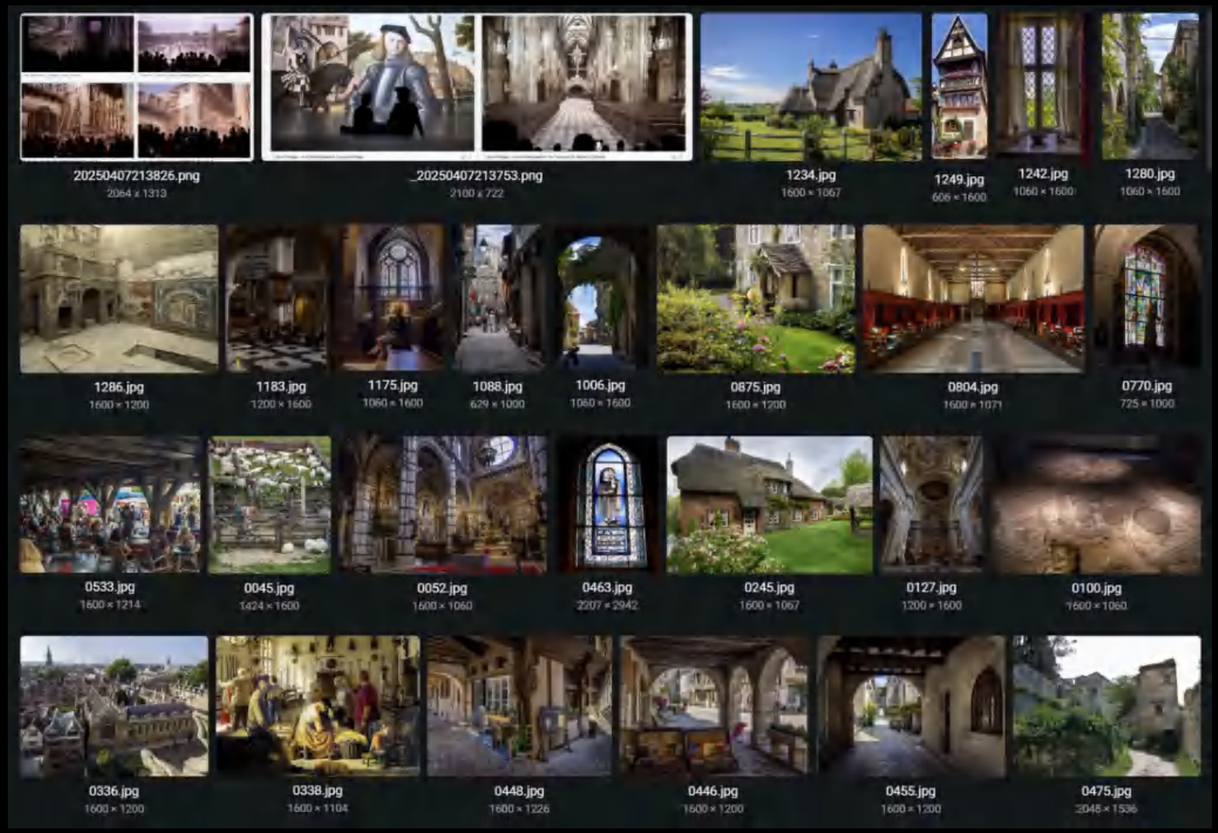
Slate	Take	Location	Time	Shoot Scale	Duration (sec)	Script Text (Intensity)	Assets	StoryBoard (Transition)	Spatial Sound
						it burnt through bookstores, jewelry parlours.			
8	1	OUT(180° FILM), Cheapside	Day	Long shot		**September 3, 1666** In less than a few hours, the Royal Exchange, once the symbol of London's financial might, was reduced to rubble, consumed by the inferno. The flames didn't stop there. As the fire spread uncontrollably, one of the busiest and most vital commercial hubs in the city. This is a historic street in the City of London, renowned as a major commercial hub and center for global trade since medieval times. The name "Cheapside" originates from the Old English word "ceapan," meaning market, reflecting its role as a marketplace.		 Cheapside Street	1. Ambient sound 2. Fire crackling sound 3. Market crowd sound
8	2	OUT(180° FILM), Cheapside	Day	Long shot		In 1666, Cheapside is one of the busiest streets in London. This area is teeming with activity, from leather goods to the finest silks imported from Asia. It is home around 2000-3000 residents and workers in approximately 150-200 timber-framed buildings. It was a hub for goldsmiths, mercers, and grocers, with an estimated 50-100 goldsmiths and 30-50 cloth merchants operating in the area. The street was known for its high		 Cheapside Street	1. Bustling streets Noise Sound 2. Siren Sound 3. Wind 4. Natural

Great Fire of London: 1666 [Event List]

Slate	Take	Location	Time	Shoot Scale	Duration (sec)	Script Text (Intensity)	Assets	StoryBoard (Transition)	Spatial Sound
1	1	-	Night			Imagine London at the dawn of the 17th century. It is a city on the rise.		 Black Screen	1. FarmYard sound 2. Animal sound (Rooster, Cow)
1	2	-	Night			The streets were alive with the sounds of Shakespeare's plays and his words performed in the Globe Theatre, echoing through the hearts of audiences across the city.		 Title page fades in and fades out	1. Shakespeare's lines fade in over narration 2. Market environment sound

VISUALS

HUNDREDS OF
MILES OF FRONT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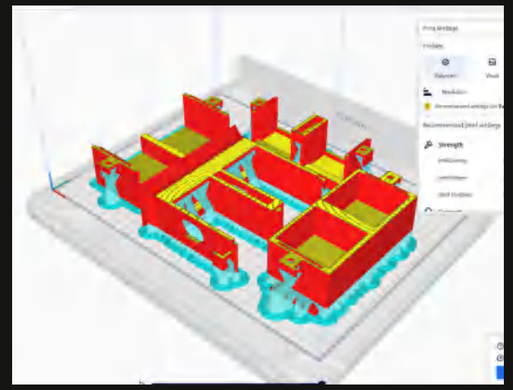
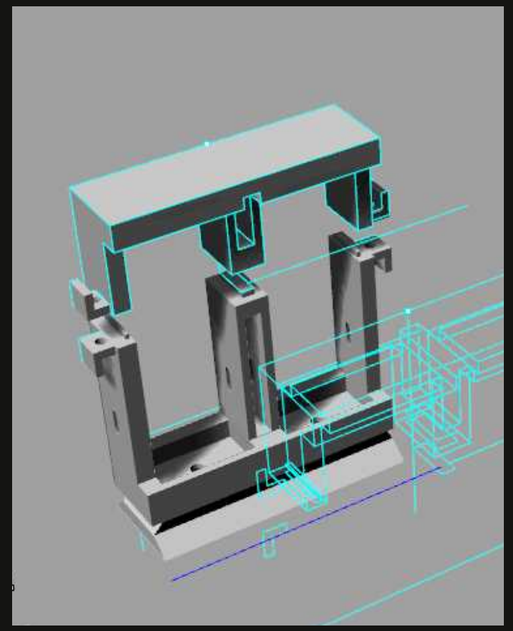
2064 x 1313
_20250407213753.png
2100 x 722
1234.jpg
1600 × 1067
1249.jpg
606 × 1600
1242.jpg
1060 × 1600
1280.jpg
1060 × 1600
1286.jpg
1600 × 1200
1183.jpg
1200 × 1600
1175.jpg
1060 × 1600
1088.jpg
629 × 1000
1006.jpg
1060 × 1600
0875.jpg
1600 × 1200
0804.jpg
1600 × 1071
0770.jpg
725 × 1000
0533.jpg
1600 × 1214
0045.jpg
1424 × 1600
0052.jpg
1600 × 1060
0463.jpg
2207 × 2942
0245.jpg
1600 × 1067
0127.jpg
1200 × 1600
0100.jpg
1600 × 1060
0336.jpg
1600 × 1200
0338.jpg
1600 × 1104
0448.jpg
1600 × 1226
0446.jpg
1600 × 1200
0455.jpg
1600 × 1200
0475.jpg
2048 × 1536

0338.jpg
1600 × 1104
Screenshot - 2025-03-25 16.39.01.png
899 × 597
Screenshot - 2025-03-25 16.38.04.png
546 × 700
Screenshot - 2025-03-25 16.37.30.png
1681 × 1103
Screenshot - 2025-03-25 16.36.15.png
960 × 723
NAJ1JVKP.jpg
1920 × 802
UKO2K6YY.jpg
1916 × 816
S3XWU1D2.jpg
1916 × 816

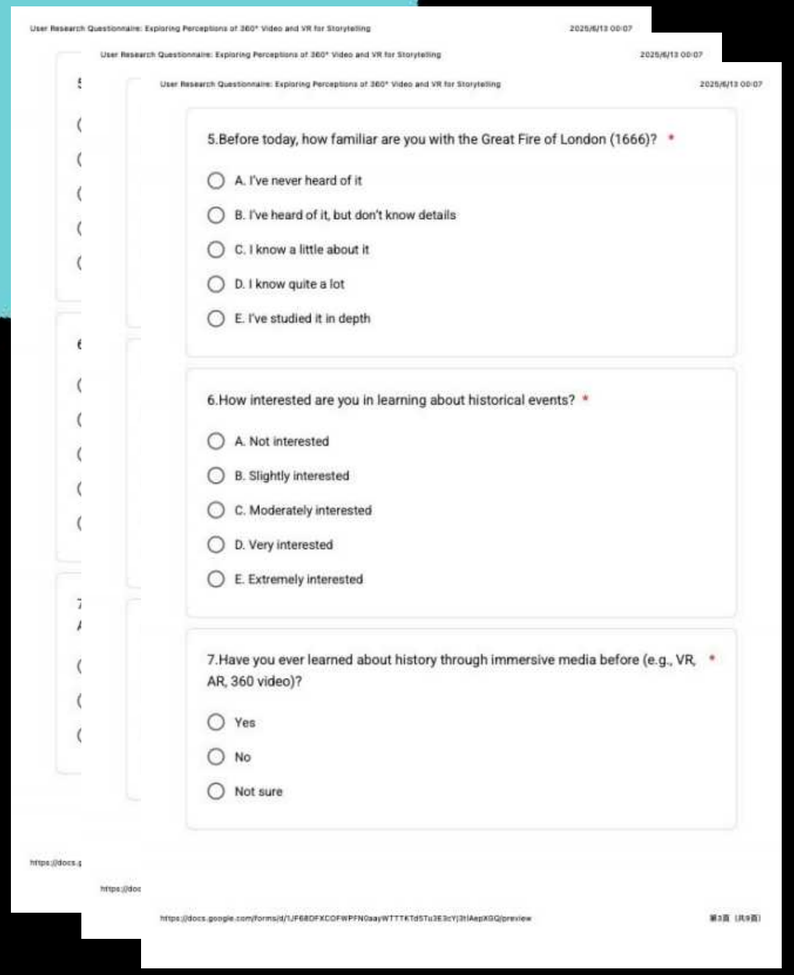
MAKING OF CAMERA RIG

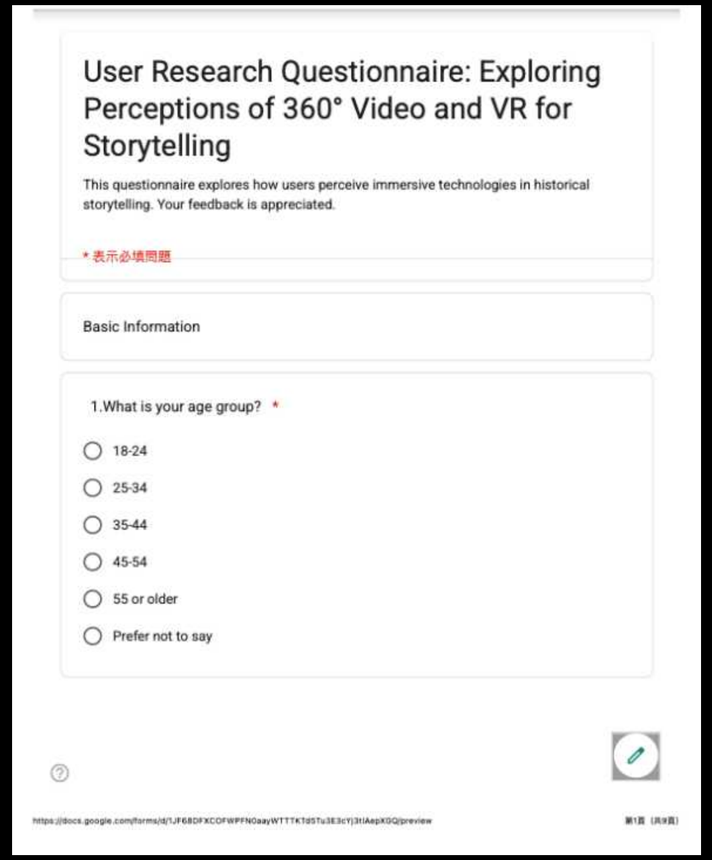




ANAGLYPH

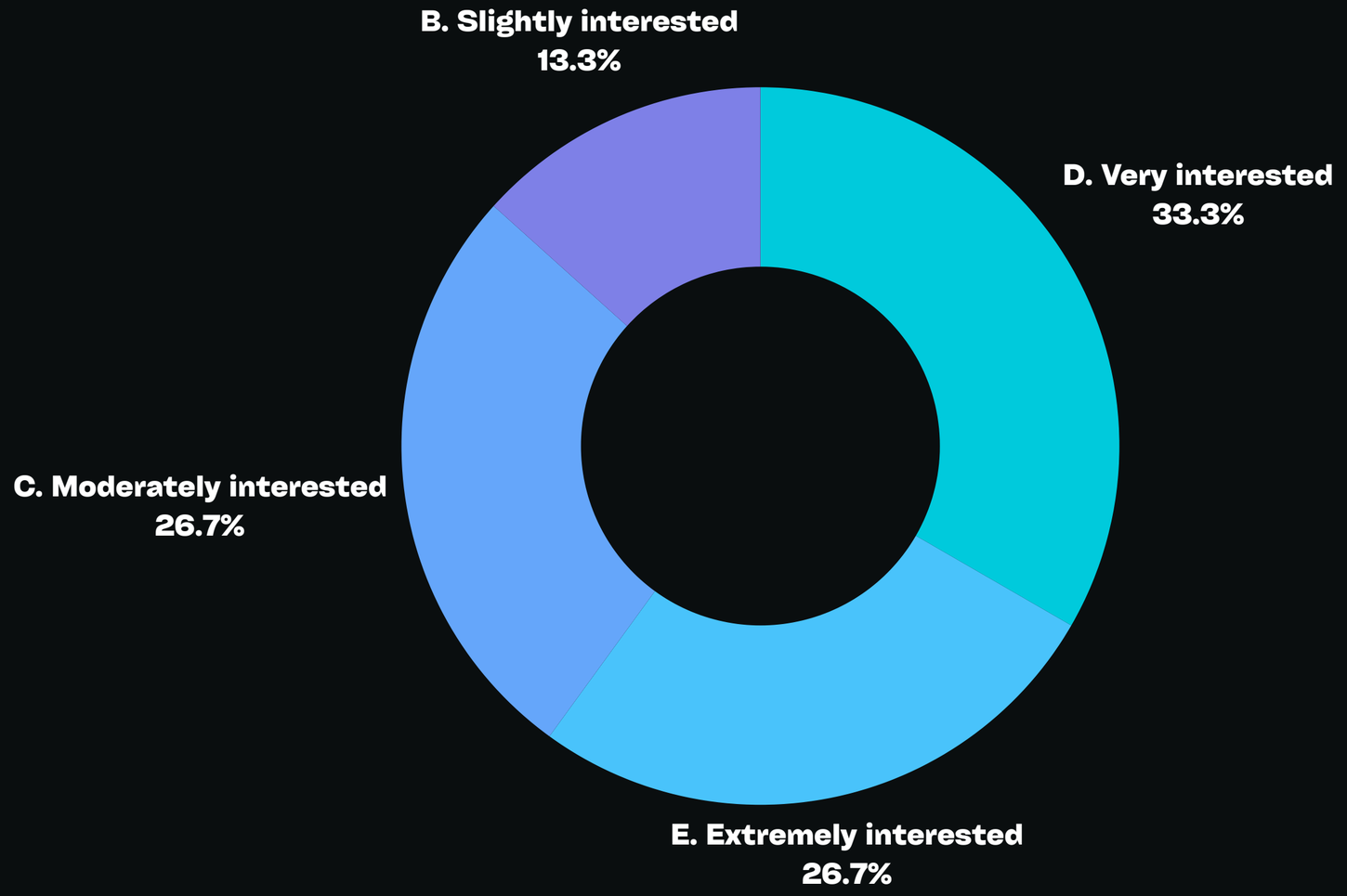
USER RESEARCH





HOW INTERESTED ARE YOU IN LEARNING ABOUT HISTORICAL EVENTS ?

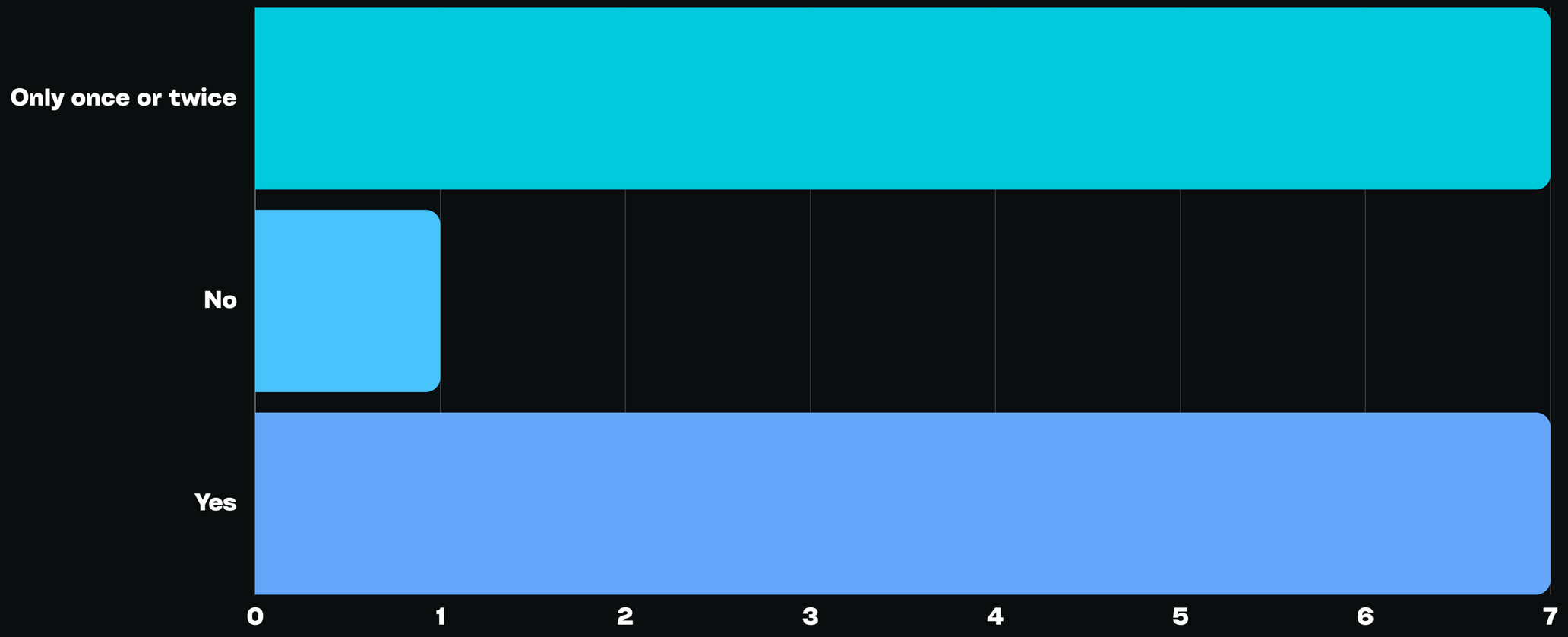
A. Not interested
B. Slightly interested
C. Moderately interested
D. Very interested
E. Extremely interested



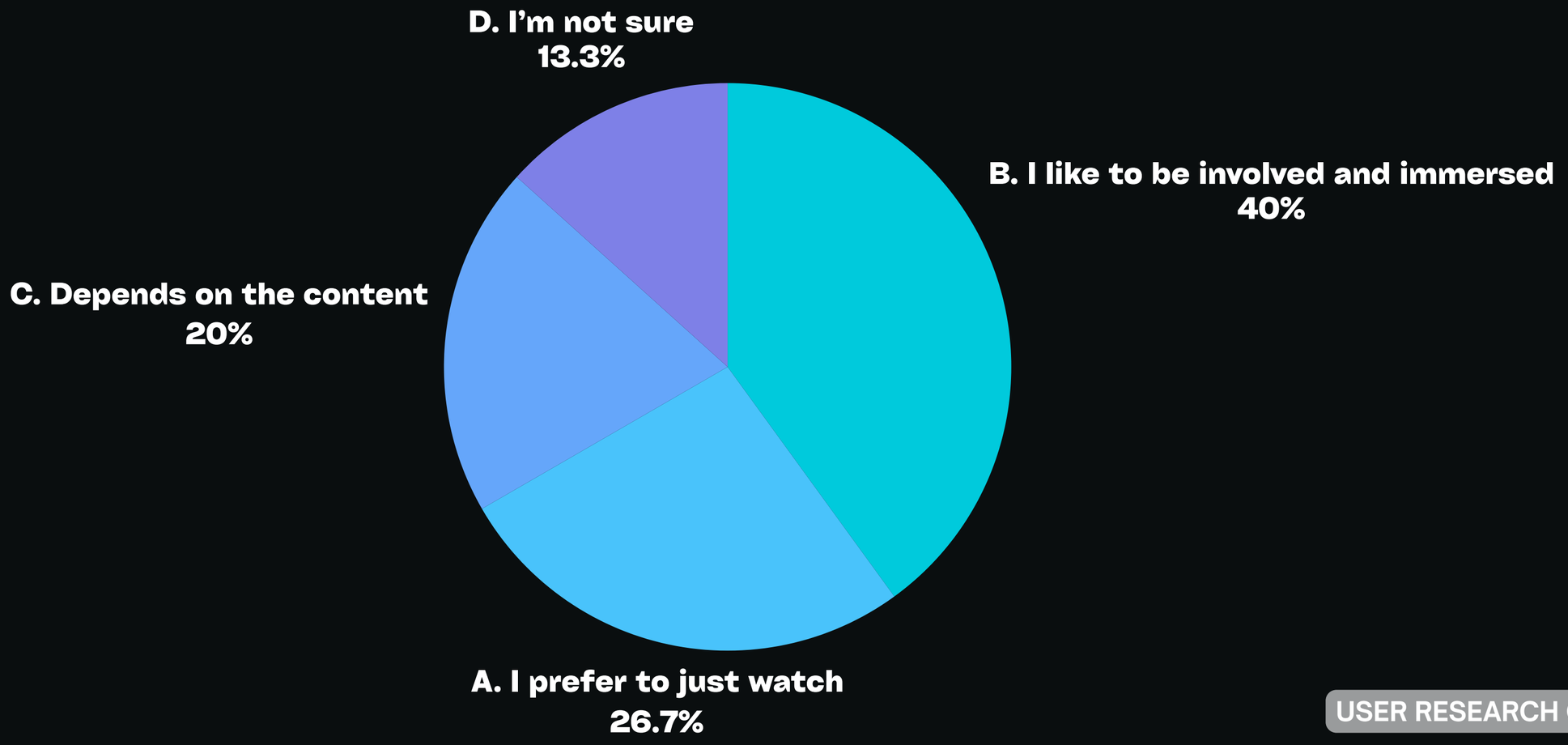
USER RESEARCH QUESTION

USER RESEARCH QUESTION

HAVE YOU USED A VR HEADSET BEFORE ?



DO YOU PREFER TO OBSERVE A STORY OR BE PART OF IT WHEN ENGAGING WITH MEDIA ?



USER RESEARCH QUESTION

DO YOU HAVE ANY ADDITIONAL THOUGHTS OR FEEDBACK REGARDING THE IDEA OF USING VR AND 360° VIDEO FOR STORYTELLING?

I love the idea! I di...

This has great pot...

I think V...

I think VR and 360...

I think VR and 360...

180-deg...

USER RESEARCH QUESTION

USER RESEARCH

Feedback & Results:

- Majority aged 18–34
- Most were first-time or occasional VR users

Key Findings:

- Most users showed a strong interest in the 180-degree video view, while they were not familiar with the historical events of London.
- 180° video acted as a smooth onboarding stage into more immersive VR storytelling.
- Users preferred passive or lightweight interactions over fully active control.
- VR increased emotional connection and improved memory retention compared to traditional media.

180° VIDEO

VR ENNVIRONMENT
PUDDING LANE
Moon Target
Selected Actor(
Light_Tem
Current Context
Level

SCREENSHOT
BEFORE FIRE

VR ENNVIRONMENT
PUDDING LANE ON FIRE

Q&A