

Matt's Top Quill Pieces

Milestones, trailblazers, breakthroughs, and personal favs

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Narratives:

- [Dear Angelica](#) (Oculus Story Studio)
 - The whole reason Quill exists. Set the standard for what Quill content can be. Its a memorable experience and still stands as the most important Quill work, alongside "Worlds in Worlds" IMO.
- [Beyond the Fence](#) (Goro Fujita)
 - The first frame by frame animated Quill narrative.
- [The Remedy](#) (Daniel Peixe)
 - The first UGC animated Quill narrative.
- [Tales from Soda Island: Quantum Race](#) (Studio Syro)
 - From a studio of expert Quill creators. This is also a great example of how to squeeze out as much performance as you can for mobile VR viewing.
- [Nightmara ep1](#) (So Meta)
 - Great example of how to take VR comics to the next level.

Spatial

This category is so powerful! I hope to see more work designed for spatial interaction.

- [The Last Oasis](#) (Goro Fujita)
 - Designed for mobile VR to create a virtual house (1:1 to physical space) so you can simply walk around and explore. Exhibited at Oculus Connect.
- [Four Stories](#) (Nick Ladd)
 - Designed for co-watching. 4 people looking at a different side of the building where 4 different (with a thread to tie it all together) stories play out.

"Interactive"

Even with Quill's minimal interaction tools, the community has found all sorts of creative ways to engage the viewer.

- [Chonky Cat Resort](#) (Samia Khalaf)
 - Super fun adventure through a cat resort with some great design to encourage retention.
- [Four Seasons](#) (Goro Fujita)
 - Goro showcased a cool way to use Quill's directional brush.
- [Working From Home](#) (Goro Fujita)
 - Cool Spawn Area/Stop design that lets you show/hide Goro in the scene. The intro is also great 😊

- [Night at the Library](#) (Stefano Bagnoli)
 - Clever Spawn Area usage that provides a totally different experience depending on which view you choose.
- [Glowing Blue](#) (Goro Fujita)
 - Great design for starting people off in a VR experience. You start in the void and have to walk over/under the architecture to reveal the aquarium above you. Really encourages you to interact with the art physically.
- [Alberts Archives](#) and [Set Design](#) (Parade Animation)
 - One of the best behind-the-scenes examples where you use stops to carousel through character designs and set pieces. The other behind-the-scenes upload for the set design is also worth checking out. It's like looking into living doll houses which is always a cool scale experience in VR.
- [Lustration VR](#) (New Canvas)
 - Pick between two distinct points of view during a moment in time. Super clever split narrative design on display.
- [0GFX Flying Haunted Manor](#) (Anthony Palacios Art)
 - Creative use of Free Fly mode, in Theater Elsewhere, where the artist encourages you to explore by navigating a haunted house to find things.

#viewinvr

- [French Kitchen](#) (Goro Fujita)
 - One of the best examples of how Quill is unique to all the other creation tools out there. It combines a sketchy hand painted look with 3D and is also animated.
- [Piccolo Saves Gohan!](#) (Goro Fujita)
 - The go-to example for what VR comics look like.
- [An Afternoon in Tokyo](#) (LeaPier)
 - One of the most detailed Quillustrations ever made.
- [Bureaubat - Ep6 "The Game"](#) (Lemon VFX)
 - Some crazy Quill + Code work happening here where Lemon VFX took the tool in new/custom directions.
- [Dive](#) (Goro Fujita)
 - Focuses around fear of heights and is a great example of why VR is so compelling. Goro also designed very clever animation mechanics that guide viewers to the big reveal. This is how you design for viewer agency!

2D / Rendered

- [Worlds in Worlds](#) (Goro Fujita)
 - The mother of all VR creations. This got me into VR art and Quill. It sparked a whole new creative medium and community.
- [Moment in Time](#) (Goro Fujita)
 - Goro posted this right before Quill released their first animation/timeline tools. It was an amazing view into what will be possible for the community. Signaled a big change in VR creation was coming.
- [Deportes Exremos IX](#) (Boris)
 - One of my all time favorite Quill pieces.

- [Robot Line](#) (Goro Fujita)
 - One of the first quillustrations that looked rendered. At first glance I couldn't tell.
- [Sk8 chickens](#) (Goro Fujita)
 - The first, to my knowledge, animation made with Quill to view in stereoscopic 3D.
- [Jumping Rabbit](#) (Goro Fujita)
 - Essential Goro style!
- [Motion Blur Test](#) (Bozo Balov)
 - Amazing shader work to make the render aspect blend perfectly with the sketchy Quill modeling. This style brings it all together and is another trailblazer example.
- [King of the Sea](#) (Stéphane Berla and team)
 - Beautiful example of how the Quill style translates to a high fidelity/rendered animated short. This is one of the projects I made. It's excellent.

Quill Community Collabs

- [SXVA LEGENDS](#) (Studio Syro and Virtual Animation Community)
 - The greatest VR art collab ever. Artists animated characters to a template, which is also an amazing Quill file in itself, and handed over to Studio Syro so they could build a fighting game. Crazy.
- [Matt Vs. Goro](#)
 - First time passing a Quill file back and forth where we feed off each other's animation. This was a super fun challenge.
- [Santa's Delivery Squad](#) (Virtual Animation Community)
 - Power of community on display!

More Technique Trailblazers

- [Anim Brush Portrait](#) (Ogianima)
 - One of the first creators to use an anim brush technique for a sketchy/painterly portrait.
- [28-Float](#) (Tyler Friedel)
 - First time seeing someone ride a Spawn Area to animate organic limbs. Wild stuff!
- [Daniel's Wind FX technique](#) (Daniel Piexe)
 - Prob the one advanced technique I use the most now.
- [Everything Jari Does](#)
 - Seriously, I don't know how he bends the tool to his will in so many different ways. His class on the golden angle is Quill's final boss level!
- [Animal revivals](#) (Tote Tiere Maarten)
 - Brining in 3D scanned mesh, baked as vertex, into Quill and animating with keys.

Games Made with Quill

- [Retropolis](#) (Peanut Button)
- [Li'l Ladds](#) (Nick Ladd)
- [Unbinary](#) (Ludact)

My Work

Work where i've made personal breakthroughs:

- [Alex's Sci-Fi World: Phase 4](#)
 - First time animating characters with Quill's timeline 2.0.
- [Pilot: Lighting Test](#)
 - First time using this technique to mimic light movement.
- [Anim Brush Home](#)
 - Leveraging all of Quill's unique affordances to find my preferred style.
- [Pilot: Final Creature Design](#)
 - I really pushed [Daniel Piexe's modeling techniques in Quill](#) to achieve something I thought I could never do...Model organic/detailed creatures. Also, this technique created a happy accident with the stroke based primitives. I learned to use them to my advantage by implying direction/movement in the lines themselves.
- [Rugged Road Trip: Rendered](#)
 - Fun little presentation technique that blends/transitions two styles of rendered geo.
- [Husky Helpings](#)
 - First time I really focused on detailed/long character animation.
- [Bio-Excavation Facility](#)
 - First time I added an element of interaction to one of my quillustrations.
- [Bug Love](#)
 - First time making a 2D music video.
- [Inktober 2019](#)
 - First time having a go at Inktober. This was also when I realized I could systematize my process to maximize time efficiency on a big/challenging personal project.
- [80/20 Gallery](#)
 - Showcases a lot of the more advanced animation/workflow techniques the Quill community has discovered over the years.