

A Better Title?

Draft #1

→ Toward a unified Plausible Realism: Assessing Authenticity in 360° VR and photography.

A New Realism (Plausibility)? Exploring the Authenticity of Conflict

Representation in 360° VR and Photography

Part I

→ Introduction.

Methodology: Context & Rationale:

In recent years, both photography and 360° virtual reality have become prominent means of documenting and conveying the realities. Photojournalists capture decisive moments in single frames—framing truth through composition, light and context—while immersive VR artists reconstruct entire environments, inviting viewers to navigate and inhabit virtual spaces.

into

→ that viewers can navigate and inhabit.

(?) (X) ← Yet despite their shared goal of bearing witness, these two media are typically studied in isolation.

Documentary and photo-theory offer rich accounts of truth

↳ often

Raises Problem

Photography has a long critical tradition around truth claims, ethical witnessing and the power of a single “decisive moment,” but lacks tools for assessing Presence, immersiveness, and embodiment.

they rarely address

↳ L.C.

→ Immersive media research offers... by contrast

Immersive VR researchers offer metrics for embodiment, place illusion and immersion, yet it seldom addresses the documentary ethics, attribution standards and narrative responsibilities that underpin journalistic practice.

del?