

**forum
des images**
NewImages
Festival



6th edition

NewImages XR Market
Selected projects 2023

newimagesfestival.com

5 → 9
April 2023



Amazon Gold / L'Or d'Amazon

Game, Fiction, immersive - Standing - Multi-user - Indoor - 35'



Production Company(ies)

Novaya

Producer(s)

Emanuela Righi & Pierre-Alain Giraud,
Damien Jalet, Valgeir Sigurdsson,
Nicolas Becker

Thematic(s)

An immersive, poetic and political
documentary in an Amazon distribution
center

Based on never-before-seen interviews with Amazon workers, we rediscover the mythical characters of Wagner's masterpiece: the temps are the slaves forging gold in the depths of the Rhine, the Valkyries are the human resources managers, the Giants are the god-fearing unions, the god Votan is a Bezos on the verge of being crushed by his insatiable desire for power.

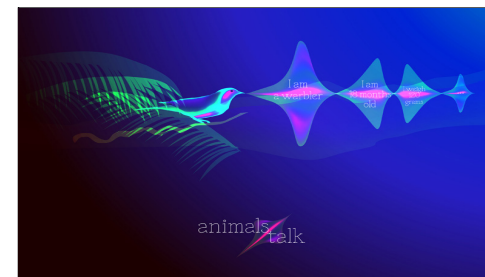
Projected release date: 2024

Projected budget: Between 400k and 700k €//\$

Aquired budget: Between 5% and 20%

Animals talk

Documentary - Seated (360° chair), Standing - Single User - Indoor - 12'



Production Company(ies)

LITTLE BIG STORY LAB

Producer(s)

Sophie Parrault, Gordon

Thematic(s)

Animals / Nature, Documentary,
Environmental, Natural sciences, Kids,
Sciences and technologies

The experiment opens in a hub. You are surrounded by animals: a mouse, a caiman, a sea elephant, a black-headed gull, a cave fish, a warbler. Sound waves float above them. You pass your hand through a wave: the sound world of one of the animals resounds. You attribute it to the animal you think it belongs to and enter its world and discover the way it interacts with its fellow creatures. You understand its language!

Projected release date: December 2024

Projected budget: Less than 100k €//\$

Aquired budget: Between 50% and 65%

Atmosphere

Documentary - Standing - Single User



Production Company(ies)

Reynard Films, Atlas V, Road Movies

Producer(s)

Katharina Weser (Reynard Films), Jasper Wiedhöft (Reynard Films), Antoine Cayrol, Léa Germain (Road Movies), Pierre Zandrowicz

Thematic(s)

Memories, Culture and arts, Architecture

The Atmosphere of a place, its environment, its energy, and its magic is often difficult to describe, and yet certain places do not leave us indifferent. Through the thoughts and work of Peter Zumthor, one of the greatest living architects, this mixed reality experience tries to understand what makes up the atmosphere of a place.

Projected release date: 2024

Projected budget: Between 700k and 1M €//\$

Aquired budget: Less than 5%

Breathe

Documentary - Seated (360° chair) - Single User - Indoor - 10-13'



Production Company(ies)

Visual solutions 360 / Deizy Films

Producer(s)

Michael Kolchesky, Tal Moskovich, Michael Kolchesky

Thematic(s)

Documentary, premature, hospital, reanimation, intensive care, babies, birth, breathe, parents, VR

This VR documentary film combined 360 video images shot inside the hospital in real-time events mix with VFX, AI tools and CGI for a 360 full immersive experience with spatial sound design. "New life is on its way... but this story of childbirth is going to be very different that most of us are familiar with." "Faster, faster! Something's wrong!" The woman moans and holds her stomach, urging her partner "Breathe!" says the man to his wife. "Breathe!"

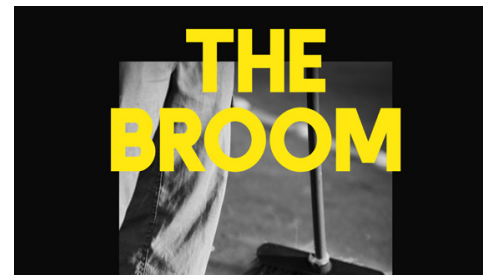
Projected release date: June-July 2023

Projected budget: Less than 100k €//\$

Aquired budget: More than 80%

Broom

Game, Documentary - Room Scale - Single User - Indoor - 15'



Production Company(ies)

Metallux Studio, Nevo Shinaar, Lucid Realities

Producer(s)

Nevo Shinaar, Chloé Jarry, Nim (Nimrod) Shapira, Nadav Hekselman, Lucid Realities

Thematic(s)

History, Culture and arts, Animation, Biopic, Documentary, Fiction, Interactive, Society / Political, Social issues, Drama

Leonid Pekarovsky worked for the Ukraine Ministry of Culture as an art historian and exhibition curator. When he immigrated to Jerusalem at age 44, after the dissolution of the Soviet Union, the only job he could get was sweeping litter off the streets of the holy city. In order to stimulate his numb brain, he decides to go 40,000 years back in time and curate an exhibition about brooms. To join him, grab a VR headset and start sweeping.

Projected release date: Fall 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 50% and 65%

Cave

Game, Fiction, immersive - Seated (360° chair) - Single User - Indoor - 30'



Production Company(ies)

Mirage Festival

Producer(s)

Arnaud Laffond

Thematic(s)

Brain, isolation, illness, cave, exploration, journey, covid

Cave is an interior exploration, a journey that I thought up and created during the first confinement following the appearance of Covid 19. It proposes to enter the meanders of my brain, a labyrinth made up of my thoughts, research since this period from which I still find it difficult today to get out.

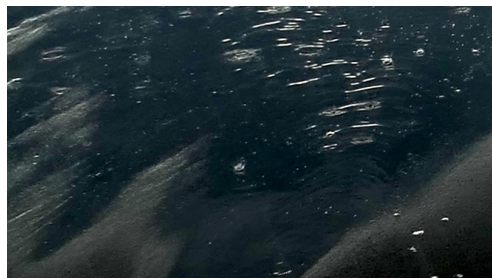
Projected release date: January 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 5% and 20%

Collateral Echoes

Documentary - Standing - Single User - Indoor - 11'



Production Company(ies)

LONO Studio, Recurring Dreams

Producer(s)

Baff Akoto, Luke W Moody, Lidz-ama Appiah

Thematic(s)

History, Justice, Family

Collateral Echoes is a new VR artwork concerned with the disproportionate instances of Black and Immigrant Britons who have died at the hands of the police since records began in 1969. Through sensorial renderings of archival images, artefacts and oral testimonies from those bereaved, this work questions how personal memories might be experienced as collective commemoration.

Projected release date: January 2025

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 5% and 20%

Confident

Game, Fiction, immersive - Seated (360° chair), Standing, Room Scale - Single User - Indoor



Production Company(ies)

WISE BIRD / MANEKI FILMS

Producer(s)

Julien Laur, Didar Domehri, Jérôme Blanquet, Bertrand Jeandel

Thematic(s)

Science-fiction, Interactive, Comedy

2051. Everyone is equipped with a happiness assistant. The "Confident" knows all about its owner: his or her affinities, weaknesses, fears... Shadow adviser and hormone regulator, Confident is wise to its host's every decision and emotion. But a few minutes ago the user Rudy has been found in a lethargic condition after a connection failure between his Confident and the central server. Find out what happened...

Projected release date: 2024

Projected budget: Between 400k and 700k €//\$

Aquired budget: Between 20% and 35%

Ecosystems

Other - Room Scale - Multi-user - Indoor & Outdoor - 25'



Production Company(ies)

Les Fées Spéciales/Mamatus

Producer(s)

Nathalie Combe, Maud Sertour, Samy Barras

Thematic(s)

Ecology, Nature, Art and science

Ecosystems is an immersive installation for all audiences that questions the capacity of Mankind to cohabit sustainably with Nature. It proposes a naturalist observational experience of a virtual ecosystem composed with an imaginary fauna, animated by its own laws, that the visitor perturbrates by his presence. The addition of individual and collective interactions of the audience with the immersive work enlightens our role in the disappearance of the natural ecosystems.

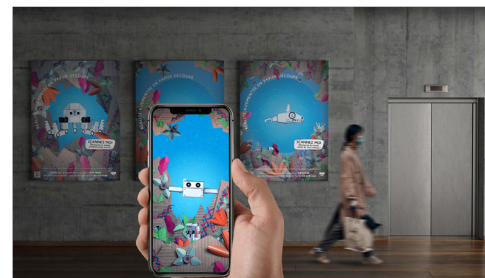
Projected release date: December 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 20% and 35%

Ed n'Robot Augmented II

Art - Room Scale, Standing - Multi-user - Indoor, Outdoor - 60'



Production Company(ies)

Ed n'Robot

Producer(s)

Thibault Joyeux, Julien Kadouri, Thibault Joyeux, Julien Kadouri

Thematic(s)

Animation, Environmental, Kids, Social issues, Society / Political

After released 2 Augmented Reality exhibitions about marine pollution and social networks, the Ed n'Robot studio goes ahead and push its innovative experience. Its Stop Motion universe populated by robots and creatures made of cut paper, questions with 2 new worlds, some major issues of society: fast-food and colonization. A light and humorous tone, wacky and ingenious robots, all the necessary ingredients to immerse us in this «Augmented Robolity» !

Projected release date: June 1st, 2024

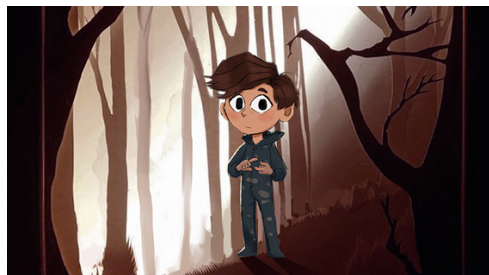
Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 5% and 20%



Eddie and I

Game, Fiction, immersive - Standing, Room Scale - Single User - Indoor - 15'



Production Company(ies)

N/A

Producer(s)

Yuval Kella, Maya Shekel, Yuval Kella, Nitay Dagan, Jonathan Schwimmer, Dan Pollak, Avner Geller, Kiril Roksley

Thematic(s)

Action / Adventure, Animation, Interactive, Kids, Animals / Nature, education, communication, inclusion, minority, diversity

Eddie and I is an interactive virtual reality experience that aims to help 7-year-old Ron, who is hard of hearing, conquer his fear of camping. In this experience, you embody the character of Eddie, a forest-dwelling monster, using hand-tracking technology to guide Ron through his camping nightmare. But will you be able to overcome the communication gaps, learn sign language and help Ron overcome his fear?

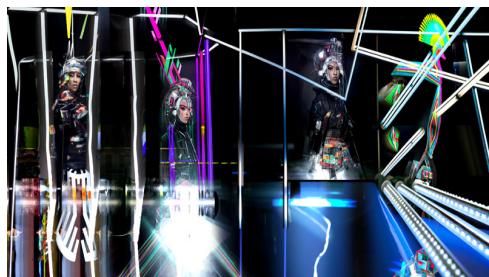
Projected release date: April 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: More than 80%

El Cholaverso

Animation, Game, Fiction, immersive - Room Scale - Multi-user - Indoor & Outdoor - open ended



Production Company(ies)

United Notions Film, Koa.xyz, ExpyLab

Producer(s)

Violeta Ayala, Dan Fallshaw, Nicolas Merens, Violeta Ayala

Thematic(s)

Experimental, Dance, Interactive, Fiction, Culture and arts, Mystery, Science-fiction, Social issues, Fantasy, Latin America, Myths/Traditions, Women, Society/Political, LGBT

Inspired by our indigenous and racialized ancestors, *El Cholaverso* is a community-driven virtual world based on principles of Neo-Andean-Amazonian futurism. In this multiplayer 3D world, communities can create their own experiences, spaces, avatars, games, and ceremonies, building a sovereign digital culture and a sustainable economy. Production will start by creating the architectural infrastructure using VR, AR, and Web XR, with teams in Bolivia and Paraguay.

Projected release date: April 2024

Projected budget: Between 400k and 700k €//\$

Aquired budget: Between 65% and 80%

EVE 3.0

Art - Room Scale, Standing - Multi-user - Indoor - 30'



Production Company(ies)

Digital Rise, Cie Voix

Producer(s)

Francois Klein, Linda Gabbay, Margherita Bergamo Meneghini, Veronica Boniotti

Thematic(s)

Live Performance, Dance, Humanity, altruism, consciousness

Eve 3.0 is a multi-user hybrid live performance of contemporary dance and in virtual reality, through which the public participates in six narratives by dancing with real and virtual performers. The work explores a unique multi-sensory illusion of the body in motion through hearing, sight and touch. *Eve 3.0* welcomes from twelve to a hundred plus audience members per sessions in an easy to deploy setup that can fit to many places.

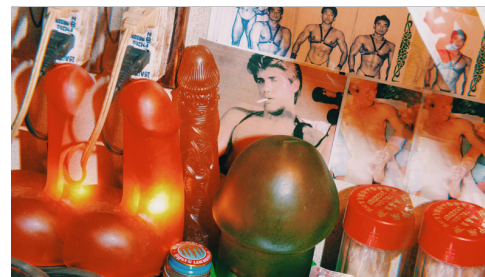
Projected release date: September 2023

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 50% and 65%

Father's Video Tapes

Fiction - Room Scale - Single User - Indoor - 30'



Production Company(ies)

SWSG Studio

Producer(s)

Baboo Liao,

Thematic(s)

LGBT, Experimental, Erotic, Drama

Father's Video Tapes is originated from photographer Yang Teng-chi's recollection of his accidental discovery of his father's sex tapes of him and another male friend of his one time when he sneaked in his father's bedroom during his adolescence. This led to an unexpected understanding of his own father's sexual orientation and his life as a closeted man.

Projected release date: 2023

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 50% and 65%



Flower Queens

Game, Fiction, immersive - Room Scale - Multi-user - Indoor - 45'



Production Company(ies)

United Notions film

Producer(s)

Violeta Ayala, Dan Fallshaw, Violeta Ayala/
Dan Fallshaw

Thematic(s)

Animation, Experimental, Dance, Interactive,
Fiction

Flower Queens is an in-real-life performance that merges technology and dance to explore the relationship between the physical and digital realms. Dancers puppet virtual flower avatars using their strength, skill, and creativity in a projection-mapped world, inviting the audience to consider the connection between nature and technology. This cutting-edge performance, created by the Sydney Dance Company and filmmaker Violeta Ayala, is a sensory journey through a virtual world.

Projected release date: July 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 5% and 20%

Gay Simulator

Game, Fiction, immersive - Standing - Single User - Indoor - 30-45'



Production Company(ies)

Studio Biarritz

Producer(s)

Corine Meijers, Iris van der Meule

Thematic(s)

LGBTQ+

Gay Simulator is an interactive virtual reality artwork and video game which will immerse the user in the experiences of a lesbian girl. It's an artistic ode to sexual preference, sexuality and love with a serious issue: the discrimination that lesbians still face today.

Projected release date: 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 20% and 35%

In The Eyes Of The Beholding Goat

Art - Room Scale - Multi-user - Indoor - 7-20'



Production Company(ies)

Self production

Producer(s)

Emi Sfard, Emi Sfard

Thematic(s)

Society / Political

With AR technology, through a mask designed as a goat head, the story of the "Black Goat Law" (1950 - 2018) will be told. The AR will be activated by historical photographs hanging on the walls. The story functions as a parable to the political and ecological reality in Israel and the relationship between them.

Projected release date: October 2024

Projected budget: Less than 100k €//\$

Aquired budget: Between 35% and 50%

Limbophobia

Art - Seated (360° chair) - Single User - Indoor - 25-30'



Production Company(ies)

Wen-E Studio

Producer(s)

Wen-Yee Hsieh

Thematic(s)

Action / Adventure, Animation, Experimental,
Fiction, Fantasy, Mystery

«Nobody will fall at the end of life. Behold! Just another beautiful but small stardust in a vast universe!» The new VR project *Limbophobia* in 2023 is a manifestation of a contemporary collective spiritual crisis. A new chapter of contemporary doomsday prophecy written by the creator Wen-Yee Hsieh once again blurs the lines between illusion and reality through virtual reality. Through the prophecy of the dark side, ascend the platform that examines the dual nature of being.

Projected release date: October 2023

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 50% and 65%

Masquerade. Chapter 1: Pillaro's Devil Dance

Documentary - Room Scale, Standing - Single User - Indoor - 15'



Production Company(ies)

Imán Transmedia, INVR Space, Realidad 360 Argentina, Yakuza Pixel.

Producer(s)

David Lucio, Mae Baez & Caridian Níama (Iman Transmedia), Sönke Kirchhof (INVR Space), Damián Turkieh (Realidad 360 Argentina), Juan Pablo Urgilés

Thematic(s)

Culture and arts, Dance, Latin America, Interactive, Myths / Traditions

An interactive VR documentary that uses dance and masks to take the user on an immersive journey while learning the stories and origins of the Pillaro's Devil Dance, exploring the worldview of a town in Ecuador. Guided by an emblematic character who encourages the celebration with their mask and dance, the user follows the movements to progress through the story and learn more about the symbols and myths that surround this tradition.

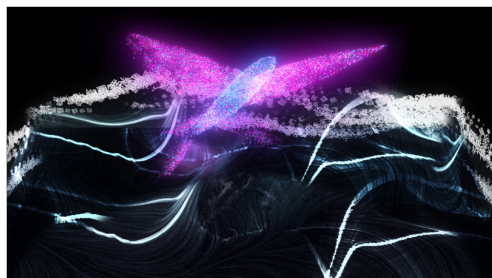
Projected release date: November 2023

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 20% and 35%

Memories of the Waves

Game, Documentary - Standing - Multi-user - Indoor - 20'



Production Company(ies)

POKE POKE CREATIVE

Producer(s)

Kuan-Yuan Lai, Kuan-Yuan LAI, Marco Fen, Syaman Rapongan

Thematic(s)

MR + Immersive Projection of oceanic literature interpretation

Memories of the Waves is a MR & Immersive Projection experience series that interprets the ocean literature of Syaman Rapongan, a Taiwanese aboriginal writer. Mixed with autobiographical documentary of the author, like the characters or flying fishes in the novels, we immerse in his literature world from a first-person perspective.

Projected release date: December 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 20% and 35%

Murder In The Estate

Game, Documentary - Room Scale, Standing - Single User - Indoor - 25-30'



Production Company(ies)

Blue Squid Tentacles

Producer(s)

Amir Feldman, Adam Horowitz

Thematic(s)

A VR interactive historical preservation platform, for uncovering historical true stories

On April 29, 1939, Avraham Fogel was murdered in his apartment in Ahuzat Beit («The Estate»). His head was running with a hammer and in his clothes was an envelope with 200 lira, a large amount in those days. The mystery that shook the settlement was never been solved. In *Murder In The Estate* based on this true story, you will team up with the first detective in Israel, David Tidhar. In an accurate period reconstruction of the small neighborhood that became the metropolis of Tel Aviv, you will discover the stories of the pioneers, and maybe even reveal who the murderer is.

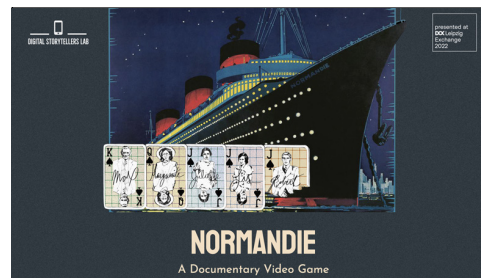
Projected release date: February 10th, 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 5% and 20%

Normandie

Game, Documentary - Seated (360° chair) - Single User - Indoor - 40'



Production Company(ies)

Lightly Seasoned Productions

Producer(s)

Sam Butin

Thematic(s)

Documentary, Interactive, Fiction, History, Society / Political, War, Social issues, Animation

An immersive recreation of the SS Normandie's final transatlantic crossing in 1939, told from the first person perspective of the creator's Swiss-Jewish family (who were passengers aboard). Blending the forms of video game and documentary, the oceanliner becomes a fishbowl of conflict for a continent at the brink of war.

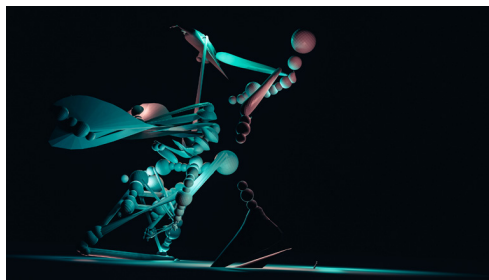
Projected release date: January 7th, 2023

Projected budget: Between 400k and 700k €//\$

Aquired budget: Between 5% and 20%

OKUS FOKUS Immersive

Art - Seated (360° chair), Room Scale, Standing - Multi-user, Single User - Indoor - 35'



Production Company(ies)

Poolpio / Okus Lab

Producer(s)

Hervé Verleos, Emmanuel Di Martino

Thematic(s)

Animation, Dance, Culture and arts, Fantasy, Meditative, Psychedelic, Sciences and technologies, Science-fiction

Come meet the CHOREOGRAPHIC MUTANTS, these HYPER-DANCERS, hybrids and chimeras, who have abolished the laws of physics and biology. Dive into this DREAMLIKE ORGANISM and discover a universe composed solely of fragments of dance and OVERSIZED BALLETS. Using his own movements, this dancer will give life to this growing organism. The moving body is fragmented in the form of choreographic particles that multiply, merge, twirl to create this ecosystem from which new mutant individuals emerge.

Projected release date: January 30th, 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 20% and 35%

Radio Luxembourg

Documentary - Room Scale - Single User - Indoor & Outdoor - 150'



«Radio Luxembourg - Back on Air!» is a 360° transmedia documentary exploring the fascinating stories of Europe's most influential commercial radio station and its formative influence on generations of listeners. It tells the interconnected and remarkable stories of this powerful broadcaster from different perspectives by involving local as well as global communities. It surfaces a transnational and multi-faceted history of 20th century Europe and beyond, all broadcast from the tiny Grand-Duchy.

Projected release date: 2026

Projected budget: Between 1M and 1,5M €//\$

Aquired budget: Between 5% and 20%

Red Tent

Game, Fiction, immersive - Single User - Indoor - 20'



Production Company(ies)

Reframe Productions

Producer(s)

Francesco Lonardi, Matteo Lonardi

Thematic(s)

Adventure, Human/technology, Environment

This is a story of eagerness for conquest, adventure, and challenge that man brought to the extreme points of the world. That geographical pole of which little was known and much was imagined. Through courage and sacrifice Umberto Nobile's crew pushed human endurance and technology laying eyes on lands that no other man or woman had seen before. The grandiosity of Nobile's Zeppelin adventure and the subsequent spectacular failure serve as an allegory of the relationship between humanity and progress in this daunting VR journey.

Projected budget: Between 400k and 700k €//\$

Aquired budget: Less than 5%

Remembrance

Fiction - Seated (360° chair), Standing - Single User - Indoor - 20'



Production Company(ies)

StudioBento

Producer(s)

Lester Francois, Harmke Heezen, Mike Robbins, Anna Brady, Anna Brady

Thematic(s)

Grief, trauma, PTSD

Remembrance is an interactive VR experience. Felix, a shell-shocked German World War I veteran, undergoes hypnotherapy to reveal the source of his repressed trauma. We journey through Felix's mind, finding portals to his memories until we unlock the shocking event that lies hidden within him. Inspired by the film *The Cabinet of Dr Caligari*, the animated VR experience will have a warped German Expressionist style. VR is the perfect medium to explore the protagonist's troubled mind.

Projected release date: 2024

Projected budget: Between 400k and 700k €//\$

Aquired budget: Between 5% and 20%

Roussel's Music Box

Art - Standing - Single User - Indoor - 30'



Production Company(ies)

Seiperdue, Mads and friends

Producer(s)

Niccolò Manzolini, Mads Vadsholt,

Thematic(s)

Culture and arts, Biopic, Music, Interactive, Animation, french literature - surrealism

Roussel's Music Box immerses the user in Raymond Roussel's universe accompanied by the music of artist Pierre Bastien. Through 6 different environments you will solve small puzzles, playing instruments and collecting the pieces needed to activate a mysterious musical mechanism. You will travel in the fantastic and complex world of this artist, a dazzling genius that influenced thinkers of the modern world and can still inspire audience today.

Projected release date: June 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 5% and 20%

Semantica

Art - Room Scale - Multi-user - Indoor&Outdoor - 22'



Production Company(ies)

Wild Alchemy Lab, Semantica Productions, Atractor Studio

Producer(s)

Camilla French, Kat Korba, Jemma Foster, Juan Cortes

Thematic(s)

Natural sciences, Myths / Traditions, Experimental, Environmental, Science-fiction

A mixed-media digital installation which explores non-linear linguistics in the post-anthropocene, autopoiesis and the biological and mystical architectures of creation. Four screens play four combined films on a loop, each starting where the other ends, showcasing the resonance between the films as part of a story which takes place outside of time and space. Each film is inspired by one of the key elements, Earth, Air, Fire and Water and a unique soundscape created from biofrequencies.

Projected release date: June 20th, 2023

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 50% and 65%

Signs of Violence

Fiction - Standing - Single User - Indoor&Outdoor - 7'



Production Company(ies)

Gum Films

Producer(s)

Yoav Roeh, Aurit Zamir

Thematic(s)

Live action drama

In this story, we follow a suspenseful phone conversation between an ERAN* crisis line volunteer and a woman in distress. During the conversation, other characters join in: a policewoman, the mother of the woman, and a neighbor from the apartment across the stairs.

Projected release date: December 2023

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 50% and 65%

Slipstreaming

Action/Adventure, Science-fiction - Seated (360° chair) - Multi-user, Single User - Indoor - 10-30'



Production Company(ies)

Premier Stratagème

Producer(s)

Giuseppe Chico, Barbara Matijevic

Thematic(s)

Experimental, Social & Political, Culture & arts, Drama, Psychedelic, Environmental, Sciences & technologies, Documentary, Interactive, Meditative, Music, Comedy, Philosophy, Spirituality

Slipstreaming is a live-streamed, 3D social web comedy series with interactions, built in a game engine. It combines elements of mocap live performance, cinema, 3D animation. It features a vlogger who embarks on the world's first residential ocean liner traveling in high seas, carrying a community experimenting with new forms of social, political, and legal systems. Each episode is centered around a live, dramatic encounter between the Vlogger and an influential public figure.

Projected release date: June 2025

Projected budget: Between 400k and 700k €//\$

Aquired budget: Between 5% and 20%

Synchronous Senses

Experimental - Room Scale, Standing - Single User - Indoor - 15'



Production Company(ies)

GiiÖii Studio

Producer(s)

Rene Hyewon Lee, Kim Bora

Thematic(s)

Dance, Experimental, Interactive

«How is virtual time sensed as a movement»

Synchronous Senses share the process of exploration for the development of dance VR performances using spatial characteristics of virtual reality.

A new creation and transformation of space, which is led to the transformation of cognition through the senses, is the time that the choreographer intends to explain. It embodies the transformation process of space-time starting from a 'dot', and talks about another transformation making an effect on body.

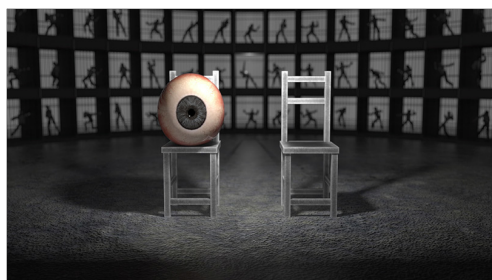
Projected release date: November 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: More than 80%

The EYE & I

Documentary - Seated (360° chair), Standing - Single User - Indoor - 100'



Production Company(ies)

EDDA & IN ART GALLERY

Producer(s)

Hsin-Chien Huang, Jean-Michel Jarre

Thematic(s)

Fantasy, History, Interactive, Mockumetary

This story comes from the French word «surveillance», which in English originally referred to “eyes in the sky”, or a pair of eyes above us watching everything that happens below. *The Eye and I* is a VR work that reveals a surveillance crisis while inspiring audience self-reflection.» Viewers will be able to explore the origin and development of *The Eye and I*, and learn about the intertwined story of human society and «surveillance».

Projected release date: Decembre 2023

Projected budget: Between 700k and 1M €//\$

Aquired budget: Between 65% and 80%

The Horde of Counterwind

Game, Fiction, immersive - Seated (360° chair), Standing - Single User, Multi-user - Indoor & Outdoor - 45'



Production Company(ies)

Small Bang

Producer(s)

Pierre Cattan, Morgane Schmitt Giordano, Diane Ranville, Gabriel Amalric, Jaf, Côme Jalibert

Thematic(s)

Fantasy scrolling graphic novel immersive reading *Horde Counterwind* Damasio

Imagine a world in the shape of a long horizontal strip, swept by destructive winds that always blow in the same direction, from upstream to downstream. In this brutal world, humanity struggles to survive, but there is hope, for it is said that whoever discovers the origin of the winds will be able to control them and calm them down. With each generation, humanity selects an elite troop, trained from childhood to face the violence of the gusts. They are the Horde of Counterwind and their mission is to march against the wind for their entire lives, in search of the legendary Upper reaches.

Projected release date: Winter 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 20% and 35%

The Inder

Art - Room Scale - Single User - Indoor - 20'



Production Company(ies)

CURIOSKI

Producer(s)

Cheng Yi-Ting / Li Yi-Ho, Cheng Yi-Ting

Thematic(s)

3D Animation / Experimental / Immersive Arts

CURIOSKI creates VR works based on various aspects of the “mind”. From the previous work *A Glimpse of the Mind Landscapes*, CURIOSKI discussed consciousness with bodies relation through the concept of «VR being the external brain plugins», and decided to extend this idea to the upcoming VR work, *The Insider*. However, in this work, VR will be represented as another prop, the «viewfinder to the outside world».

Projected release date: July 2024

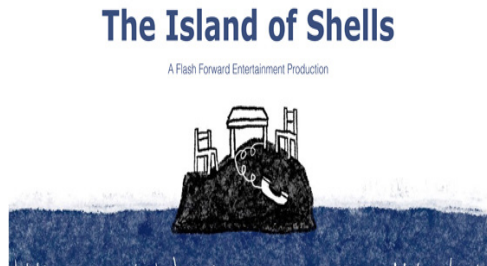
Projected budget: Less than 100k €//\$

Aquired budget: Between 5% and 20%



The Island of Shells

Documentary - Seated (360° chair), Standing - Single User - Indoor&Outdoor - 20-25'



Production Company(ies)

Flash Forward Entertainment

Producer(s)

Patrick Mao Huang, CHANG Hao-Yuan, WEI Shiue-Ying, KO Chia-Wen, WU De-Chuen, LIN Pei-Ying, Christa CHEN, CHOU Chen, Wring Out Laura, Acorn Den Studio

Thematic(s)

Animation, Documentary, History, Politics, Social issues, Interactives

The Island of Shells is a 6-DoF shadow-puppetry animation documentary inspired by the testimony of Fred CHIN, one of the thousands of political prisoners persecuted during Taiwan's White Terror era in the 70s. The story centers around the bond between CHIN and his mother, and tells an adventurous tale of a boy's journey of leaving and returning home. The audience will enter a puppetry theater where they play both the role of a puppeteer and a witness. We intend the interactivity to recreate how manipulation works during the totalitarian era.

Projected release date: August 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 5% and 20%

The Judgement

Documentary - Seated (360° chair), Room Scale, Standing - Multi-user - Indoor - 40-50'



Production Company(ies)

Sasha Snow Films, Passion Planet, Passion Pictures & Bramble Media

Producer(s)

Mitch Turnbull, Dave Allen, Gaby Bastyra, Katie Grayson, Sasha Snow, Dave Allen, Mitch Turnbull

Thematic(s)

Animals/Nature, Culture & arts, Environmental, Society/Political, Interactive, Natural sciences

A location-based immersive experience that combines exhibition, virtual reality and projection mapping. Visitors are transported to a virtual Canadian old-growth temperate rainforest housing an exhibition featuring factual information about the Canadian logging industry, Grant's life & work as a forester, Haida culture, and the scientific understanding of forest mycelium networks.

Projected release date: 2024

Projected budget: Between 400k and 700k €//\$

Aquired budget: Less than 5%

The MetaMovie Presents: Alien Rescue

Game, Fiction, immersive - Room Scale - Multi-user - Indoor - 70'



Production Company(ies)

The MetaMovie, LLC

Producer(s)

Jason Moore

Thematic(s)

Action Adventure, Immersive, Science Fiction

Have you ever imagined what it would be like to not just watch a movie, but to experience it, from inside the world of the story? *Alien Rescue* combines immersive VR, cinematic storytelling, live theater, video games, and role playing in order to give you an experience like nothing you have ever had before. In *Alien Rescue*, there is no 'audience'; everyone plays a role, with five professional actors leading the way during a live, seventy minute sci-fi action/adventure.

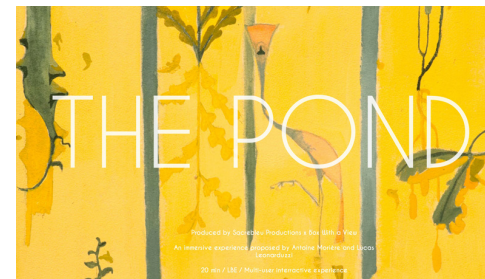
Projected release date: September 2024

Projected budget: Between 100k and 400k €//\$

Aquired budget: Less than 5%

The pond

Game, Fiction, immersive - Room Scale - Multi-user - Indoor & Outdoor - 20'



Production Company(ies)

Sacrebleu Productions

Producer(s)

Ron Dyens, Lucas Leonarduzzi
Antoine Moriére

Thematic(s)

Ecology, Social, Arty

We posit that looking is never a neutral action but always has an impact on the being, the thing observed. Our objective is to question the relationship between the viewer and his or her view of the living by creating a space for direct experimentation. Plants and animals come to life in cycles of life and death that follow one another, oscillations, loops, and form a delicate balance. A fragile eco(system) that will be challenged by the simple presence of a spectator.

Projected release date: the prototype end of 2023 and the experience done early 2025

Projected budget: Between 100k and 400k €//\$

Aquired budget: Between 5% and 20%

The Stories We Keep

Documentary - Standing, Room Scale - Multi-user - Indoor&Outdoor - 30'



Production Company(ies)

Distil Immersive

Producer(s)

John-Paul Marin, Paulina Donoso

Thematic(s)

Black culture, Documentary, Culture and arts, Interactive, Latin America, LGBT, Myths / Traditions, Social issues, Women

We collect things that represent who we are or what we care about. But what if you had to leave your home for good? What is the one thing you can't live without? This project is based on a format and technology platform we created for the Biennale of Sydney titled *Belongings*, which was about people who had to make that very decision. *The Stories We Keep* will share the lived experiences of six Ecuadorian refugees, each told through the lens of a valuable possession.

Projected release date: December 2023

Projected budget: Less than 100k €/€/\$

Aquired budget: Between 5% and 20%

The Time of a Moment

Fiction - Standing - Single User - Indoor - 20'



Production Company(ies)

Cassette for timescapes

Producer(s)

Emmy Oost, An Oost

Thematic(s)

Animation, Interactive, Fiction, Social issues

We experience a day through the eyes of Ida, a 72-year-old widow living with dementia. Ida's world is fragile and slowly fading away. The only way to stop the crumbling of her apartment is to interact with the personal objects, photographs and tape recordings she made with her late husband. As Ida rediscovers herself, we discover Ida. *The Time of a Moment* is a magical experience about transformation, loneliness and loss, but above all about love.

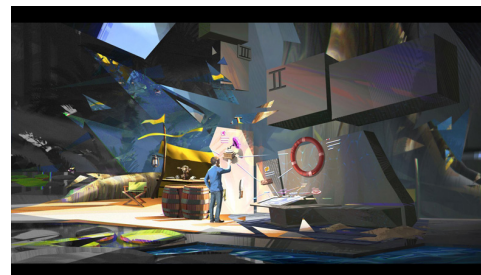
Projected release date: September 2024

Projected budget: Between 100k and 400k €/€/\$

Aquired budget: Between 50% and 65%

Through Time: The Butler Legacy

Game, Fiction, immersive - Room Scale, Standing - Single User - Indoor - 180'



Production Company(ies)

Novelab

Producer(s)

Emma Genet, Antoine Guerchais, Léa Ducre, Antoine Tardieu, Timothée Marnat, Nicolas Bourniquel, Florent Dumas

Thematic(s)

Action / Adventure, Science-fiction, History, Interactive, Mystery

Kayla is an virtual investigator at Mnemos. It offers her the chance to explore the great mysteries of History without ever leave the comfort of her room. However, when she discovers compromising information about her chief, she takes fright and transmits them. Shortly afterwards, he disappears under mysterious circumstances. Her investigation will question her conception of time and space, but also the true reasons and purpose of her job...

Projected release date: November 2024

Projected budget: Between 700k and 1M €/€/\$

Aquired budget: Between 5% and 20%

Vacuum

Game - Standing - Multi-user, Single User - Indoor - 15'



Production Company(ies)

Tchikiboum

Producer(s)

Sarah Arnaud, EdH - Emmanuelle de Héricourt

Thematic(s)

Music, game, VR, space, sound creation

Vacuum is a non-narrative visual and sound virtual reality experience. Within a suspended space, players are invited to participate in a sound creation workshop. Three platforms, each with a different sound and light ambiance, determine the game space. On each platform, a heart, the center of the creature to be formed, and pieces of body, each affiliated with a sound that can be amplified, turned around, manipulated.

Projected release date: April 2024

Projected budget: Between 100k and 400k €/€/\$

Aquired budget: Less than 5%

Virtual Kiss

Game, Fiction, immersive - Seated (360° chair), Standing - Single User - Indoor



Production Company(ies)

Serendipity Films Ltd.

Producer(s)

Estela Valdivieso Chen, Jamie Lin,
Ching-ya Wang (Director, Writer)
David Encinas (Animation Director),
Aco Wu-Ching Chang (Art Director)

Thematic(s)

Interactive, Romance, Science fiction,
Coming of Age

Virtual Kiss won the 2022 VR creator workshop at Kaohsiung Film Festival in Taiwan and has been awarded 31,250 euros of support from the Kaohsiung Films Archive to develop a prototype. We are planning to apply for the 2023 Immersive Production Grants from TAICCA and BAMID. As our director is based in both France and Taiwan and the animation director is French, we think it would be a great opportunity to find a potential partner during New Images Festival and to bring this immersive project to more audiences internationally in the future.

Projected release date: 2024

Projected budget: Between 100k and 400k €/€/\$

Aquired budget: Between 5% and 20%

Volver a casa: madre

Documentary - Seated (360° chair) - Single User - Indoor - 25'



Production Company(ies)

Mimbre Films & Mucha Media

Producer(s)

Catalina Alarcón Reyes

Thematic(s)

Documentary, Social Issues,
Women in prison, prison system

A group of women at prison dream of freedom and being reunited with their children. In a symbolic experience, they will be able to «go home,» while the user will see how the women are virtually reunited with their families. *Volver a Casa: Madre* VR is a VR experience that allows audiences to reflect on what it means to be a mother from prison, the absence and distance from our loved ones, and the role of women in society.

Projected release date: Secon semester 2023 or First semester 2024

Projected budget: Less than 100k €/€/\$

Aquired budget: Between 20% and 35%

Votre dose quotidienne de création.



France Télévisions est le 1^{er} investisseur et le 1^{er} diffuseur de la création audiovisuelle avec près de 15 400 heures de programmes par an*.

france.tv

XR Art Fair Selection 2023



All That Remains

Fiction - Single-user - Standing - Indoor - 11'



Production Company(ies)

Riverbed Theatre

Lead Artist(s)

Craig Quintero

Thematic(s)

Dreams, reality, meditation, encounter, voyeurism

We are comforted by facts, by the familiarity of things we know to be “true”. The sun rises in the east. There are twenty-four hours in a day. I exist. These truisms simplify our lives and enable us to get through the process of living. We get by, day by day, until that unexpected moment when we are overwhelmed by the whisper in our hearts: despite all of our knowledge, we will never be known. *All That Remains* is a meditation on the fluid boundary between dream and reality, fear and desire. It is an invitation to see and be seen.

Release date: 2022

Website: <https://vimeo.com/784581803>

Presented by: Diversion cinema

All Unsaved Progress Will Be Lost

Art, Fiction, Documentary - Single-user - Seated/Standing - Outdoor - 10'



Production Company(ies)

Mélanie Courtinat

Lead Artist(s)

Mélanie Courtinat

Thematic(s)

Experimental, conflict, environment

All Unsaved Progress Will Be Lost is a melancholic journey through a ghost town made of concrete and fog, based on the testimony of a woman who refused to evacuate her hometown village after a terrible disaster. The explanation on what the story is based on is only revealed at the very end, thus creating tension throughout the experience. The unnamed threat remains inexplicably imminent, allowing the viewer to project their own personal fears.

Release date: 2022

Website: <https://vimeo.com/708659772>

Presented by: Diversion cinema

Alteration

Fiction - Single User - Seated/Standing - 20'



Production Company(ies)

OKIO STUDIO

Lead Artist(s)

JÉRÔME BLAQUET

A futuristic short fiction in virtual reality. Alexandro volunteers for a dream experiment. He is not aware that the scientists will inject him with Elsa, an Artificial Intelligence which will digitize and take over his subconscious to help her turn into a human being.

Release date: 2017

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Archi Beethoven

Art - Single-user - Standing - Indoor - 15'



Lead Artist(s)

Laurence Equilbey

Thematic(s)

Architecture and music

Everything starts from a theoretical and scientific approach developed by Laurence Equilbey. Each musical form is built according to an architectural principle desired by the composer and responding to canons progressively fixed over time (sonata form for example). Laurence Equilbey's idea is to imagine a visual representation of these forms in 3D, so as to apprehend their overall coherence, their articulations or their construction principles. In this way, the musical architecture, readable in a score, takes on a new reality, perceptible and understandable by all, without without ever betraying the composer's intention or the rigour imposed by musicological analysis.

Release date: 2023

Website: <https://www.youtube.com/watch?v=CTjMDaZdpT8>

Presented by: Studio Popincourt

Archi VR - La villa Savoye by Le Corbusier & Pierre Jeanneret

Documentary - Single-user



Production Company(ies)

Lucid Realities

Lead Artist(s)

Gordon

Punctuated by the writings of the greatest architectural theorists of the 20th century, the history of the creation of the Villa Savoye, one of the most famous buildings of Le Corbusier. A 6DOF and interactive playful VR experience. The first episode of a new VR Architecture series.

Release date: 2023

Presented by: Lucid Realities

Atomu

Fiction - Multi-user - Standing - 12'



Production Company(ies)

ATLAS V, FRANCE TV

Lead Artist(s)

SHARIFFA ALI & YETUNDE DADA

In this pioneering participatory movement piece, seven people gather around a sacred tree — the cyclical center of a Kenyan Kikuyu tribal myth — where if one walks around the tree seven times, a man may become a woman and a woman may become a man. Suddenly, out from the bushes jumps Wacici, a person who has come to find the most honest version of themselves. Together, you will ascend with Wacici on this journey.

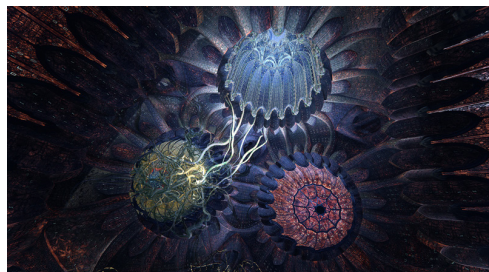
Release date: 2019

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Ayahuasca Kosmik Journey

Audio Fiction - Single-user experience - Room Scale - Seated (360° chair) - Standing - Indoor - 13'



Production Company(ies)

Atlas V, Small Studio

Lead Artist(s)

Jan Kounen - Director

Thematic(s)

Action/Adventure, Animals/Nature, Experimental, Mystery, Natural sciences, Psychedelic

Ayahuasca Kosmik Journey is a Virtual Reality film in which participants are immersed in visions triggered by a dose of ayahuasca. Through the use of Virtual Reality, this experience hopes to stay faithful to the original Shipibo tradition of consuming this plant as a transformative and meditative ritual. As such, the psychedelic journey will be guided by an indigenous South American shaman who Motion sensors in the headset will allow the system to keep track of the user's movement and posture and react accordingly. The visions will either intensify or diminish, ensuring that the film will not be too intense nor too unstimulating. Filmed in 360°, *Ayahuasca Kosmik Journey* is conceived for HTC Vive, Oculus, or Playstation VR and can be viewed as a 360° video.

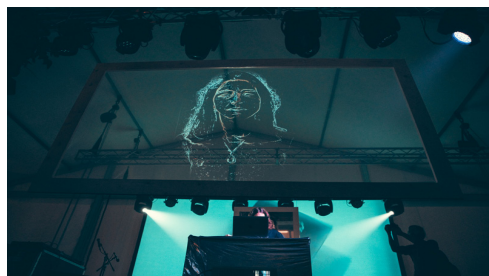
Release date: 2020

Website: <https://www.theshamanicexhibition.com/>

Presented by: Fat Red Bird and Monkey Frame (UK)

Babel

Art - Multi-user - Standing - 60'



Production Company(ies)

ENTER.black

Thematic(s)

Culture and arts, Documentary, Dance, Experimental, Interactive, Music

Babel is a "dance-umentary", a documentary you can dance to. Conceived as an immersive and interactive audiovisual concert, it is inspired by the biblical myth of the Tower of Babel to explore Humanity in its diversity and unity. Although it is filled with hope, it questions through different interpretations the issue of having a common project and speaking the "same language".

Release date: 2023

Presented by: ENTER.black

Battlescar

Fiction - Single-user experience - Standing - Indoor - 30'



Production Company(ies)

La Générale De Production

Lead Artist(s)

Martin Allais & Nico Casavecchia

Thematic(s)

Action/Adventure, Drama, Fiction, Kids, Feminism

Battlescar - a three-part animated VR film series of 30 minutes, where you dive into the grungy punk world of two teenage runaways: Lupe, voiced by Rosario Dawson, a Puerto-Rican American 16-year-old, and Debbie, a badass with a mysterious past. Lupe needs a home, Debbie wants someone who "gets her," and together they will form a punk band and take on the city.

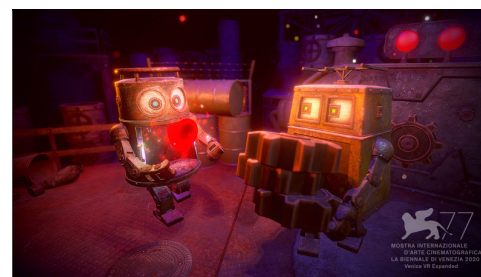
Release date: 2019

Website: <https://drive.google.com/file/d/1qBDRXNA6kEJT9DLHK7WfVTWbOHlYubHm/view>

Presented by: Astrea (FR)

Beat

Fiction - Single User - Standing - 12'



Production Company(ies)

WOWOW INC., CINEMALEAP INC.

Lead Artist(s)

KEISUKE ITOH

In the world of *Beat*, your heartbeat is the key for everything. The power of the heartbeat will become an indispensable existence as the light that illuminates the robots or as the power of the robots. Through the experience of *Beat*, please feel your own heart. Please open the door of your heart and try to connect with the robot.

Release date: 2021

Website: <https://drive.google.com/file/d/1molnhjICU7T0vntRsIN-VXRARZCYd2A/view>

Presented by: Astrea

Bébé Symphonique

Art - Multi-user - Indoor - 33'



Production Company(ies)

GSI MUSIQUE

Lead Artist(s)

Noisy Head

Combining 2D, 3D and frame-by-frame animation, this multimedia show transports children from birth to 18 months and their parents into a marvelous universe of shapes, colors and textures, designed to capture their attention.

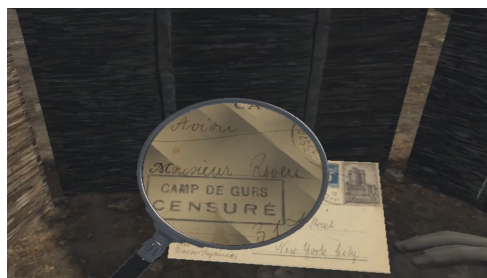
Release date: 2021

Website: <https://www.youtube.com/watch?v=o4bVXIQRAYM>

Presented by: HUBBLO

Belongings

Art - Single-user - Seated



Production Company(ies)

BelongingsVR

Lead Artist(s)

Sophie Charlotte Becker, Nicole C. Strasser

Thematic(s)

Culture and arts, Documentary, History, Biopic

Belongings is first and foremost a story. It is the story of a woman's life told by photographs, documents, possessions, and art objects. There is an established tradition of telling stories by means of objects. The study of material culture seeks to explore the stories of humanity by examining objects from antiquity to the current day. Humans are inextricably connected to objects. I based *Belongings* on the life story of someone I knew well or thought I did: my mother.

Release date: 2021

Presented by: BelongingsVR

Biolum

Fiction - Single-user experience - Indoor - 30'



Biolum is a half hour VR sci-fi narrative experience that invites you on a mission to explore the uncharted depths of the ocean. With voices of Charlotte Rampling and Dominique Tipper, you discover a beautiful world of bioluminescent creatures. But all is not what it seems. What lies beneath the surface?

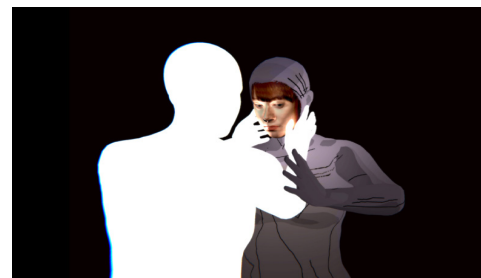
Release date: 2021

Website: https://drive.google.com/file/d/1xqg7fLu8hh9_1j4eoXdn1Ns8XWA7rewt/view

Presented by: Astrea (FR)

Captured

Art - Single-user - Standing - Indoor - continuous



Production Company(ies)

Fantomato, High Road Stories

Lead Artist(s)

Hanna Haaslahti

Thematic(s)

Community, collective, social injustice

Captured begins with an unexpected experience - the meeting with your digital double. The doubles join a virtual mob experiencing moments of togetherness and segregation. How does the behavior of their doubles affect the relationships in the audience?

Release date: 2021

Website: <https://vimeo.com/680521858>

Presented by: Diversion cinema

Caravaggio In Tenebris

Art - Single-user experience - Seated (360° chair) - Standing - Indoor - 7'



Production Company(ies)

Atlas V, Arte France

Lead Artist(s)

Matthieu Van Eeckhout - Director

Thematic(s)

Culture and arts, Documentary, Drama, Experimental, Fantasy

No city resembles Caravaggio more than Rome. It is in this city that we offer an imaginary journey to the heart of the artist's universe. Experience a stroll through which characters and details from Caravaggio's work are staged, in a play of light and architecture. Thanks to VR, we can discover the artistic process dear to the artist: the use of chiaroscuro to guide the viewer.

Release date: 2019

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCYd2A/view>

Presented by: Astrea (FR)



Champollion, the egyptian

Documentary - Single-user



Production Company(ies)

Lucid Realities

Lead Artist(s)

AGNÈS MOLIA & GORDON

Thematic(s)

History

With this virtual reality experience, you will slip into Champollion's skin to relive this unique intimate experience and this historical milestone. Lit by torchlight, guided by Champollion's voice, the visitor-explorer enters the temple, recreated from David Roberts' watercolors. Step by step, they discover its masterpieces, from the gigantic bas-relief of the battle of Qadesh to the sculptures of Ramses II and the gods Ra-Harakhty, Amun-Ra and Pta...

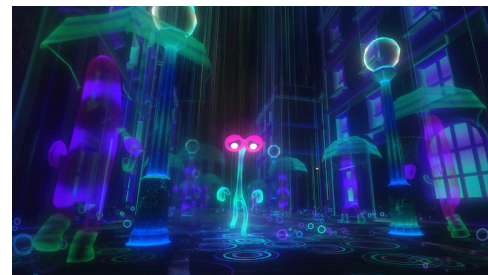
Release date: 2022

Presented by: Lucid Realities



Clap

Fiction - Single User - Standing - 14'



Production Company(ies)

WOWOW INC., CINEMALEAP INC.

Lead Artist(s)

KEISUKE ITOH

"Thread man", the protagonist, lacks selfconfidence, has shrunk to a thread-like existence. Why did he become scared of the sound of clapping? When your heartfelt applause reaches the thread man, which signals the beginning of a beautiful sound. Following the artistic vision of leading Japanese VR creator Keisuke Itoh, *Clap* encourages us to explore the meaning of inner light and self confidence.

Release date: 2021

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCYd2A/view>

Presented by: Astrea

Construct VR

Fiction - Single-user experience - Indoor - 10'



Production Company(ies)

Made By Presenz, Powered By V-Nova

Lead Artist(s)

Xavier Leconte & Tristan Salome Director

Thematic(s)

Fiction, Science-fiction, Sciences and technologies

Construct VR is an experience in the PresenZ movie format, that showcases the technological breakthroughs of VR storytelling through volumetric photorealistic video, powered by V-Nova point cloud compression.

Release date: 2021

Website: https://drive.google.com/file/d/1vR_IG-9KviAKqql1lvEoei0rEG6Sq0on/view?usp=sharing

Presented by: Astrea (FR)

Cool T.M.

Art - Single User - Seated - 8'



Production Company(ies)

PRESENZ, V-NOVA

Lead Artist(s)

MADE BY PRESENZ, POWERED BY V-NOVA

Since 2019, COOL T.M. creates a unique fusion of cultural design. Merging rebellion and romance, punk and bohemian, women and men, cool tm irreverently challenges the notion of beauty and perfection. Its universe is constantly led by aesthetic, humor and joviality, giving birth to a brand new celebration of individual style. This film is a virtual fashion show revealing the COOL T.M.

Release date: 2020

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Cosmogonic

Fiction - Single User - Seated/Standing - 9'



Production Company(ies)

KINHOUSE STUDIO, ADAM MICKIEWICZ

Cosmogonic is a 10 minute interactive science fiction animated short. It is the first VR experience inspired by the famous Polish science-fiction writer Stanislaw Lem – a futurist, well acquainted with how fictional worlds can often encroach upon reality. This adaptation of a 1964 novel speaks perfectly to today's world, where populism and disinformation threaten democracy. This experience is a testament to the importance of knowledge and community in the universal drive to freedom.

Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Dance permit

Single-user - Seated - 12'



Production Company(ies)

AMiXR

Lead Artist(s)

Claudix Vanesix

Thematic(s)

Decolonial Feminism, Augmented Reality, Artificial Intelligence

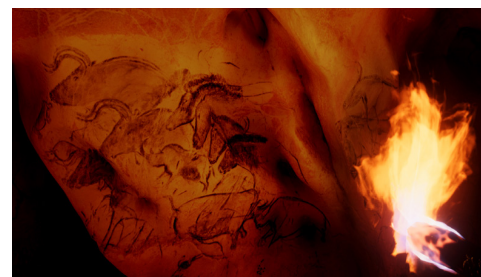
This is a performance and an experimental 360° documentary film about the traditional dance of my family «Los Negrasos de Sipsa»: The black man from Sipsa. My grand father, my father and my brother danced as I grew up, I didn't: The tradition says only man can dance. I was born a woman and I was not born in Sipsa. I don't know how to dance a man's dance that I was not explicitly forbidden to dance.

Release date: 2022

Presented by: AMiXR

Dawn of Art

Documentary - Single User - Standing - 10'



Production Company(ies)

GOOGLE ARTS & CULTURE

Lead Artist(s)

PIERRE ZANDROWICZ

Explore the Chauvet Cave 36,000 years ago, with Daisy Ridley's voice as your guide. It's in the Ardèche gorges, in the south of France, that our ancestors drew humanity's first masterpieces, giving life to their beliefs. *The Dawn of Art* is not just a tour, but a storytelling experience, sparking emotions, and immersing you in the past, mirroring the way the First Men were immersed in their painted caves.

Release date: 2020

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



Dream Builders - The Cenotaph of Newton

Documentary - Single-user - Seated/Standing - Indoor - 8'



Production Company(ies)

Femme Fatale Studio

Lead Artist(s)

Arnaud Desjardins

Thematic(s)

Isaac Newton, dream, utopia, architecture

A garden surrounded by mist... A gigantic, monumental dome slowly appears before our eyes. The sphere that emerges before us is called the Cenotaph for Isaac Newton and was never built. History is full of monuments that were never built. Because of their technical audacity, because of their madness, because the course of history swept them away, these buildings remained as drawings on paper. They are called 'paper architectures'. *Dream Builders* is a VR documentary and a poetic journey into the heart of these architectural utopias. Thanks to VR the viewer will discover the inside and outside of this monument on a real life scale allowing him to reach the core of the utopia living in this dream building.

Release date: 2021

Website: <https://vimeo.com/682868394>

Presented by: Diversion cinema

Eden's Garden

Documentary - Single User - Seated - 10'



Production Company(ies)

HABITAT XR

Lead Artist(s)

ULRICO GRECH-CUMBO

Eden's Garden is originally a fundraising 360° video piece for World Wildlife Fund (WWF) which imagined an alternate future 50 years from now in which conservation efforts have failed. WWF broke their fundraising records as a result of the piece being used at the center of the campaign.

Release date: 2018

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCYd2A/view>

Presented by: Astrea



Ellen Fund: Gorillapalooza

Documentary - Single User - Seated - 6'



Production Company(ies)

HABITAT XR

Lead Artist(s)

ULRICO GRECH-CUMBO

Experience the magic of Rwanda's mountain gorillas! The Ellen Fund, Dian Fossey Gorilla Fund & Rwanda Development Board are helping these endangered animals. This up-close 360° VR short was commissioned by The Ellen Fund in partnership with the Dian Fossey Gorilla Fund, South-African based Habitat XR, and the Rwanda Development Board to bring mountain gorillas to life.

Release date: 2019

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCYd2A/view>

Presented by: Astrea

Éloge de l'air

Art - Multi-user - Seated/Standing - Indoor & Outdoor



Production Company(ies)

Hémisphère?; Brussels Major Events (Belgium), Quartier des Spectacles Partnership (Canada), Constellations - Festival international des arts numériques de Metz (France)

Lead Artist(s)

Chevalvert Studio

Thematic(s)

communication/playground

"Our public spaces are like our imaginaries; they only have meaning if shared with all." The installation *Éloge de l'air* explores this adage through movement and cooperation. All the pavilions generate a "visual and collective undulation", alternating perfect or random synchronization with the public. During the day, the installation is naturally punctuated by the sound of the air in the pavilions, the sound of halyards on the masts, and the play of shadow and light of the pavilions on the ground. At night, the experience is transformed into an interactive light fluctuation, the movement of the pendulums being captured to vary the lighting of the pavilions. Therefore, the entire experience is amplified and visible even from far away, in 360°.

Release date: 2023

Website: https://www.dropbox.com/s/m8jeotputmynq3/Eloge%20de%20l%27air_presentation_EN%20%282%29.pdf?dl=0

Presented by: Quartier des Spectacles International

End of Night

Fiction - Single User - Seated - 50'



Production Company(ies)
MAKROPOL, NOVELAB
Lead Artist(s)
David Adler

1943. You are sitting in a boat with Josef. He is rowing from Nazi-occupied Denmark to safety in neutral Sweden. As the boat crosses the ocean, the sea gives way to the streets and people that populate his mind. Your journey together becomes a living landscape of painful recollections from the night of his escape. As dawn draws near, you will witness the trauma of escape and the guilt of surviving – when loved ones are left behind. *End of Night* is the Venice 2021 Best VR Immersive Story Award winner

Release date: 2021

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



Ex Anima

Art - Single User - Seated - 13'



Production Company(ies)
ATLAS V
Lead Artist(s)
PIERRE ZANDROWICZ

Whatever happened to our animalistic side? Our goal is not to give a definitive response to these questions, but moreover to ask ourselves: Is true freedom not found in nature, at our roots? *Ex Anima* lays bare the Horse in its rawest form. As we follow the story of horses across space and time, we slowly undergo visceral and intrinsic changes. Straddling the line between cinema, theater, and modern art.

Release date: 2019

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



Exodus: The Great Migration

Documentary - Single User - Seated - 10'



Production Company(ies)
HABITAT XR
Lead Artist(s)
ULRICO GRECH-CUMBO

Migration is a completely self-funded and internally-produced experience about the most famous migration of all, the Great Migration in Maasai Mara, Kenya.

Release date: 2016

Presented by: Astrea

Feather

Fiction - Single-user experience - Seated (360° chair) - Standing - Indoor - 1'



Production Company(ies)
Cinemaleap
Lead Artist(s)
Keisuke Itoh - Director
Thematic(s)
Dance, Fantasy, Fiction, Kids

This is a story about a small doll whose goal it is to be a ballet dancer. Viewers pass a feather to her interactively. The feather is a symbol which implies both "Courage" as well as "Encouragement". As she receives a feather from the viewer, she grows up to pursue her goal to be a ballet dancer. In general, people think that "receiving" creates happiness. *The feather* invites us to think differently.

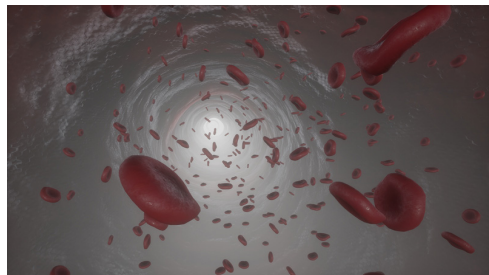
Release date: 2016

Website: <https://drive.google.com/file/d/1a3Yu36gxuFqtaw8wBNL7x6q8xE6LRohJ/view>

Presented by: Astrea (FR)

Fifth Sleep

Documentary - Single User - Seated - 5'



Production Company(ies)
INNERSPACE VR
Lead Artist(s)
BALHAZARE AUXIETRE

Inspired by the science fiction film *Fantastic Voyage*, *The Fifth Sleep* is a journey inside the most mysterious of all organs, the brain. You join an experimental project to test the Proteus, a nanorobotic camera that can be injected inside the human body. Blood and veins aren't all you encounter, as your journey takes you through biological landscapes at a microscopic level.

Release date: 2016

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Fortune

Fiction - Single User - Standing - 5'



Production Company(ies)
ATLAS V, ARTE
Lead Artist(s)
BRETT GAYLOR & NICOLAS BOURNIQUEL

Fortune! is a delightfully humorous and incisive augmented reality animated series that provokes conversations about the value society places on money. From bills to coins money has no intrinsic value beyond what we've collectively agreed to grant it. However, there's no denying that money governs our material and cultural lives. Just ask Frank Bourassa, the world's greatest counterfeiter.

Release date: 2020

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



Fragments

Documentary - Single User - Standing - 15'



Production Company(ies)
ATLAS V & NSC CREATIVE
Lead Artist(s)
AARON BRADBURY

Fragments is a heartbreaking real-life testimony, volumetrically captured to allow the viewer to navigate the complex world of love, grief and memory. As you navigate the space to explore these moments, new memories are triggered revealing new pathways through the story. Reaching out with your hands will manipulate the virtual space in ways that are intrinsically connected to the story, creating a truly unique narrative experience.

Release date: 2020

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



Gauguin's Inner Journey

Art - Single User - Seated - 4'



Production Company(ies)
INNERSPACE VR
Lead Artist(s)
BALHAZAR AUXIETRE

This immersive journey into the heart of Paul Gauguin's imagination takes the viewer into a fascinating ballet of colors. Among other major works, *Joyeusetés (Arearea)* and *The woman with the flower (Vahine no te tiare)*, take shape like in a dream. Based on testimonies left by the artist, you travel with Gauguin's thoughts during his first trip to Tahiti.

Release date: 2018

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Glimpse

Fiction - Single User - Seated - 23'



Production Company(ies)

MR KITE, ALBYON, ELECTRIC SKIES

Lead Artist(s)

BENJAMIN CLEARY, MICHAEL O'CONNOR

A panda called Herbie is holed up in his illustrator studio after a bad breakup with a talented deer called Rice. Using Herbie's art we delve back through the memories of their relationship from the heartbreaking end to the beautiful beginning; a dreamlike voyage through his mind, his heart and his illustrations. With the voice of Taron Egerton as Herbie and Lucy Boynton as Rice, *Glimpse* is a highly emotive visual feast set in an imaginative world. Directed by Academy Award winning filmmaking duo.

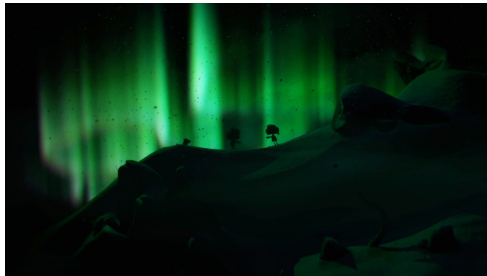
Release date: 2021

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Gloomy Eyes

Fiction - Single-user experience - Seated (360° chair) - Standing - Indoor



Production Company(ies)

Atlas V, 3Dar, Ryot, Arte

Lead Artist(s)

Jorge Tereso & Fernando Maldonado

Thematic(s)

Action/Adventure, Drama, Fantasy, Fiction

It's 1983 on a cold night in Woodland City. Being a zombie is against the law. The undead have been around for almost a decade now, but peaceful coexistence with the "normal" people continues to fail. They hide in the forest, away from the dangerous zombie hunters. Nights are calm and quiet, but Gloomy still tries to stay out of sight. Hunters are a real threat, but this zombie is hiding from something else as well... Truth is, he doesn't feel too comfortable around others of his kind. But really, Gloomy not completely like other zombies. He has access to things we don't see or understand. Nature knows he's special. Narrated by Colin Farrell.

Release date: 2020

Website: <https://drive.google.com/file/d/1z6WnJzTYltxGUBCJmn3kuNgNOYXcdWN5/view>

Presented by: Astrea (FR)



Gondwana

Art - Multi-user - Seated/Standing - 24h



Production Company(ies)

PERNICKETY SPLIT

Lead Artist(s)

BEN JOSEPH ANDREWS

Gondwana invites you to a one-of-a-kind, multiplayer durational event, gently unfurling online over 24 hours. Immersive yourself in the world's oldest tropical rainforest, an explorable, free-roaming representation of the Daintree Rainforest in Far North Queensland, Australia. Like the rainforest itself, *Gondwana* is a system of possibilities.

Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Goodbye Mr. Octopus

Fiction - Single-user experience - Seated (360° chair) - Standing - Indoor - 8'



Production Company(ies)

Atlas V, Oculus - Facebook - Usa, Studio Geppetto

Lead Artist(s)

Amaury Campion & Lily Lambert

Thematic(s)

Fiction, Kids, Feminism

Goodbye Mister Octopus is an illuminating coming of age story about the questioning of identity, of what our loved ones represent, and the perception of those around us.

Release date: 2020

Website: <https://drive.google.com/file/d/1LwlqGHG40FHscM943K-6T9vtyxCb6TWL/view>

Presented by: Astrea (FR)



Gravity

Fiction - Single User - Standing - 17'



Production Company(ies)

DELIRIUM XR

Lead Artist(s)

FABITO RYCHTER & AMIR ADMONI

Gravity is a wild ride through a chaotic world. In this experience you follow the last moments of two old brothers while free falling for 15 minutes. An emotional and thrilling journey in a surreal universe with no ground beneath your feet. A parable, a fable, an interactive experience.

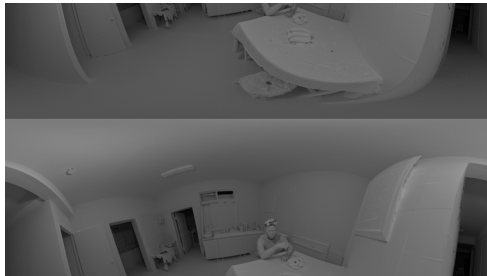
Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Gray Room

Fiction - Single-user - Seated - Indoor - 16'



Production Company(ies)

Kaohsiung Film Archive

Thematic(s)

Asia, Family, Memory, Nostalgia

Join my VR project exploring intimate memories through bodily and spatial perceptions, from childhood to neuroscientific imagination. Inspired by my personal ailment and medical examination, which diagnosed me with Diplopia. This challenges traditional metaphysical understandings of the soul. Let's question our understanding of memory and perception as we journey through my childhood memory of feeling displaced outside my house.

Release date: 2022

Website: <https://drive.google.com/file/d/1D71SFP4PAon1XjWGhbfo0L-hezX63sOi/view?usp=sharing>

Presented by: Kaohsiung Film Archive

Habitat XR Presents BIG 5

Documentary - Single User - Seated - 9'



Production Company(ies)

HABITAT XR

Lead Artist(s)

Ulrico Grech-Cumbo

Based in South Africa, *Habitat XR* is an impact-led production studio focused on immersing people in nature and her stories using extended reality. This screener is an example of the award-winning immersive experiences and documentaries in virtual reality and other immersive formats that foster empathy for wildlife and the natural environment.

Release date: 2019

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Hyperreality - First Encounter

Art - Multi-user - Standing



Production Company(ies)

Electric Ceremonies

Thematic(s)

Culture and arts, Dance, Interactive, Music, Experimental

Hyperreality - First Encounter reinvents structures and rituals as a performance and immersive installation. It allows to be passively explored and watched by moving in the space freely. The visitors can choose to dance in the open space or to be more immersed by taking part in the VR experience and watch one of the dancers via motion capture in an abstract virtual space which makes the show to a one to one performance between visitor and dancer, an intimate encounter in the virtual dimension.

Release date: 2022

Presented by: Electric Ceremonies

I Saw the Future

Documentary - Single User - Seated - 6'



Production Company(ies)

DA PROD

Lead Artist(s)

FRANÇOIS VAUTIER

In 1964, Arthur C. Clarke, co-writer of Stanley Kubrick's on *2001: A Space Odyssey*, revealed his vision of the future. Revisiting the signal transmitted by the first cathodic images, this VR experimental film literally plunges us into the sound and visual matrix at the heart of this archive. This film allows spectators to submerge themselves in a 3D space echoing the futurist predictions of a visionary humanist scholar.

Release date: 2017

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



I, Philip

Fiction - Single User - Seated - 14'



Production Company(ies)

OKIO STUDIO, MUSIC BY RONE

Lead Artist(s)

PIERRE ZANDROWICZ

In early 2005, David Hanson, an American robotics, is developing its first android human. His name is Phil, the copy of the famous science fiction author Philip K. Dick. Phil becomes famous on the Web and in the author's fan circles. Through the memories of the android and those of the author, the film offers an interpretation of Phil's life.

Release date: 2016

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Immersion, augmented nature

Art - Multi-user - Standing - Indoor - 20'



Production Company(ies)

Les Fées Spéciales

Lead Artist(s)

Anne-Lise Koehler, Éric Serre

Thematic(s)

Ecology, Nature, Art and science, Animation

Augmented reality, Biodiversity

A monumental paper installation, *Immersion*, nature augmented allows, through its innovative approach, to sensitize all audiences to natural sciences and ecology. The sculpture can be combined with other installations in the framework of collective exhibitions. It can also be exhibited alone, or in dialogue with projections (of *Bonjour le Monde !* for example). Finally, it ideally opens the way to nature walks, on the territories of the wetlands.

Release date: 2021

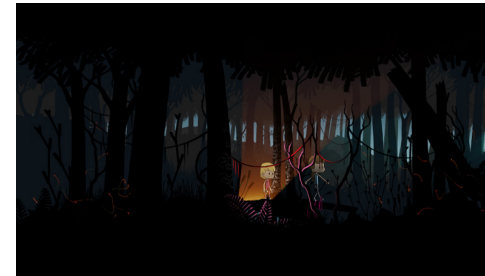
Website: https://les-fees-speciales.coop/documents/plaquettes/LFS_exposition_immersion.pdf

Presented by: Les Fées Spéciales



In the Land of Flabby Schnook

Fiction - Single User - Seated - 6'



Production Company(ies)

COULEUR TV

Lead Artist(s)

FRANCIS GELINAS

A little brother asks his big sister how she managed to stop being afraid of the dark. She draws him into a succession of dreamlike tableaux where everything comes alive and through which the little brother learns to confront his own fears. *In the Land of the Flabby Schnook* is a contemplative film in which the viewer discovers a magical place through the eyes of the protagonists.

Release date: 2020

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Isle of the Dead

Art - Single User - Seated - 8'



Production Company(ies)

LES PRODUITS FRAIS

Lead Artist(s)

BENJAMINNUEL

Isle of the Dead is a timeless journey, starting from an every day apartment towards our final destination, guided by Charon, ferryman of the Underworld. This VR experience is a loose recreation of the eponymous work painted in 1883 by the Swiss symbolist painter Arnold Böcklin. The famous masterpiece also inspired a symphonic poem by Rachmaninov, which makes a perfect soundtrack to accompany the experience.

Release date: 2018

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Kidnapped in Vostok

Fiction - Single User - Seated - 15'



Production Company(ies)

LES ASTRONAUTES

Lead Artist(s)

JEAN BOUTHORS

In the heart of the Antarctic, a group of Russian scientists are trying to recover vital information for their research. To do this, they have no other choice than to kidnap you in order to interrogate you. An immersive comedy that is sure to make you laugh out loud, *Kidnapped in Vostok* is an experience for all ages. Are you ready to go to the Arctic?

Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Kinoscope

Documentary - Single-user experience - Seated (360° chair) - Standing - Indoor



Production Company(ies)

Google Arts & Culture, Novelab, Atlas V

Lead Artist(s)

Clément Léotard, Philippe Collin

Thematic(s)

Culture and arts, Documentary

Kinoscope is a VR experience immersing the spectator into a lively and colorful universe to discover the history of cinema through numerous box office hits such as *The Godfather* films, *Apocalypse Now*, *The Brink's Job*, *One from the Heart* and *Bonnie and Clyde*. A virtual reality journey immersing the spectator into a lively and colorful universe to discover the history of cinema.

Website: <https://drive.google.com/file/d/1x7B616FviaZWlUV1n8rwgsFh4J3KhLYe/view>

Presented by: Astrea (FR)

L'étoile

Art - Multi-user - Seated/Standing - Indoor/Outdoor - Unlimited



Production Company(ies)

LUX

Lead Artist(s)

Simon Chevalier

Thematic(s)

Culture and arts, Sculpture, Science-fiction, Sciences and technologies, Experimental

Large-scale, precise and sober graphic light installation that sets out to represent the first and only light source visible to humans. Mankind has always been fascinated by the stars and this 3D light sculpture invites visitors to contemplation, imagination and introspection. The artwork symbolizes a primary scenery of light which have formed a discreet backdrop since the beginning of time, since man first stared in wonderment at the night sky.

Release date: 2018

Website: <http://www.luxartworks.com/>

Presented by: LUX

Lavrynthos

Fiction - Single User - Standing - 16'



Production Company(ies)

DELIRIUM XR

Lead Artist(s)

FABITO RYCHTER & AMIR ADMONI

Lavrynthos places you at the heart of the labyrinth of Crete to tell you the story of the unlikely relationship between the minotaur and his next meal: a girl named Cora. A contemporary Greek tragedy paying homage to the cradle of modern dramatic theory while challenging it the same time. *Lavrynthos* is a humorous take on a 3000 years old myth updating it with themes and topics that are relevant in this day and age.

Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Le Métamorpheur

Art - Multi-user



Production Company(ies)

ENTER.black

Le Métamorpheur is a personalized photocall that uses micro-mapping and an intuitive interface. A disruptive booth that projects evocative patterns on the faces of its guests, making them a part of the art piece. Alone or with others, spectators can select their favorite projections and collect their portraits through a web-app or instant printing.

Release date: 2019

Presented by: ENTER.black

Loop

Art - Multi-user - Seated/Standing - Indoor/Outdoor



Production Company(ies)

Olivier Girouard and Jonathan Villeneuve, EKUMEN; Quartier des Spectacles Partnership and Ekumen (Canada)

Lead Artist(s)

Olivier Girouard and Jonathan Villeneuve, EKUMEN

Thematic(s)

retrofuturistic / cinematic / Quebec
Litterature

This interactive work consists of 12 giant zoetropes that play short flipbook-style movies by Quebec illustrators, inspired by local literary works, among others, Joséphine Bacon, Dany Laferrière and Wajdi Mouawad. The animations, carried out and the support of SODEC, are accompanied by sound emanating from the centre of each giant wheel. The installation is inspired by the zoetrope, an optical toy invented in the 19th century. *Loop* combines elements of the music box, zoetrope and railway handcar. Sit down inside the zoetrope, pump the bar, and make the image cylinder turn. The pictures will spring into motion. The images, tinted by a strobe effect, are reminiscent of the earliest movies. The speed of the animation, the frequency at which the light flickers and the tempo of the music are all determined by how fast you move the bar.

Release date: 2016

Website: <https://qdsinternational.com/en/installations/loop/>

Presented by: Quartier des Spectacles International

Lou

Fiction - Single-user - Indoor - 20'



Production Company(ies)

UNLTD

Lead Artist(s)

Martine Asselin & Annick Daigneault

There are as many ways to be autistic as there are autistic people. *LOU* - Kid/Teen lets people experience what it's like to be in the body of an autistic child named Lou, to see and hear through his eyes and ears.

Release date: 2022

Presented by: HUBBLO

Madrid Noir

Fiction - Single-user experience - Seated (360° chair) - Standing - Indoor - 44'



Production Company(ies)

Atlas V, No Ghost

Lead Artist(s)

James A. Castillo

Thematic(s)

Action/Adventure, Drama, Fiction, Mystery

A young woman arrives at the apartment of her estranged and deceased uncle. Tasked with picking up the pieces of his life, she is unexpectedly thrown back into the past to relive a summer she spent with him as a child. This will ultimately lead her to uncover a long buried secret. This animated story takes place in a city that comes alive at night, a place where shadows are dark and deep, a Madrid now lost in time.

Release date: 2021

Website: <https://drive.google.com/file/d/1jdhwZ7NabhCQfLUPm5j3SYN0QprH-B6T/view>

Presented by: Astrea (FR)

MEET MORTAZA

Documentary - Single User - Seated - 14'



Production Company(ies)

LES PRODUITS FRAIS

Lead Artist(s)

JOSÉPHINE DERUBE

Thematic(s)

Action/Adventure, Drama, Fiction, Mystery

At the age of 24, forced into exile, Mortaza had to flee his own country, Afghanistan, because he was sentenced to death by the religious authorities and through a dangerous and clandestine road, he will reach France. Based on Mortaza Jami's book *Je savais qu'en Europe on ne tire pas sur les gens*.

Release date: 2020

Presented by: Astrea



Mirror

Fiction - Single-user - Seated - Indoor - 15'



Production Company(ies)

Kaohsiung Film Archive

Lead Artist(s)

Wu De-Chuen

Thematic(s)

Asia, Animation, Family, Fiction

Mirror is based on a short novel. In this story, the men in the family are always rushed by time and become the adults they always hated. However, in their memory, there is always a warm memory with their mother, and the mother always thinks about the time when she was not married.

Release date: 2022

Presented by: Kaohsiung Film Archive

Mirror: The Signal

Fiction - Single User - Seated - 9'



Production Company(ies)

ATLAS V, ALBYON

Lead Artist(s)

PIERRE ZANDROWICZ

Sent to an unknown planet, young exobiologist Claris is alone aboard her pod when she violently crashes. While trying as best she can to find the other members of her team, she receives the first "signal" generated by the planet itself. "Mirror" is a journey to another planet. It is also, above all, the journey through the sentimental landscape of a woman who has experienced a tragedy.

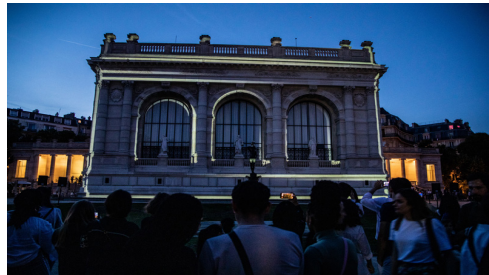
Release date: 2020

Presented by: Astrea



Mise en Lumières

Art - Multi-user - Standing



Release date: 2021
Presented by: ENTER.black

Production Company(ies)

ENTER.black

Thematic(s)

Culture and arts, Documentary, Dance, Experimental, Interactive, Music

Missing Picture: Abel Ferrara

Documentary - Single-user experience - Room Scale - Seated (360° chair) - Standing - Indoor - 8'



Production Company(ies)

Atlas V, Arte France, Bbc, Serendipity, Pts Taiwan, Wild Fang Films, Giiioi

Lead Artist(s)

Clément Deneux, Joseph Beauregard

Thematic(s)

Culture and arts, Documentary

In this episode, we meet long-time independent American filmmaker Abel Ferrara. *Birds of Prey* would have been the political thriller of his dreams... until it all fell apart. The neo-noir, provocative director behind movies like *Ms. 45* (1981) and *Bad Lieutenant* (1992), takes us with him on a journey through the heart of his unfinished story based in the 70's New York City.

Release date: 2021
Website: <https://drive.google.com/file/d/1JcSB3NgLHDIdtRbs1nJMyWpsmJHYSnDQ/view>
Presented by: Astrea (FR)

Missing Pictures: Catherine Hardwicke

Documentary - Single User - Standing - 11'



Production Company(ies)

Atlas V, Arte France, Bbc, Serendipity, Pts Taiwan, Wild Fang Films, Giiioi

Lead Artist(s)

Clément Deneux

Thematic(s)

Culture and arts, Documentary

After *Twilight Chapter 1*'s huge box-office hit, American filmmaker Catherine Hardwicke tried to make an adaptation of *The Monkey Wrench Gang* by Edward Abbey, a cult book of the 70s American counterculture and a precursor of eco-activism. The director revisits this project which excited her so much and which became, because of the reluctance of the Hollywood studios, one of these umpteenth "ghosts of the garage".

Release date: 2022
Website: <https://drive.google.com/file/d/1molhnhICU7T0vntRsIN-VXRARZCyd2A/view>
Presented by: Astrea

Missing Pictures: Lee Myung-Se

Documentary - Single User - Standing - 11'



Production Company(ies)

Atlas V, Arte France, Bbc, Serendipity, Pts Taiwan, Wild Fang Films, Giiioi

Lead Artist(s)

Clément Deneux, Lee Myung-Se

Thematic(s)

Culture and arts, Documentary

Father is Gone could have been Lee Myung-se's debut film, but slipped into a long hiatus instead. After thirty years directing unprecedented features in Korea like *First Love* or *Nowhere to Hide*, Lee finally brings the lost project back to life through VR. Set against the backdrop of a family of three moving to the outskirts of Seoul in the 1960s - where the director himself grew up - *Father Is Gone* questions the place of the father in traditional Korean culture.

Release date: 2022
Website: <https://drive.google.com/file/d/1molhnhICU7T0vntRsIN-VXRARZCyd2A/view>
Presented by: Astrea

Missing Pictures: Naomi Kawase

Documentary - Single User - Seated - 14'



Production Company(ies)

ATLAS V, ARTE FRANCE, BBC, SERENDIPITY, PTS TAIWAN, WILD FANG FILMS, GIIOII

Lead Artist(s)

CLÉMENT DENEUX

The most celebrated female filmmaker from Japan revisits a project that she envisioned after her 2015 film *Sweet Bean*. *Oh Debu* tells the story of Aya, a 27-year-old, overweight and over romantic woman. Through this story, Naomi Kawase wanted to give herself a challenge trying to make a comedy, far from her naturalist, poetic previous work.

Release date: 2022

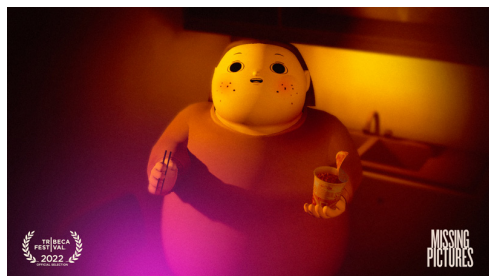
Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



Missing Pictures: Tsai ming Liang

Documentary - Single User - Standing - 11'



Production Company(ies)

Atlas V, Arte France, Bbc, Serendipity, Pts Taiwan, Wild Fang Films, Giiiii

Lead Artist(s)

CLÉMENT DENEUX & LAI KUAN-YUAN

Thematic(s)

Culture and arts, Documentary

Tsai Ming-Liang, the Taiwanese maestro of slow cinema, doesn't have a real "missing picture", but what he does have are childhood memories, so vivid that it is impossible for him to film. The filmmaker seizes the medium of VR to go back to the Malaysia of his childhood, when his grandparents took him the movies every night. Rather than sharing about an unmade film, Tsai Ming-Liang transforms the exercise into a making-of of his entire film career.

Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



Mono

Single-user - 14'



Production Company(ies)

EPICA FILM

Lead Artist(s)

Chiara Troisi

Una, a woman in her 40s, comes home from work after an ordinary day. She is exhausted, and, in her movements, she seems like an automation: smoking, watching TV, preparing a pre-packaged dinner. Just having contact with her garden and Nature can counteract her physical and mental fatiguer for a moment.

Release date: 2022

Presented by: Epica Film

Museum Of Symmetry

Audio Fiction - Single-user experience - Seated (360° chair) - Standing - Indoor - 20'



Production Company(ies)

NFB

Lead Artist(s)

Paloma Dawkins - Co-Writer, Director, Animator, Ashley Obscura - Co-Writer

Thematic(s)

Action / Adventure, Fantasy, Comedy

Museum of Symmetry is a room-scale 20-minute narrative VR experience featuring 2D animation in a 3D playground. Come and meet vivacious characters on a kaleidoscopic joyride through landscapes of earth, fire, wind and water. This museum welcomes you to dive into a variety of art works. From the highest clouds to the deepest oceans, let's ride through fantastic landscapes inhabited by strange and lovable characters.

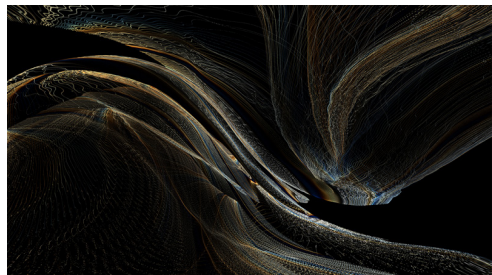
Release date: 2018

Website: <https://drive.google.com/file/d/1AZJ7hvShFpB-U5CsBhERfeHYP4OY1WBL/view>

Presented by: Astrea (FR)

Mutek Collection: Entanglement

Art - Single User - Seated/Standing - 16'



Production Company(ies)

MUTEK

Lead Artist(s)

FRANCE JOBIN & MARKUS HECKMANN

Entanglement is a dazzling work that distills quantum physics theories into a swooping sensorial experience. It interprets the concept of entanglement: when two or more particles link up, and no matter how far apart they are in space, their states remain linked. It is an uncanny phenomenon in quantum physics, one that defies explanations.

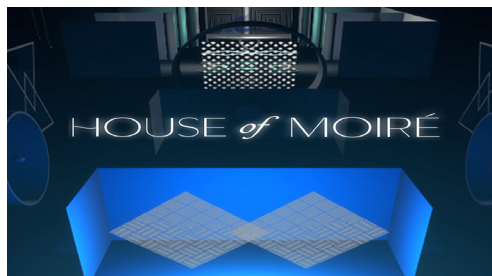
Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Mutek Collection: House of Moiré

Art - Single User - Seated/Standing - 8'



Production Company(ies)

MUTEK

Lead Artist(s)

CHLOE ALEXANDRA THOMPSON & MATTHEW EDWARDS

House of Moiré invites users into a void-like realm, where one's experience is defined by the curiosity of their eyes and ears. In self-directed exploration, the viewer advances through a succession of rooms dressed in optical patterns, audio-visual programming, and minimalist spatial design.

Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Mutek Collection: Immortelle

Art - Single User - Seated/Standing - 13'



Production Company(ies)

MUTEK

Lead Artist(s)

LINE KATCHO

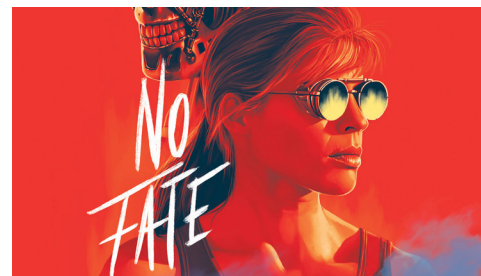
Immortelle is an atmospheric and figurative 6DOF work illustrating the flights and falls of psychological endurance. Featuring a cathartic flux of sonic and visual fragments, this unpredictable piece opens a door onto how a mind in internal turmoil redefines the outside world. The viewer travels through different scenes and seasons, paves through evocative empty structures, wades through waves and mountain peaks, encounters a presence in a vacuum.

Release date: 2022

Presented by: Astrea

No Fate - Terminator 2 Immersive Cinema

Art, Fiction, Documentary - Multi-user - Seated/Standing - Indoor - 2h30



Production Company(ies)

Dream Factory

Lead Artist(s)

Grégoire Nedelcovici, Eliza Calmat

Thematic(s)

Artificial Intelligence, Family, Parenthood, Human Value, Science, War, Terminator, Communities, Outcasters

Dream Factory is the first creator of immersive cinema in France. *No Fate*, inspired by *Terminator 2*, is between immersive theater, interactive experience, and a live video game, mixing technologies and new forms of narration. For an evening, participants forget the barrier between screen and stage. Dream Factory allows people to stroll, play, dance and drink, in a unique reality through life-size sets, participative and immersive stories and actors. We are Making your fictions a reality.

Release date: 2022

Website: <https://www.youtube.com/watch?v=y0lrO3IVCtY>

Presented by: Dream Factory

NORN vol.1: The 9 daughters of Ran

Fiction - Single User - Standing - 25'



Production Company(ies)

NORN STUDIO, FIRE PANDA, DIGITAL DOMAIN

Lead Artist(s)

LINA REINSBAKKEN

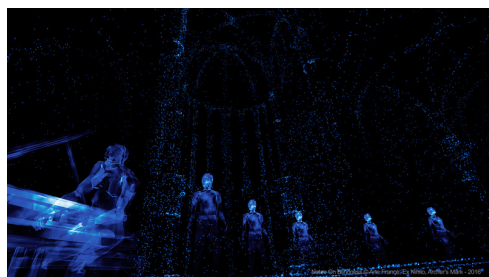
NORN is an immersive animated series that explores the human brain via a dark Nordic Fairytale. The mind's Will is enslaved by the Queen of Fear, imagination is slowly fading. Time is running out. This immersive story invites the audience to join GULLVEIG, a cognitive thought and Dream Designer, on an immersive journey to venture the brain with a dangerous Quest: to free the Will from enslavement in the reptile brain, and to save the State of Fantasy.

Release date: 2022

Presented by: Astrea

Notes on Blindness

Documentary - Single-user experience - Seated (360° chair) - Standing - Indoor - 30'



Production Company(ies)

Ex Nihilo, Archer's Mark, Novelab
Audiogaming, Atlas V

Lead Artist(s)

Arnaud Colinart, Amaury La Burthe, Peter
Middleton et James Spinney

Thematic(s)

Biopic, Documentary, Drama

In 1983, after decades of steady deterioration, John Hull became totally blind. To help him make sense of the upheaval in his life, he began documenting his experiences on audio cassettes. These original diary recordings create the basis of this interactive non-fictional narrative which is a cognitive and emotional experience of blindness.

Release date: 2017

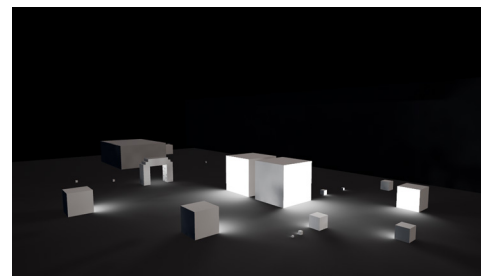
Website: https://drive.google.com/file/d/1EWigvXdQP18npcN7NZuL7KaLde6zr8_9/view

Presented by: Astrea (FR)



Oizys' Labyrinth: Navigating Anxious Futures through Mythic VR Innovation

Art - Single-user - Seated - Indoor/Outdoor - 15'



Lead Artist(s)

Sean Rogg

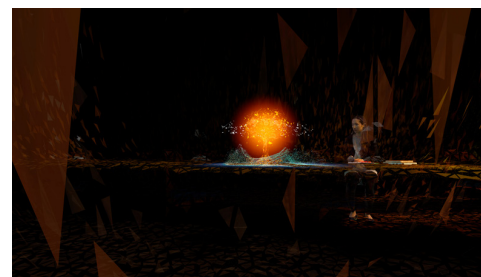
Our work combines technology, architecture, and human experience to transport you to a world that evokes awe and alleviates anxiety. Lose the sense of your own reality and experience «radical calm» with our deep VR presence. In 15 minutes, our experience transforms your headspace, leaving you reassured and relaxed. Immerse yourself in the beauty and depth of our Mythical Innovation, and discover the transformative power of art in the digital age.

Website: www.awen.nu

Presented by: Awen

On the Morning You Wake

Documentary - Single User - Seated - 38'



Production Company(ies)

Atlas V, Archer's Mark

Lead Artist(s)

MIKE BRETT, STEVE JAMISON,
ARNAUD COLINART & PIERRE ZANDROWICZ

One day in January 2018, as Hawaiian citizens went about their day, the entire state received an SMS, which read: BALLISTIC MISSILE THREAT IN BOUND TO HAWAII. SEEK IMMEDIATE SHELTER. THIS IS NOT A DRILL. As cellular networks collapsed and panic took hold 1.4m people (as well as their friends and relatives across the globe) came to understand the urgent nature of today's nuclear threat.

Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



Partita for 8 Voices

Art - Multi-user - Indoor - 27'



Production Company(ies)

LATERNA FILMS

Lead Artist(s)

Michel D.T. Lam

This film is a 360-degree visual and sound immersion inside the Pulitzer Prize-winning piece of the same name, composed by Caroline Shaw and performed by the group Roomful of Teeth. Using a dome projection that surrounds the audience, this unique film experience takes the public right to the heart of a performance by the eight multitalented and eclectic singers of the group, standing in a circle, looking back at the viewers in the middle.

Release date: 2021

Website: <https://vimeo.com/687980934>

Presented by: HUBBLO

Peroration

Art - Single User - Seated - 8'



Production Company(ies)

ATLAS V

Lead Artist(s)

FABIEN COUPEZ & YANNICK LEBLANC

A 4D immersive music experience set in the middle of the iconic Utah desert. Performed by London Electronic music's most forward-thinking talents, Sam Shepherd and His Floating Points band, this mesmerizing music performance will take you on a journey that will unleash both natural and supernatural elements.

Release date: 2017

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Predicament of Pangolins

Documentary - Single User - Seated - 10'



Production Company(ies)

HABITAT XR

Lead Artist(s)

ULRICO GRECH-CUMBO

An original film, focusing on one of the most iconic species of mammal in Africa: the Temmnick's ground pangolin. This experience will see two wild pangolins narrating a tale of trial and tribulation as they seek food in the kalahari deserts. Ultimately, this is a story not of pangolins, but of climate change. In reality, the pangolin is undoubtedly the most trafficked animal in the world at this point.

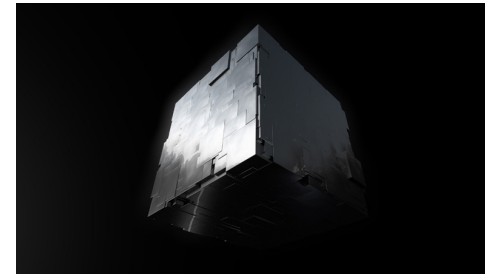
Release date: 2019

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Recoding Entropia

Documentary - Single User - Seated - 8'



Production Company(ies)

DA PROD

Lead Artist(s)

FRANÇOIS VAUTIER

At the core of nothingness, on the horizon of infinite space and unfathomable time, an imposing geometrical form wanders. An immense tetrahedron that will soon dislocate to scatter and deliver a mysterious message through its changed shape.

Release date: 2020

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea



Rewild & Relocated

Documentary - Single User - Seated - 10'



Production Company(ies)
HABITAT XR
Lead Artist(s)
ULRICO GRECH-CUMBO

Stand on the frontlines on the top secret Black Rhino translocation from South Africa to Chad in 2018. In partnership with African Parks and South African National Parks. The shoots for Rewild were conducted first at a game reserve in the North West (for the identification and capture process) and then the Addo Elephant National Park. The rhinos were then placed at Zakouma National Park in the Republic of Chad.

Release date: 2018

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Rock, Paper, Scissors

Fiction - Single User - Standing - 7'



Production Company(ies)
CATS ARE NOT PEAS
Lead Artist(s)
ALEX RUHL

Step into teenager Priya's world and influence her story, by playing the game Rock Paper Scissors against single-mum Lina in this interactive virtual reality coming-of-age drama funded by the BFI Network. *Rock, Paper, Scissors* uses hand tracking technology, encouraging you to participate in the heartwarming way a mother and daughter's relationship evolves over time. This is a short and sweet animation for all ages.

Release date: 2022

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Saturnism

Art - Single User - Seated - 5'



Production Company(ies)
BARBEROUSSE FILMS
Lead Artist(s)
MIHAI GRECU

Francisco Goya's painting *Saturn Devouring His Son* is considered one of the most terrifying in the history of art. According to the myth, Saturn devours because of fear to be devoured – or rather over thrown – by his son; the fear of losing power makes Saturn lose control over his mind. Come inside one of the darkest paintings in the history of art – alone with mad Saturn in the cold and gloomy landscape.

Release date: 2020

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Shadow

Fiction - Single User - Seated - 14'



Production Company(ies)
MAKROPOL & MISO FILM ALL SEEING EYE,
MIDTJYSK 3D SERVICE
Lead Artist(s)
David Adler, Ole Bornedal

It's March 21, 1945. You're a young navigator in the Royal Air Force sitting next to your pilot in the cockpit of a mosquito bomber. You're flying in formation – a swarm of combat aircrafts all headed for the same target: the Gestapo headquarters in Copenhagen. But in the critical minutes leading up to the planned attack, a sudden explosion wreaks havoc and disorients you... Can you confirm the target now?

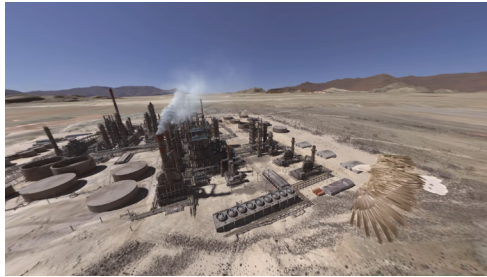
Release date: 2021

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

SOL-AIR

Fiction - Single-user - Standing - Indoor/Outdoor - 15'



Production Company(ies)

Barberousse Films

Lead Artist(s)

Mihai Grecu

Thematic(s)

War, Tale

Aaron, a military drone pilot, is on an air mission to monitor a huge oil field in the middle of a desert thousands of kilometers away from his cockpit.

Up in the air his drone makes encounters a magnificent eagle guided by its breeder Azad, a falconer who lives on a farm in the desert.

One day, sabotage causes fire and seeds chaos on one of the oil wells. Aaron and Azad find themselves forced to act against each other in the tragedy of a conflict that is beyond their control.

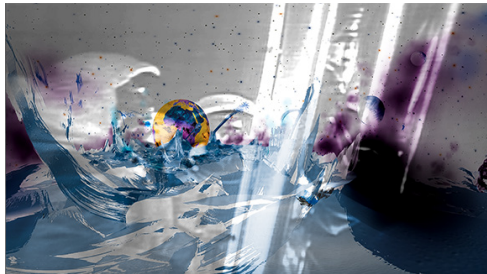
Release date: 2023

Website: <https://vimeo.com/301571327>

Presented by: Barberousse Films (François Martin-Saint-Léon)

Spaced out

Art, Fiction, Documentary - Single-user - Seated - Indoor/Outdoor - 9'



Lead Artist(s)

PYARÉ

Thematic(s)

science, poetry, heritage, space

From lead artist, Pyaré, *Spaced Out* is an underwater VR experience using the revolutionary VR waterproof headset, MERCURY by NIGHT. It invites visitors to float on water while breathing with a snorkel, giving an illusion of being immersed onto the lunar surface.

Spaced Out transports the visitors from earth to the moon, from water to space and from the first to the third person leaving the body behind, to reach the moon and then its hollow center. The trip crosses in a tunnel of lines and points, a trajectory of the Earth on the surface of the moon, where the last Apollo 11 mission landed. *Spaced Out's* narration is composed of original audio archives of the communication between the three astronauts and the mission control. The running audio track clashes with the abstract 3D visual representation of what the 19th century writers believed the moon looked like. The piece is like a magic trick: simulating absence of gravity it bypasses the brain's predispositions for an immersion of all senses.

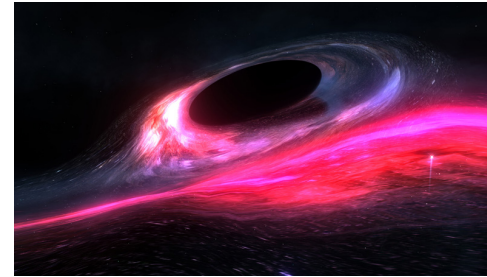
Release date: 2020

Website: https://drive.google.com/file/d/1n1hbinyQHJCgTYiHK08qpVz22MURel3/view?usp=share_link

Presented by: NIGHT

Spheres

Documentary - Single-user experience - Seated (360° chair) - Standing - Indoor - 33'



Production Company(ies)

Citylights, Atlasv, Novelab, Crimes Of Curiosity

Lead Artist(s)

Eliza Mcnitt - Director

Thematic(s)

Documentary, Experimental, Natural sciences

Uncover the hidden songs of the cosmos through this powerful, immersive spectacle that fuses art with science. Using hand tracking and light interactivity, join with the universe and bring life to the veiled symphony of sound and light.

Chapter I: Chorus of the Cosmos

Chapter II: Songs of Spacetime

Chapter III: Pale Blue Dot

Release date: 2018

Website: https://drive.google.com/file/d/1B3lt1B_UIA_6Mq-9kji-awdX5zIFw1dk/view

Presented by: Astrea (FR)

Splinter

Art - Multi-user - Standing - Outdoor



Production Company(ies)

Quartier des Spectacles Partnership (Canada), Light Night Leeds (UK), with UK funding support from Arts Council England and Leeds City Council (UK)

Lead Artist(s)

Ottomata

Thematic(s)

Science & Technology

Splinter is an installation comprising five monoliths arranged in a circle. They appear to emerge from the depths of the Earth and conceal mysterious entities who are awakened by your movements. The entities respond to you and communicate with each other in a majestic dance of geometric shapes, set to melodious music. Activate multiple monoliths at once and they'll reveal even more secrets!

Release date: 2021

Website: <https://qdsinternational.com/en/installations/splinter-2/>

Presented by: Quartier des Spectacles International



Telling Tent - Institute of Fantastic Animals

Art - Multi-user



Production Company(ies)
TELLING TENT CO., LTD.

Telling Tent is a new experience of combining children's arts and interactive technologies. We cooperate with young Taiwanese artists to create original animations. Stories are introduced by storytellers and audiences are surrounded with a hemispherical screen. There are sounds, scents, and a vibrating floor to make the audience feel they are on the scene. Marvellous animations with meaningful storylines combine with interactive technologies to offer you a whole new theatrical experience.

Release date:

Website:

Presented by: TELLING TENT CO., LTD

The Blind Vaysha

Fiction - Single User - Seated/Standing - 12'



Production Company(ies)
NFB
Lead Artist(s)
Theodore Ushev
Thematic(s)
Culture and arts, History

Directed by renowned filmmaker and animator Theodore Ushev, *The Blind Vaysha* is adapted from a philosophical short story by Georgi Gospodinov, a leading multidisciplinary author from the younger generation of Bulgarian writers. Using an expressive, powerful style poised midway between religious paintings and linocuts, Ushev reaffirms his virtuosity in visual experimentation, creating a film that is both symbolic and accessible, featuring bucolic European landscapes and Benedictine architecture.

Brilliantly narrated by actress Caroline Dhavernas, *The Blind Vaysha* uses wisdom and humour to tell its metaphorical tale about the difficulty of living in the here and now. Available in 2D and stereoscopic 3D,

The Blind Vaysha will soon be released in a VR version that allows viewers to forge an immediate and visceral connection with its protagonist.

Release date: 2018

Presented by: Astrea (FR)

The Cave

Documentary - Single User - Seated - 5'



Production Company(ies)
INNERSPACE VR
Lead Artist(s)
BALHAZARE AUXIETRE

Go back in time and cross landscapes in the mighty glacial age (30,000BP) where you discover and explore a cave. Trekking through at a slow, poetic, and contemplative pace, you're confronted by a wall of prehistoric cave drawings and are overcome with a strong supernatural aura, as if you were the first to discover them. Inside, the drawings reveal a buried symbol hidden deep within the soul of the stone.

Release date: 2016

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

The Dancing Plague

Art - Multi-user - Standing - 25'



Production Company(ies)
Tchikiboum
Lead Artist(s)
Julie Desmet Weaver, Eugénie Andrin

The Dancing Plague is an experience inspired by the dancing plague of 1518. Within an immersive structure, the audience is invited to discover the story of the first woman to be swept away by this pandemic. Combining theater and dance, this sensory experience invites us to follow the momentum of the bodies, a testimony to the distress of a population faced with rigid authorities. Borrowing from live performance and cinema, it becomes a playground for the spectators invited to enter the dance.

Release date: 2023

Website: <https://drive.google.com/file/d/1molhnhjICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Tchikiboum



The Guardians of the Mountain

Art - Multi-user - Seated - 20'



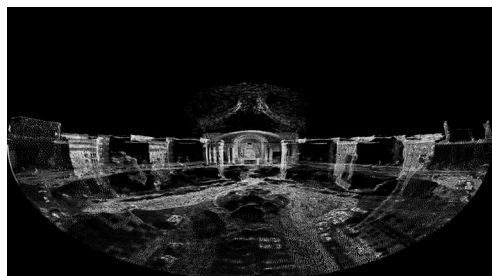
Production Company(ies)
ONYO

As the mountains collapsed, their inhabitants held them back. They learned to speak the language of the rock and to invoke the power of the elements. These guardians, animals (including humans !) and plants, have been taking turns to keep the living alive. Will you take over? With a stone in your hands, a group of participants experiences an evolving, rich and fantastic soundscape that frees the imagination and whose collective choreography reinforces our living connections.

Release date: 2023
Presented by: ONYO

The Material of Memories

Art - Single-user - Seated/Standing - Indoor - 5'



Production Company(ies)
NEON MINUIT
Lead Artist(s)
Léon Denise, Dorian Rigal
Thematic(s)
Memories, hypnosis, dream

The visual journey of memories is possible in certain hypnosis or dream situations. The focus on this film is the ability of immersive films to provide the sensation of dream vision. How to visualize what is in the past or in the future, what is absent from the present. The film is a journey, a mental journey that uses all the scales of the human gaze to memories, from the infinitely large to the smallest invisible.

Release date: 2020
Website: <https://vimeo.com/786868830>
Presented by: Diversion cinema

The Monroe Experience

Art, Fiction, Documentary - Single-user, Multi-user - Seated/Standing - Indoor - Theater play: 1h45 / The installation: 45' / Virtual Reality: 12' / Series: 10x30'



Production Company(ies)
Principe Actif - Swing Digital
Lead Artist(s)
Stephanie Sphyras - Benoit Nguyen Tat - Anseau Delassalle
Thematic(s)
The woman behind the iconic Marilyn Monroe

The Monroe Experience offers a reinterpretation of the «Marilyn myth». By going through a journey that includes an interactive installation, virtual reality (via a headset or a 360° structure), a theater play, a graphic novel and a fiction series, the spectator approaches the woman behind the icon. They hear from Marilyn herself confessions they have never heard before.

Release date: 2023
Website: <https://vimeo.com/785982703>
Presented by: Principe Actif - Swing Digital - The Archives - La Métonymie - Université Paris Saclay - La Centrale - Agents et Artistes / Mairie de Paris - Onda / Forum des Images - Les Ateliers des Capucins - Le Sas - Galerie Joseph / Robert Laffont

The Passengers

Fiction - Single User - Seated - 4x10'



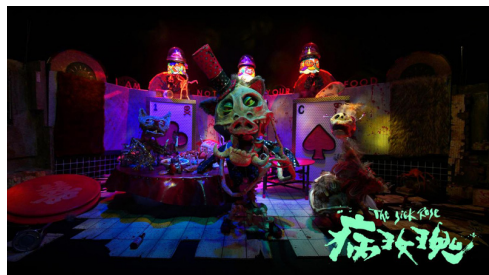
Production Company(ies)
COUZIN FILMS, LES PRODUITS FRAIS
Lead Artist(s)
ZIAD TOUMA

The Passengers is the story of four strangers traveling together in a train. Discover the inner world of each of them: a woman questions her motherhood, a man must overcome his shyness, a lady is struggling with her memories and a kid feels guilty about his parents' separation. Enter the thoughts of one character at a time, to hear their inner voice, see their memories and live their emotions. You can change the course of the story with your gaze, voice and gestures. Welcome aboard!

Release date: 2022
Presented by: Astrea

The Sick Rose

Fiction - Single User - Seated



Production Company(ies)

HTC VIVE ORIGINALS

Lead Artist(s)

TANG ZHI-ZHONG & HUANG YUN-HSIEN

Rose had a fight with her mother. Feeling sorry for saying hurtful words, Rose is determined to apologize to her mother who is currently working at the hospital. However, as the pandemic around her escalated, the way to the hospital has become dangerous and difficult. Would Rose, a sick little girl who does not know her way, be able to reunite with her mother?

Presented by: Astrea

The Storm

Fiction - Single User - Seated - 5'



Production Company(ies)

INNERSPACE VR

Lead Artist(s)

BALTHAZAR AUXIETRE

In this upside-down VR adventure *A Fisherman's Tale*, you live a cozy, isolated life until one day you realize you're just a little wooden puppet trapped inside a model of a lighthouse! Even worse, the model is replicated inside and out in an infinite recursive loop.

Release date: 2018

Presented by: Astrea

The Tree of Light

Art - Multi-user - Seated - 15-20'



Production Company(ies)

ONYO

Thematic(s)

Environment, Health and Body, Music and live performance

The Tree of Light is an original fiction which plunges you into the heart of an enchanted forest to experience a unique moment of regeneration of a thousand-year old tree. The work allows the experience of a new relationship with the living beings that inhabit our world.

Release date: 2021

Presented by: ONYO

They Dream in My Bones

Art - Single-user - Seated - Indoor - 17'



Production Company(ies)

Le Fresnoy, studio national des arts contemporains (producer) and Caza d'Oro - Centre International d'art contemporain (co-producer)

Lead Artist(s)

Faye Formisano

Thematic(s)

Metaphysical, dream, science

They Dream in My Bones - Insempnedy II is a transfixing meditation and a stirring experiential proposition that explores what fabric might bind the physical and metaphysical, and how to extract dreams from an unknown skeleton. This fictional circumstance tells the story of Roderick Norman, a researcher in onirogenetics — the science he founded — and opens up the intersection of the physical and the dreamworld, of gender and biology, and of an individual body and a symbiotic microbiome.

A dreamy, minimalist scientific fable rendered in black and white, *They Dream in My Bones* incorporates the viscosity of textile dynamics with 3D drawings and images shot with a traditional camera. The resulting virtual reality film allows us to explore the metamorphosis of a skeleton at the frontier of gender and the human.

Release date: 2021

Website: <https://vimeo.com/702046284>

Presented by: Diversion cinema

Tinta & Fogo / Ink & Fire

Documentary - Single-user - Standing - 15'



Production Company(ies)

Studio KwO XR, VRXP

Thematic(s)

Myths / Traditions, Interactive, Culture and arts, Latin America, Animation, Fiction, Kids

The interactive exhibition *Tinta & Fogo* will take the visitor back in time, to the universe and art of the first inhabitants of the Americas. Presenting the most important group of rock paintings in Brazil for the first time in an immersive way to general audiences, the multimedia exhibition mixes virtual reality, augmented reality and photographs in an incredible dive into our past.

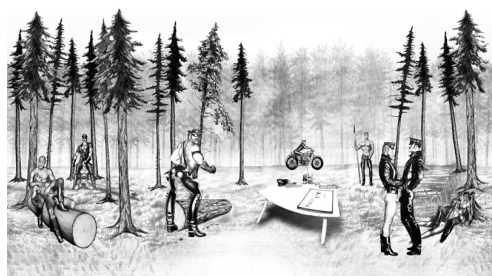
Release date: 2022

Website: <https://www.studiokwo.com/>

Presented by: Studio KwO XR

Tom House the VR Experience

Documentary - Single-user - Seated/Standing - Indoor - 40'



Production Company(ies)

Donkey Hotel

Lead Artist(s)

Márton Jelinko, Carlos Marroquin, Sami Jahnukainen

Thematic(s)

Visual arts, queer arts, art history, pop-culture

Tom of Finland (1920 – 1991) is undoubtedly world's most celebrated and influential creator of queer-erotic art. *Tom House the VR Experience* is a documentary virtual reality piece, that immerses visitors into the legendary Los Angeles residence of Tom, where he lived over the last decade of his life. The VR-piece features three thematic tours around the house and a virtual art gallery, which presents Tom's work like never experienced before.

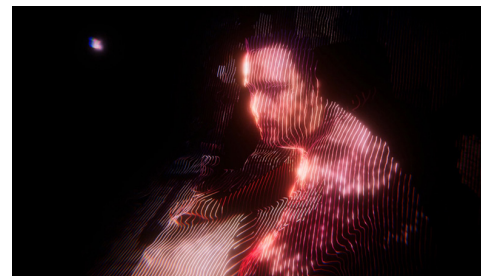
Release date: 2023

Website: <https://vimeo.com/713157217>

Presented by: Donkey Hotel

Vestige

Documentary - Single User - Seated/Standing - 12'



Production Company(ies)

ATLAS V, NSC CREATIVE

Lead Artist(s)

AARON BRADBURY

Vestige is a room-scale VR using multi-narrative and volumetric live capture to take the viewer on a journey into the mind of Lisa as she remembers her lost love, Erik. Within an empty void, fragments of past memories appear of their life together. As we navigate the space to explore these moments, new memories are triggered revealing new pathways. Every viewing will reveal a different journey towards this moment, revealing the complex world of memory and grief.

Release date: 2018

Website: <https://drive.google.com/file/d/1moIhnjhICU7T0vntRsIN-VXRARZCyd2A/view>

Presented by: Astrea

Webby's Wonder World



Production Company(ies)

Gate22

Thematic(s)

Experimental, Kids, Social issues, Sciences and technologies, Fiction

Webby's Wonder World (WWW) is an artistic journey into the eccentric world of the Web: an immersive and fun video game-like experience for newbies and young generations, showing the positive aspects of the web but also its dark sides.

Release date: 2022

Presented by: Gate22

What is Left of Reality

Documentary - Single User - Standing - Indoor



Production Company(ies)

Atlas V

Lead Artist(s)

Ferdinand Dervieux & Pierre Zandrowicz

Thematic(s)

Animals / Nature, Documentary,
Environmental, Experimental

What is Left of Reality is an interactive installation that explores a new form of suffering, psychic and existential, caused by environmental changes: eco-anxiety or solastalgia. The experience allows the visitor to interact with an environment made of point clouds, discovering the testimonies of women and men confronted with the disintegration of the world around us.

Release date: 2021

Website: <https://vimeo.com/486573948/174b1fc02a>

Presented by: Astrea (FR)



Worlds of Ice

Documentary - Multi-user - Standing - Indoor - 34'



Production Company(ies)

ONF & le Planétarium Rio Tinto Alca (CA)

Lead Artist(s)

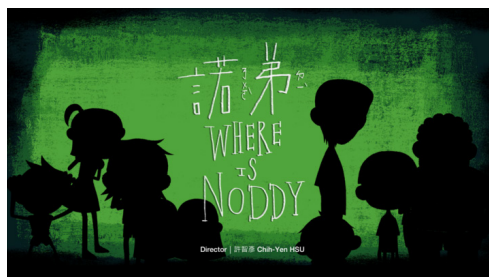
Philippe Baylauq

Worlds of Ice is a 360° contemporary full-dome film that envelops the spectator within worlds of ice that oscillate between the deeply familiar, the unconventional and the transformative. 34-minutes in length, *Worlds of Ice* is an immersive unravelling that reveals the many universes of ice.

Release date: 2022

Where is Noddy?

Fiction - Single-user - Seated - Indoor - 18'



Production Company(ies)

Kaohsiung Film Archive

Lead Artist(s)

Hsu Chih-Yen

Thematic(s)

Asia, Animation, Interactive, Kids, Fiction

A boy named Noddy, who likes to play games very much. His favorite is hide and seek because everyone likes it. But he always is the first one to get caught. Every time he gets caught, he puts up a long face. Because once he gets caught, he can only stand aside and look at everyone else playing. He hates to lose so he tries to observe carefully every time. One day, he found the safest place and hid inside. He saw other kids getting caught one by one. Noddy succeeded, now no one can find him.

Release date: 2022

Presented by: Kaohsiung Film Archive



Patience Mon Amour de Camille Duvalieroy © Bachibouzouk



Bibliothèques © Red Corner / Olivier Tallec / Gordon



Malaisant © apaches films

PARIS SOUTIENT LES NOUVEAUX MÉDIAS

Le fonds nouveaux médias de la Ville de Paris est ouvert à toutes les nouvelles formes de narration destinées à une diffusion sur un ou plusieurs supports numériques et pouvant faire appel à des technologies innovantes (séries digitales, narrations interactives, réalité virtuelle, réalité augmentée, œuvres immersives, etc.).

DÉPÔT DES DOSSIERS DU FONDS D'AIDE

1^{ère} session : du 13/03 au 13/04/2023

2^e session : du 01/10 au 26/10/2023

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TAICCA, Asia's Creative Hub!

TAICCA was established by the Ministry of Culture of Taiwan in June, 2019. With the mission of consolidating and accelerating Taiwan's cultural contents industries, TAICCA facilitates international co-production and builds stronger partnerships and professional networks.



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Grants and Funds

For Films & Series

Creative Content
Development Program
(CCDP)



For Films & Series

Taiwan's International
Co-Funding Program
(TICP)



For Immersive Content

Immersive Content
Grant for Intl.
Co-Funding /
Co-Production



Festival

Taiwan Creative Content Fest (TCCF)
Nov.7th - 12th, 2023

A key annual creative content showcase event in Asia, including three major sessions: Market, Pitching and Innovations. It gathers selected creative content from Taiwan and brings buyers and professionals from all over the world to Taipei.



Taiwan Creative Content Agency (TAICCA)

Web | taicca.tw

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TAICCA x Future Content

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