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Too close to be true:
VR Images bring the visible speaker into your face (literally)
Filmstill: 'Catatonic‘, Guy Shelmerdine, with.in, 2015.
Proxemics (Closeness-Distance)
Interpersonal Distances
Immersion = Reality?
When a virtual person approaches too close, a state of arousal gets triggered by the viewer due an interpersonal distance transgression.
Because VR is tightly integrated with your sense of vision, bad experiences have a real, physical impact on users.

Close-up Images in VR?
Hypothesis:

Once VR has become our daily normality, new generations will accept closer interpersonal distances.
New Technoaesthetics of 360° VR Videos
Fisheye: Curvature of Space
Image Aesthetics: Distorted Bodies
Filmstill: 'Muse: Revolt', Guy Shelmerdine, with.in, 2015.
Publication:
Reutemann J.: „Too close to be true. VR images bring the visible speaker into your face (literally)“, in: Grabbe L. et al.: IMAGE EMBODIMENT – New Perspectives of the Sensory Turn, 2016.
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