

**forum  
des images**  
**#NewImages  
Festival**



**5<sup>th</sup> edition**  
**NewImages XR Market**  
**Selected projects 2022**

[newimagesfestival.com](http://newimagesfestival.com)

**8 → 12  
juin 2022**



## 0 (IT)

Art - Installation - Photo - Multi-user experience - Room Scale - 20mn



### Production Company(ies)

Artheria

### Producer(s)

Savario Trapasso

### Thematic(s)

Experimental, Interactive

Can art and technology help us rewrite our relationship with the experience of being alive and lead us back to our essence? *0* is the place that used to be, before we came into the world: the metaphorical journey that we all must make before being born. A suspended dimension between presence and absence, from darkness to light, from being disembodied to having a body. *0* is a collective and interactive VR experience that integrates a set design that enhances the participant's experience.

Projected release date : 2023

Projected budget : between 100K and 400K €

Aquired budget : between 20% and 35%

## Alternates (Bergantian) (JP, FR)

Art - Documentary - Music - Installation - Single-user experience - Standing - Room Scale - 15mn



### Production Company(ies)

CinemaLeap Inc., KAYU LUCIE FONTAINE, OSSA FILM, Floréal Films

### Producer(s)

Lynn Song, Tetsuya Ohashi, Katsutoshi Machiba, Marco Cassani, Katayoun Dibamehr, Avi Amar

### Thematic(s)

Animation, Culture and Arts, Dance, Documentary, Environmental, Fiction, History, Interactive, Music, Myths/Traditions, Social issues, Women

*Alternates* depicts the daily life of a traditional Indonesian dancer at a parallel universe in Bali, where a historical tragedy of mass suicide in 1906 would not have happened. In the alternate timeline, Bali will not have become the "living museum" of Indonesian classical art, the exceptional province that preserves its traditions and the popular tourist destination we know in our timeline. It is a VR experience about things that could have changed and things that don't change.

Projected release date : 2023

Projected budget : between 400K and 700K €

Aquired budget : between 20% and 35%

## Colored (FR, TW, SE)

Documentary - Installation - Multi-user experience - Room Scale - 45mn



### Production Company(ies)

Novaya, Flash Forward Entertainment, M:Brane

### Producer(s)

Emanuela Righi, Pierre-Alain Giraud, Patrick Mao Huang, Lennart Ström

### Thematic(s)

Black Culture, Documentary, Interactive, History, Social Issues

In Montgomery, Alabama, on the 2:30pm bus on March 2, 1955, 15-year-old Claudette Colvin refused to give her seat to a white passenger. Despite threats, she remained seated. Thrown in jail, she decides to plead not guilty and to sue the city. No one before her had dared this. Based on Tania de Montaigne's eponymous historical essay, *Colored* is an immersive installation with augmented reality telling the story of this heroine, still alive but long forgotten.

**Projected release date : 2022**

**Projected budget : between 100K and 400K €**

**Aquired budget : between 20% and 35%**

## Dans Drauganna (DE)

Art - Multi-user experience - Single-user experience - Room Scale - 30mn



### Production Company(ies)

none

### Producer(s)

Nicole Popst

### Thematic(s)

Dance

The user is on a stage surrounded by dancing shadows. They do not perceive the user. When it happens that one of the shadows dances through the user the scene suddenly changes and the user is placed in a strange world but only so long as the shadow is within him. As the shadow moves and keeps dancing, soon it has passed by and the user is again on the stage. To explore the worlds that are hidden within the shadows and the stories that are told within them, the user has to dance with the shadows.

**Projected release date : 2021**

**Projected budget : less than 100K €**

**Aquired budget : less than 5%**

## Dark Rooms (DE)

Art - Documentary - Live performance - Installation - Indie Game - Multi-user & Single-user experience - Seated (360° chair) - Room Scale - Standing - 120mn



### Production Company(ies)

Makropol, Bedside Productions

### Producer(s)

Mads Damsbo

### Thematic(s)

Experimental, Documentary, Erotic, Interactive, Action/Adventure, LGBT

Sexuality is a sensitive topic, subject to a great deal of ambivalence and moralisation. With *Dark Rooms* we have created a "risk-free" place for exploration, where you probe the margins of your comfort zone by peeking into various forms of sexual encounters and desires of different people, who will invite you into their intimate space. Your journey will be unique depending on which person you choose to follow.

**Projected release date : 2023**

**Projected budget : between 100K and 400K €**

**Aquired budget : between 5% and 20%**

## Deep Truth (SE)

Art - Live performance - Installation - Multi-user experience - Room Scale - Standing - 5mn



### Production Company(ies)

Yukei AB

### Producer(s)

Jennifer Rainsford

### Thematic(s)

Sciences and technologies, Meditative, Experimental, Interactive, Natural Sciences

For every heartbeat, our skin shifts colour, from less red to more. Though there is no way for our eyes to see it directly. With the technology used in *Deep Truth*, it will be possible to see in real time. *Deep Truth* is a video installation and AR filter that will create an experience of seeing how our face shifts color when our hearts beats.

**Projected release date : 2022**

**Projected budget : less than 100K €**

**Aquired budget : between 20% and 35%**

## Do X Soar Into The Future (CA, DE)

Documentary - Game - Installation - Fiction - Indie Game - Multi-user experience - Room Scale - Standing - 60mn



### Production Company(ies)

HCXR, INVR

### Producer(s)

Nimrod Shanit, Sonke Kirchhof

### Thematic(s)

Action/Adventure, Animation, Sciences and Technologies, Documentary, Interactive

*DO X: Soar Into The Future* is an immersive role-playing group experience and the first social experiment in fully embodied VR. *DO X* challenges you - the user - to make history with a team of friends to complete the first transatlantic flight of the *DO X* in 1929. You must expertly navigate the historical narrative of Antonie Strassman becoming the first woman to pilot the largest seaplane in history across the Atlantic Ocean.

**Projected release date : 2023**

**Projected budget : more than 2M €**

**Aquired budget : between 5% and 20%**

## Duchampiana VR (FR, DE)

Installation - Art - Fiction - Single-user experience - Standing - Room Scale - 15mn



### Production Company(ies)

Tchikiboum, mYndstorm productions

### Producer(s)

Sarah Arnaud, Oliver Czeslik, Kathrin Brunner

### Thematic(s)

Animation, Culture and Arts, Women, Experimental, Society/Political

The nude suspended on a pedestal, the femme fatale descending into madness, the high-school nerd transformed into a prom queen...Too often female bodies are represented in poses of display. One such pose is the familiar "Woman Descending the Stairs". *Duchampiana VR* tells the story of a woman on the day that she decides to turn around and climb. Guiding us ever upwards, into the midst of a virtual women's march, this VR installation culminates in a sensory celebration of sisterhood and allyship.

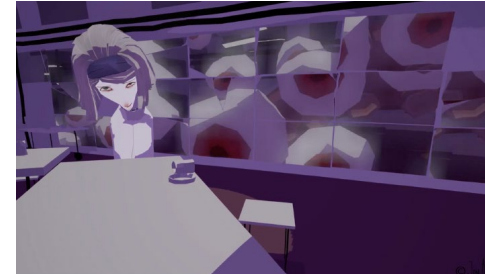
**Projected release date : 2024**

**Projected budget : between 100K and 400K €**

**Aquired budget : between 5% and 20%**

## Eyes of Shame (LT, FR, SL)

Art - Fiction - Animated VR Film - Single-user experience - Seated (360° chair) - Standing -Room Scale - 20mn



### Production Company(ies)

Joni Art, Insomniak, Institute for Transmedia Design

### Producer(s)

Tomas Tamosaitis, Emmanuel Rouglan, Sara Bozanic

### Thematic(s)

Drama, Fiction, Horror, Social Issues, Social Exclusion, Social Alienation, Mental Health

*Eyes of Shame* follows Eyeless, a 14 years old teenager who is admitted to the problematic teens hospital for treatment. She suffers from behavioral disorder and anorexia. When Eyeless is pushed to eat, the traumatic memories from her past begin to haunt, and she starts to loose her grip on reality. We aim with *Eyes of Shame* to give a view on social exclusion and alienation of troubled teenagers and evoke reconsideration of social values and social phobias, resulting in systematic discrimination.

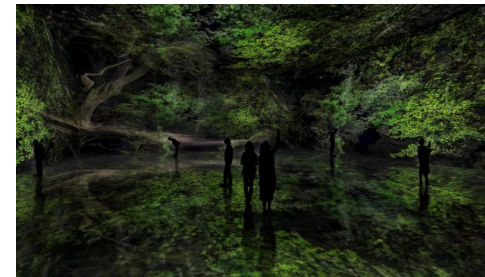
**Projected release date : 2023**

**Projected budget : between 400K and 700K €**

**Aquired budget : between 35% and 50%**

## Framerate: Pulse of the Earth (UK)

Documentary -Installation - Art - Multi-user experience - Room Scale - 25mn



### Production Company(ies)

ScanLAB Projects

### Producer(s)

Anetta Jones, Matthew Shaw, William Trossell, Meriko Borogove

### Thematic(s)

Documentary, Environmental, Experimental, Sciences and Technologies, Meditative, Interactive

*Framerate* hypnotic imagery bears witness to landscapes in flux. Created from thousands of 3D time-lapse scans of British landscapes, the work observes change on a scale impossible to see with your eyes or the lens of traditional cameras. The impact of human behaviour and the immense force of nature unfolds around you across an array of screens and floor-to-ceiling projections.

**Projected release date : 2022**

**Projected budget : between 1,5 M and 2 M €**

**Aquired budget : between 35% and 50%**

## Hippochondria (BR)

Indie Game - Multi-user experience - Seated (360° chair) - 45mn



### Production Company(ies)

Delirium XR

### Producer(s)

Fabito Rychter

### Thematic(s)

Animals/Nature, Interactive, Road Movie

*Hippochondria* is a two-player co-op narrative game made for the Oculus Quest. A dramatic comedy about a father and son relationship evolving after a near death experience. *Hippochondria* takes us on a road trip as we follow our heroes' quest to check off every line of a bucket list! An interactive adventure with quirky dialogs and acid humor. A heartfelt story about growth and family, told as a VR game. An emotional journey to be played with family or close friends. Oh! And our heroes are hippos.

Projected release date : 2022

Projected budget : between 100K and 400K €

Aquired budget : between 5% and 20%

## If These Streets Could Talk (DK, SL)

Art - Documentary - Game - Single-user experience - Multiple streets (physically, outside) - 30mn



### Production Company(ies)

Danser Digital, Institute for Transmedia Design

### Producer(s)

Barna Szász, Sara Božanić, Dane Christensen

### Thematic(s)

History, Social Issues, Society/Political, War, Drama, Documentary, Interactive

When someone walking today in Budapest Rumbach street says "Let's get a drink!", they are unaware that in 1945, it was that particular street that hosted the Budapest Ghetto's last working water tap, providing the last drips of hope for 80,000 entrapped Hungarian Jews. Our streets hold stories, and you uncover them: *If These Streets Could Talk* is an interactive narrative AR documentary that – using holograms and localized overlays – makes the invisible history of Budapest Jewish district visible.

Projected release date : 2023

Projected budget : between 100K and 400K €

Aquired budget : between 5% and 20%

## Jacob's Journey (CA)

Documentary - Single-user experience - Seated (360° chair) - Standing - 60mn



### Production Company(ies)

Red Corner (FR), Lucid Dreams (FR)

### Producer(s)

Joanne Popinska, Tom C. Hall

### Thematic(s)

History, Society/Political, Interactive, Documentary, Biopic, Animation, War, Social Issues

*Jacob's Journey* is an immersive VR documentary inviting the viewer to meet and interact with a Polish-Jewish Holocaust survivor, Jacob Goldstein, who went through the Auschwitz and Dora concentration camps. The project is being designed to expand to incorporate interviews with other survivors, to show how those stories are similar by revealing the elements that connect them while highlighting how each survivor's story is as unique as their individual personality, life, and fate.

Projected release date : 2023

Projected budget : between 100K and 400K €

Aquired budget : between 5% and 20%

## Journeys in the Landscapes of Jean-Luc Godard (CH)

Art - Documentary - Installation - Single-user experience - Seated (360° chair) - Standing - walking (with the augmented reality version) - 60mn



### Production Company(ies)

Casa Azul Films

### Producer(s)

Fabrice Aragno

### Thematic(s)

Culture and Arts, Documentary, Drama, History, Natural sciences, Society/Political

An interactive, sensitive and poetic journey inside Jean-Luc Godard's last films, integrating their real shooting locations, in Romandie, Bosnia and the Mediterranean Sea. Spreading out in space and time, the experience of this VR project proposes a transversal and intuitive rereading of the cinematographic gesture, giving to see, giving to think. Through a simple, playful and human approach to the work of Jean-Luc Godard, the challenge of this project is to offer a look at our own real world.

Projected release date : 2023

Projected budget : between 100K and 400K €

Aquired budget : less than 5%

## La Femme (SP)

Fiction - Single-user experience - Room Scale - 28mn



### Production Company(ies)

Mayo Films, N.E.S.A. Labs

### Producer(s)

Marta Rodriguez, Adam Rogers, Diego Priluski

### Thematic(s)

Fiction, Mystery, Women, Noir

*La Femme* is a groundbreaking volumetric film that transports you into the 1940 film noir-inspired world of Grey City. Alongside Grey City citizens, you inhabit its streets and follow secretary Jenny Bennet as she goes rogue to solve the controversial murder of her flawed boss Detective Nick Marlowe. Follow Jenny on her quest to seek the truth. Fraught with danger, lies and intimidation, her journey ultimately leads her to the brutal realization that the world around her is not as it seemed.

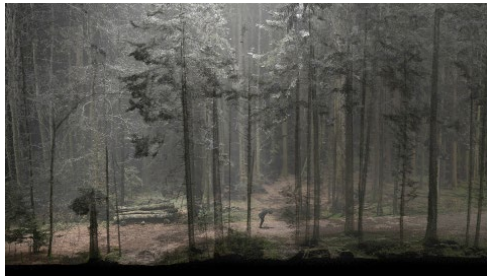
**Projected release date : 2023**

**Projected budget : between 1,5M and 2M €**

**Aquired budget : between 65% and 80%**

## Limites (CH)

Installation -Fiction - Art - Documentary - Game - Single-user experience - Standing-the user - immersed thank to a VR headset - moves on a fixed running machine - 15mn



### Production Company(ies)

Tell me the Story

### Producer(s)

Hélène Faget

### Thematic(s)

Interactive, Society/Political, Experimental, Environmental, Biopic, Documentary, Science-Fiction

In a forest that he digitized, Simon runs. Within an autobiographical narrative, running embodies the intimate link between the protagonist and the forest of Chaney in Switzerland. A forest that has witnessed a multitude of personal events and that is now being destroyed by a gravel pit. Immersed in an ambivalent world between realism and dream, Simon questions the reasons that pushed him to digitize the forest.

**Projected release date : 2023**

**Projected budget : between 100K and 400K €**

**Aquired budget : between 5% and 20%**

## Matrimoine (FR)

Fiction - Game - Single-user experience - Room Scale - Pool - 10mn



### Production Company(ies)

Cinema Libre

### Producer(s)

Xavier Guerrero

### Thematic(s)

Action/Adventure, Animation, Women, Natural Sciences, Environmental

It's summer in New Caledonia. Its coral reef, a Unesco World Heritage Site, has many wonders of flora and fauna but harbors secrets from the past. Sophie, shy at the age of 11, leaves to learn to dive with her grandmother, Rashida, a mischievous marine biology researcher. The two of them swim in the land of shipwrecks, dodging dangers and discovering the most majestic sea beds. In their underwater trip they come across a wreck and discover a terrible secret in the holds.

**Projected release date : 2023**

**Projected budget : between 100K and 400K €**

**Aquired budget : between 5% and 20%**

## Meshmemories (BR, US)

Art - Documentary - Single-user experience - Standing - 1mn



### Production Company(ies)

VILD Studios, Black Public Media

### Producer(s)

Lisa Osborne, Paula Goulart

### Thematic(s)

Women, Society/Political, Sculpture, Documentary, African, Latin America

*Meshmemories* is an augmented reality portrait of Beatriz Moreira Costa, known as Mãe Beata de Iemanjá, an African-Brazilian writer, activist, and religious leader. The artwork explores Mãe Beata's photo archive by choosing photos from different times and moments in her life in order to create a unique 3D portrait. The piece explores the definition of public and tridimensional art by researching experimental forms of documentary being made possible by emerging technologies.

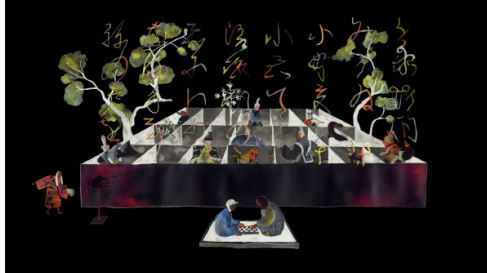
**Projected release date : 2022**

**Projected budget : less than 100K €**

**Aquired budget : between 35% and 50%**

## Mono No Aware (FR)

Art - Audio Fiction - Fiction - Multi-user experience - Room Scale - 20mn



### Production Company(ies)

Sacrebleu Productions

### Producer(s)

Ron Dyens

### Thematic(s)

Experimental, Interactive, Culture and Arts, Animation, Myths/Traditions

Interior and exterior, transparency and opacity, exhibitionism and voyeurism, lightness and heaviness, feminine and masculine. All these notions operate or unite in the infinite cycle of a labyrinth with no exit. Japanese art is seen as if through a kaleidoscope, hallucinatory or fantastical, through the multiplicity of scenes represented, more or less grotesque or naive, enclosed within fractal architectures composed of walls, frames, posts and beams in geometric latticework.

**Projected release date : 2023**

**Projected budget : between 100K and 400K €**

**Aquired budget : between 35% and 50%**

## Musashi : Find Yourself (CA)

Art - Installation - Multi-user experience - Room Scale - Multi-room installations with interactive stations - 30mn



### Production Company(ies)

GarageGirl Media

### Producer(s)

Joanne Loton, Bryan Akira Foulkes

### Thematic(s)

Action/Adventure, Martial Arts, Meditative

An immersive and mixed reality installation exploring the philosophical teachings of legendary 16th Century samurai warrior Musashi Miyamoto.

**Projected release date : 2023**

**Projected budget : between 400K and 700K €**

**Aquired budget : less than 5%**

## Mylings (SE)

Fiction - Game - Indie Game - Single-user experience - Standing - 20mn



### Production Company(ies)

UMA Pictures

### Producer(s)

Uta Arning, Aurite Kouts

### Thematic(s)

Horror, Interactive

In this folk-horror VR experience you are brought into a steep Swedish forest at night, blindfolded. A forest haunted by the lost souls of abandoned children - creatures called *Mylings* according to Scandinavian folk belief. You have no weapon to defend yourself and have to find your way out of this Labyrinth. This interactive experience is an adaptation of a folk tale from Swedish history and forgotten beliefs in an escape room setting.

**Projected release date : 2022**

**Projected budget : between 100K and 400K €**

**Aquired budget : less than 5%**

## No Reality Now (FR)

Art - Live performance - Multi-user experience - Room Scale - 45mn



### Production Company(ies)

Dark Euphoria, Cie J'y Pense Souvent

### Producer(s)

Mathieu Rozières, Nathalie Sembinielli

### Thematic(s)

Dance, Culture and Arts, Myths/Traditions

*No Reality Now* is based on "Souffles", a choreographic piece by Vincent Dupont created in 2010, which seeks to bring life out of the enigma of death. "Souffles" questions the mystery of life, around three characters: a body in levitation, a man in mourning and a shaman. We witness a ritual of passage to the beyond. *No Reality Now* retains the framework of "Souffles" and extends its narrative field thanks to virtual reality, which is superimposed on the action on stage.

**Projected release date : 2022**

**Projected budget : between 100K and 400K €**

**Aquired budget : between 65% and 80%**

## Orbis (FR, US)

Art - Documentary - Indie Game - Single-user experience - Room Scale - 45mn



### Production Company(ies)

Lucid Realities, Ink Stories, Camera Lucida

### Producer(s)

Chloé Jarry, Navid Khonsari,  
François Bertrand

### Thematic(s)

Action/Adventure, Biopic, Documentary,  
Interactive, History, Latin America,  
Social Issues, Animation

1519, somewhere along the South American coast, on board a ship of Magellan's expedition. You are Enrique, slave and assistant to the captain. A few months before, you started a crazy journey around the world under his orders to reach the Moluccan Islands. For Magellan, it is only a matter of finding the western way to Asia. For you, it may also be a way to return home...

**Projected release date : 2022**

**Projected budget : more than 2M €**

**Aquired budget : Between 5% and 20%**

## Plastic Wave (CL)

Fiction - Single-user experience - Standing - Seated (360° chair) - 20mn



### Production Company(ies)

OsoBorrosos Digital, Sonidos Inmersivos

### Producer(s)

Ksenia Marennikova

### Thematic(s)

Action/Adventure, Drama, Thriller, Fiction,  
Environmental, Interactive, Animals/Nature

You are on a boat in the Pacific preparing for a dive to sight humpback whales. While diving, a strange fish catches your attention, and you follow it. Suddenly you're dragged by a current that takes you to a big plastic island (Great Pacific Garbage Patch). Observing its underwater part, you spot packages from all over the world, even quite antique ones, and animals trapped in plastic. It's getting darker, and you want to escape. Your decision leads to either a hopeful or a terrible way out.

**Projected release date : 2023**

**Projected budget : between 100K and 400K €**

**Aquired budget : less than 5%**

## Sigil (UK)

Art - Installation - Mixed Reality Experience - Multi-user experience - Standing - 20mn



### Production Company(ies)

Sacred Lemon

### Producer(s)

Niall Hill

### Thematic(s)

Experimental, Myths/Traditions, Meditative,  
Psychedelic, Interactive, Culture and Arts

*Sigil* is an experiment in digital transcendence, which seeks to trigger our sacred sense through a reimagined mystical experience for the metaverse. Installation-based projections and mixed reality exhibits connect users in real-time to a rich metaverse world, which they are then invited to step into, and contribute to. This begins an embodied VR journey, through symbols and images at the root of the psyche; extending the experience of sacred spaces to new digital dimensions.

**Projected release date : 2022**

**Projected budget : less than 100K €**

**Aquired budget : less than 5%**

## Songs of Envy (DK)

Art - Audio Fiction - Live Performance - Opera - Music - Fiction - Multi-user experience - Seated (360° chair) - Room Scale - 20mn



### Production Company(ies)

Late Love Production, Martina Scarpelli Studio

### Producer(s)

Lana Tankosa Nikolic, Martina Scarpelli

### Thematic(s)

Animation, Drama, Experimental, Fiction,  
Music, Culture and arts, Sciences and  
Technologies, Sculpture, Women

*Song of Envy* is a declaration of love and acceptance for our less-than-perfect self that brings human nature to the audience through an ode to envy and the misery of life. With an unexpected match of animation, opera and technology paired with a unique use of storytelling *Songs of Envy* is a one-of-a-kind visual concert that speaks to the eyes, feeds our ears, and makes us discover what has long been forgotten : ourselves.

**Projected release date : 2023**

**Projected budget : between 400K and 700K €**

**Aquired budget : less than 5%**



## The Awake (TW)

Live performance - Theater - Single-user experience - Standing - 25mn



### Production Company(ies)

InTW Studio

### Producer(s)

Hsiao-Ting Hsieh

### Thematic(s)

Dance, Experimental, Social Issues

"It is the deep of night. I hear the humorless and lonely sounds. Staring into the dark, it is solitary and empty. My pupils enlarge as I look into the darkness..."  
Peng-Wei Yuan, an ALS patient, wrote by his eyes. *The Awake* immersive VR performance begins with fairy tale-like imagination. Sleeping beauty is cursed to linger in a frozen world. Leaving the body behind, there is an inability to transmit messages to the outside. The stiff and functionless body reflects a clear and abundant will.

Projected release date : 2024

Projected budget : between 100K and 400K €

Aquired budget : more than 95%

## The Child Who Still Breathes (FR)

Art - Fiction - Multi-user experience - Single-user experience - Room Scale - 30mn



### Production Company(ies)

Zéro de conduite Productions

### Producer(s)

Fabienne Giezendanner

### Thematic(s)

Action/Adventure, Animation, Culture and Arts, Environmental, Animals/Nature, Interactive

The experience is like an absurdist road movie on a weathered ice floe. In the heart of the Arctic, in a dreamlike, sometimes surrealistic landscape, you incarnate "He Who Still Breathes", the spirit of a child who, having become an animal, learns to survive in an ecosystem disrupted by global warming and the modern world. Each time you fall down from exhaustion you choose a different animal, changing bodies in order to continue living. Then you will be reborn as a human.

Projected release date : 2023

Projected budget : between 100K and 400K €

Aquired budget : less than 5%

## The Eyes of Mila Kaos (SP, FR, DE)

Documentary - Indie Game - Single-user experience - Standing - Seated (360° chair) - 30mn



### Production Company(ies)

Free Hundred Media, Vega Alta Films, INVR.SPACE

### Producer(s)

Patricia Perez, Claudia Haedo, Boris Prieto, Sönke Kirchhof

### Thematic(s)

Biopic, Culture and Arts, Documentary, LGBT, Latin America, Social Issues, Society/Political, Animation, Experimental

*The Eyes of Mila Kaos* is an immersive journey inside the head of Tony, a young gay. At night, he becomes Mila Kaos, a drag queen star in Havana, Cuba. It is a transmedia documentary project using virtual reality since Mila is unapproachable by conventional means. Mila is a seductive, wild, unpredictable woman trapped in a man's body.

Projected release date : 2023

Projected budget : between 400K and 700K €

Aquired budget : between 5% and 20%

## The Ground Screams To Whisper (KE)

Art - Installation - Indie Game - Single-user experience - Room Scale - Standing - 15mn



### Production Company(ies)

Akoia & Company Ltd, Kunta Content

### Producer(s)

Nyambura M. Waruingi, Dean Gichukie

### Thematic(s)

African, Experimental, Fantasy, Interactive, Women, Myths/Traditions, Animation, Action/Adventure, LGBT, Culture and Arts, History, Thriller, Cultural Astrology, Afro-Gothic

On a former coffee plantation, the day that Riziki uproots an olive tree sapling, the veil between the living and the in-between worlds is broken. By the next retrograde, she must repair the rupture or remain trapped in the in-between world with the rest of the souls. Three women, souls from the in-between world, guide her on this perilous journey: Mukami, Nyawira, and Muthoni. But they each have their own motives. Will Riziki free them all, or will she remain trapped with them forever?

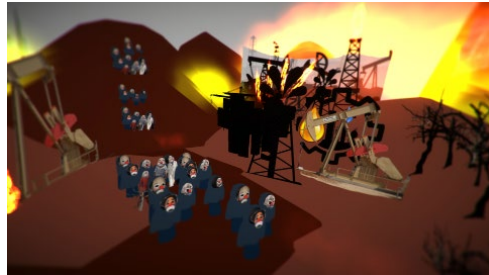
Projected release date : 2023

Projected budget : between 100K and 400K €

Aquired budget : Less than 5%

## The Mask Maker and The Tree (NL)

Art - Live performance - Game - Multi-user experience - Standing - Room Scale - 50mn



### Production Company(ies)

Institute of Time

### Producer(s)

Firat Sezgin

### Thematic(s)

Action/Adventure, Experimental, Social issues, Society/Political, Interactive, Environmental, Myths/Traditions, Thriller, War

*The Mask Maker and The Tree* is a VR story about a group of villagers who go on a long and difficult journey to find a tree to cut down to make happy masks which they can never take off and live happily ever after (at least on the outside). Our objective for the development phase is to research bridging the virtual world and live performance world to create a multimedia experience where the audience is faced with playful but confrontational situations that require them to actively participate.

**Projected release date : 2023**

**Projected budget : between 100K and 400K €**

**Aquired budget : less than 5%**

## The Mirror (TW)

Fiction - Single-user experience - Standing - Seated (360° chair) - 15mn



### Production Company(ies)

Wu De-chuen

### Producer(s)

Cheng Yi-Ping

### Thematic(s)

Animation, Fiction

A-Xiang doesn't like the relationship between his father and the woman. He throws a plant into the room. And when he grew up, he also had an affair and led to his wife leaving him. Old A-Xiang sees his son and his girlfriend in love in public, and is soon broken up. He couldn't comfort his son with anything. Inside the mirror, he cannot see the reflection. He wants to find the answer so he goes into the world of the mirror.

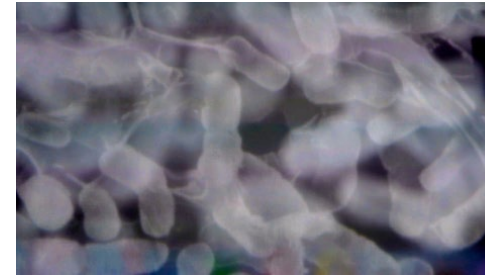
**Projected release date : 2022**

**Projected budget : between 100K and 400K €**

**Aquired budget : between 50% and 65%**

## The Pathogen of War (UK)

Installation - Documentary - Multi-user experience - Room Scale - 15mn



### Production Company(ies)

Black Leaf Films

### Producer(s)

Dan Davies

### Thematic(s)

Documentary, Interactive, War, Sciences and Technologies, Society/Political

An immersive documentary installation about a medical mystery and the unexpected aftermaths of war. Iraqi physician turned medical anthropologist Dr. Dewachi explores the mystery of *Acinetobacter baumannii*, known by its US moniker "the invisible enemy". Pulling together pop culture references, war history, archives and science to unearth how the consequences of long-term war can drive pathogens like *Acinetobacter baumannii*, which threaten the viability of antibiotics, and our health, globally.

**Projected release date : 2023**

**Projected budget : between 100K and 400K €**

**Aquired budget : less than 5%**

## The Song of the Icebergs (FR)

Audio Fiction - Fiction - Installation - Art - Multi-user & Single-user experience - Laid - Seated (360° chair) - 15mn



### Production Company(ies)

Onyo

### Producer(s)

Yann Garreau, Charlotte-Amélie Veaux

### Thematic(s)

Animals, Nature, Environmental, Natural Sciences, Myths/Traditions, Meditative, Sciences and Technologies, Interactive, Fiction

In the world of Onyo, when the glaciers melt into thousands of icebergs, Beings are chosen to accompany them on their ultimate journey. This time, you will be part of this adventure. What journey will you take?

**Projected release date : 2023**

**Projected budget : less than 100K €**

**Aquired budget : between 20% and 35%**

## Waorani Territory (NL)

Documentary - 360 Film - Single-user experience - Seated (360° chair) - Standing - 25mn



### Production Company(ies)

Cerutti Film

### Producer(s)

Willemijn Cerutti

### Thematic(s)

Social Issues, Interactive, Latin America

*Waorani Territory* is a 360° immersive documentary about Franklin and José, two indigenous young men, as they attempt to find a new way to hold onto their community, culture and identity despite the temptations of the new world.

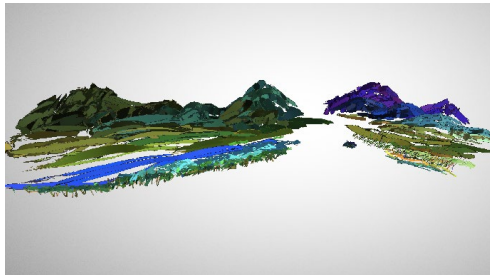
**Projected release date : 2023**

**Projected budget : between 100K and 400K €**

**Aquired budget : less than 5%**

## When Silence Talks (EC)

Art - Single-user experience - Seated (360° chair) - 15mn



### Production Company(ies)

UDLA, Mindsoft Ecuador

### Producer(s)

Paulina Donoso, Gabriel Torres,  
Hernán Ricaldoni

### Thematic(s)

Women

In Ecuador 64% of women are sexually abused every year, 65% of these cases are related to a parent or the direct environment of the victim. Only 5% are processed through the judicial system and most of the cases remains unknown because of threats, shame, and silence agreements. Amelia is a character of a young woman that was sexually abused. No one believes her, and the government failed to process her case. Her body became her own cage, and she tries to scape though pieces of art.

**Projected release date : 2023**

**Projected budget : less than 100K €**

**Aquired budget : between 35% and 50%**

# Votre dose quotidienne de création.



France Télévisions est le 1er investisseur et le 1<sup>er</sup> diffuseur de la création audiovisuelle avec près de 19 000 heures de programmes par an

france.tv

**XR Art Fair  
Selection 2022**



## (Hi)Story Of A Painting: The Light In The Shadow

Art - Single-user experience - Seated (360° chair) ; Standing - Indoor - 10mn



### Production Company(ies)

Fat Red Bird, Monkey Frame

### Lead Artist(s)

Quentin Darras And Gaëlle Mourre

### Thematic(s)

Biopic, Culture and arts, Documentary, History, Feminism

The second episode to our VR series *(Hi)Story of a Painting : The Light in the Shadow* focuses on Artemisia Gentileschi and her "Self Portrait as Saint Catherine of Alexandria". This episode dives into the story behind the painting and looks at the woman behind the painting and her journey to becoming one of Europe's best established artists of the 17th Century. This VR experience gives the viewer a chance to actively engage with the story by discovering and activating "story bonuses". The VR environment gives the viewer a sense of scale of the artwork, allowing anyone, from anywhere in the world, to form an intimate bond with each featured piece. *(Hi)Story of a Painting: The Light in the Shadow* shows that an artist can come from anywhere.

Release date : 2022

Website : <https://www.historyofapainting.com/trailers>

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

## (Hi)Story Of A Painting: What'S The Point?

Art - Single-user experience - Seated (360° chair) - Standing - Indoor - 9mn



### Production Company(ies)

Fat Red Bird, Monkey Frame

### Lead Artist(s)

Quentin Darras And Gaëlle Mourre

### Thematic(s)

Biopic, Culture and arts, Documentary, History

The first episode to our VR series *(Hi)Story of a Painting, What's the Point?* focuses on Georges Seurat and his iconic painting "A Sunday Afternoon on the Island of La Grande Jatte" – it dives into the story behind the painting and looks at the man behind the painting and his journey from underdog to icon. This VR experience gives the viewer a chance to actively engage with the story by discovering and activating "story bonuses". The VR environment gives the viewer a sense of scale of the artwork, allowing anyone, from anywhere in the world, to form an intimate bond with each featured piece. *(Hi)Story of a Painting - What's the Point?* establishes the overall tone of the series - informal, appealing and relatable and shows that an artist can come from anywhere.

Release date : 2021

Website : <https://www.historyofapainting.com/trailers>

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

## 21-22 China

Documentary - Single-user experience - Seated (360° chair) - Standing - Indoor - 23mn



### Production Company(ies)

Hellohello Productions

### Lead Artist(s)

Thierry Loa

### Thematic(s)

Animals/Nature, Documentary, Social issues

As part of the 21-22 VR film series, *21-22 China* is the episode bringing a profound look at the rising largest superpower in the World, that is China, in the epoch of the Anthropocene.

Release date : 2021

Website : <https://www.youtube.com/watch?v=CosR9EazVY8>

Presented by : Astrea (FR)

## Accused #2

Documentary - Single-user experience - Seated (360° chair) - 15mn



### Production Company(ies)

La Générale De Production

### Lead Artist(s)

Nicolas Champeaux, Gilles Porte

### Thematic(s)

Black culture, Documentary, Social issues, Society/Political

The story of the struggle against Apartheid is symbolised by one man: Nelson Mandela. He came to public notice during a historic trial in 1963 and 1964. Mandela would have been a hundred years old in 2018. He was not alone at the trial. Seven co accused (five Blacks, one White and an ethnic Indian) were sentenced with him to hard labour for life. All had faced the threat of hanging. Yet at the risk of their lives, they had chosen to turn their trial into a political indictment of the segregationist regime.

Nelson Mandela gave a speech from the dock and was not cross-examined. So Walter Sisulu, the grey eminence of the movement, was the first co-defendant to take on the formidable prosecutor Percy Yutar. Sisulu, who had left school at the age of 14, started out at a serious disadvantage. Yet over the 5 days of the hearing, he ultimately succeeded in making his case in front of journalists from all over the world, as well as the diplomats attending the trial. Today, with 256 hours of audio recordings of the hearings (recently unearthed and restored by France's Institut National de l'Audiovisuel), we can relive that battle and, through those remarkable resources, (re) discover the story of the ANC's fight against Apartheid.

The illustrations of artist Oerd Van Cuijlenborg plunge viewers into the Rivonia trial hearings. They find themselves in close proximity to the protagonists and totally immersed in the proceedings thanks to 360° virtual reality and spatialised sound.

Release date : 2019

Website : <http://lucidrealities.studio/index.php/en/portfolio/accused-2/>

Presented by : Lucid Realities (FR)

## Afterimage For Tomorrow

Art - Single-user experience - Standing - 18mn



### Production Company(ies)

Kaohsiung Film Archive, The Walkers Films Ltd, Funique VR Studio

### Lead Artist(s)

Singing Chen

### Thematic(s)

Dance, Experimental

This metafiction film is set in a futuristic world, where memories can be uploaded and perpetuated, thus leading to the discussion of what in life is worth storing. Persistence of Vision; when an object in rapid motion vanishes from sight, the human brain creates a 0.1-0.4 seconds of optical illusion. How long will the images and memories we create today live in the future?

**Release date : 2018**

**Presented by : Kaohsiung VR Film Lab (TW)**

## Alone

Art - Single-user experience - Indoor - 7mn



### Lead Artist(s)

Yi-Ting Cheng

### Thematic(s)

Experimental

In a space isolated from the rest of the world, without the existence of others as an anchoring point, can one's life still be construed the same as it used to be? Staying alone in a room that delimits time and space that is not of this world, I travel within through time and space. In this confined space, time gets blurry and confusing... Starting from the situation of "being isolated," this work is aimed to reproduce a certain sense of stagnation of space and time, of repetition, and of inescapable fate. By delivering an immersive visual experience with a VR device, along with a synchronized installation as well as a narrative that blends images and tactile senses, this work offers a media experience that channels in an otherworldly dimension of time and space.

**Release date : 2022**

**Presented by : Blimey & Intuitive Pictures (CA)**

## America's Wonders

Installation - Multi-user experience - Seated (simulator) - Indoor - 43mn



### Production Company(ies)

Princeton Entertainment Group

### Lead Artist(s)

Imax

### Thematic(s)

The critics are unanimous! *America's Wonders* is the best-reviewed orchestral pops program available today. Called "Stunning," "Extraordinary," and "A feast for the eyes and ears," *America's Wonders* establishes a new technical and artistic high point in pops programming. A unique cinematic and musical celebration, *America's Wonders* delivers striking 3D video while orchestras take us on a journey through America's breathtaking national parks and most exhilarating cities. Concertgoers watch the sunrise over the Grand Canyon, gaze up at the canopies of the Redwood Forests and fly over the Appalachian Mountains; after a brief intermission they walk thru New York's Time Square, experience the thrill and lights of Las Vegas, and stroll across the Golden Gate Bridge. Throughout the cinematic journey, patrons hear both popular and original compositions from our nation's most talented composers. The first half of the program explores our nation's stunning national parks accompanied by new and established classics including Grofe's Grand Canyon Suite and Shenandoah, as well as original compositions. In the second half, award-winning vocalist Adam Fisher leads us through our nation's greatest cities with favorites such as 'New York, New York,' 'My Kind of Town,' 'Conga,' 'Viva Las Vegas,' 'Crazy Town,' 'I Left My Heart in San Francisco,' 'Carolina on my Mind,' 'Seattle,' and 'City of New Orleans.'

*America's Wonders* will tour the country and the world as part of America's 250th birthday celebration but you can bring it to your audiences now. Tours are forming throughout the country. Contact us today for more information.

**Release date : 2018**

**Presented by : Kaohsiung VR Film Lab (TW)**

## Astroport

Installation - Multi-user experience - Indoor - Outdoor - 60mn



### Production Company(ies)

Pyaré Studio

### Lead Artist(s)

Sutu [Indistinct Voices Over Pa]

### Thematic(s)

Psychedelic, Science-fiction, Sciences and technologies

*Astroport* is an immersive installation that recreates a interplanetary airport that brings visitors to space. Mixing science and poetry, the paths will take visitors to float in a swimming pool made with a waterproof virtual reality headset, while breathing through a snorkel. This aquatic VR experience simulates space travel, giving the illusion of being immersed in the surface of the moon and the sun. *Astroport* is made up of two main spaces, creating a multi-sensory journey whose scenography takes into account the practical aspects so as not to break the immersion in the fictional world in homage to the magician filmmaker Georges Méliès and that of the NASA archives.

**Release date : 2022**

**Website : <https://www.youtube.com/watch?v=xr4Y0r-ysRQ>**

**Presented by : Pyaré Studio (FR)**

## Ayahuasca Kosmik Journey

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



*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)

### Production Company(ies)

Atlas V, Small Studio

### Lead Artist(s)

Jan Kouunen - Director

### Thematic(s)

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

## Ayahuasca - The Shamanic Exhibition

Art - Multi-user experience - Indoor - 20mn



### Production Company(ies)

Atlas V, A\_Bahn, Small

### Lead Artist(s)

Jan Kouunen - Director

### Thematic(s)

Culture and arts, Documentary, Latin America, Sciences and technologies

Step into the world of visions opened up by Ayahuasca, the plant used in rituals by the Shipibo tribe of the Amazon. *Ayahuasca - The Shamanic Exhibition* is an exhibition at the heart of which is presented the virtual reality experience that immerses you in the ancient traditions of the shamans, who use the Ayahuasca plants hallucinogenic properties for healing purposes. *Ayahuasca - The Shamanic Exhibition* is a virtual reality experience directed by French director Jan Kouunen, creator of such unique films as 99 Francs, Blueberry and Dobermann. The filmmakers interest in the mysteries of Ayahuasca dates back to the start of the millennium. His initiation by the Shipibo tribe into these new invisible worlds and their spirituality went so far as to completely transform his artistic vision and cinematic language.

*Ayahuasca Kosmik Journey* presents the condensed reflection of over fifteen years of research and experiences in the realm of «altered states of consciousness». It offers the audience a unique inner journey, one in which the voyager will rediscover a certain sense of magic and reconnect with nature once again. Through an immersive experience, *Ayahuasca Kosmik Journey* invites you to step into a parallel universe, where time stands still as you look deep within yourself to see the invisible.

Release date : 2019

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

Presented by : Astrea (FR)

## Babel A/V

Live performance - Multi-user experience - 10mn



### Production Company(ies)

Fat Red Bird, Monkey Frame

### Lead Artist(s)

Fanny Fortage, Harry Clunet-Farlow

### Thematic(s)

Music, Myths/Traditions

The immersive audiovisual show *Babel* reinterprets freely the myth of the Tower in order to create it a dreamlike sequel, between doubt and hope. As an imaginary sequel to the biblical story, this performance conveys the adventures of 6 actors seeking to finish what they had started together: the Tower. But unable to understand each other, the former allies will quickly become enemies. With the help of an immersive scenography, between mirrors and projections, this project highlights the sensory, rather than the intelligible, aspect of this tale. The album-film which will accompany it, as well as the various texts of mediation will build the understanding of the story. The concert will be constituted of 6 different parts which will have to be a piece of self-sufficient work each. The live performance will have 6 different narrations of the same story, each bringing a point of view each one bringing a point of view enlightening it as a whole. Today, the first part of the show was created and performed as the French Institute of Tunis.

Release date : 2021

Website : <https://vimeo.com/657081630>

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

## Bardo

Art - Single-user experience - Room Scale - 9mn



### Production Company(ies)

Inexistens

### Lead Artist(s)

Jakub Wróblewski, Andrei Isakov, Przemek Danowski

### Thematic(s)

Culture and arts, Meditative, Myths/Traditions

*Bardo* is a VR experience based on the Tibetan Book of the Dead. Tibetan Bar-do, or the in-between the two is an intermediate space, inter-space, and gap. We examine the inner space of the individual who dies (performs an act of self-liberation) and has not yet entered a new form of existence. According to the six stages of the Bar-do cycle contained in The Tibetan Book of the Dead, We divided the virtual space into stages that cannot be explored autonomously – their character and purpose are based on a journey towards a specific direction. According to The Tibetan Book of the Dead, they are Kyenay bardo, Milam bardo, Samten bardo, Chikhai bardo, Chönyi bardo, and Sidpa bardo. I identify the participant in their transmigration process with the supra-individual "mental body" (jid-kji lus), "mind" (seems), and "subtle consciousness" (rnam-shes p'ra-mo). It is related to the book *The Psychedelic Experience* (by Timothy Leary, Ralph Metzner and Richard Alpert, first edition: University Books, New York 1964), in which the bardo experience was analyzed in the context of the total loss of subjective identity. Immersive bardo experience is possible thanks to six degrees of freedom – 6DoF. The participant has full autonomous ability to move, explore and change positions in terms of moving forward / backward, up / down, left / right in three perpendicular axes, combined with orientation changes by rotating around three perpendicular axes – bend (coronal axis), jump (transverse axis) and tilt (sagittal axis). After the experience finishes, the participant becomes a Delog – "daa-log is the deceased, who 'returned from dead' to tell what he had seen and lived on the other side. Delog is someone who has died and left the body, after some time to return and continue to live".

Release date : 2021

Website : <https://www.youtube.com/watch?v=CosR9EazVY8>

Presented by : Astrea (FR)

## Battlescar

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



### 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/1qBDRXNA6kEJT9DLHK7WfVTWbOHYubHm/view>

Presented by : Astrea (FR)

## Being An Astronaut

Documentary - Single-user experience - Room Scale - Seated (360° chair) - Indoor - 30mn



### Production Company(ies)

La Vingt-Cinquième Heure. Co-Production : Prospect Tv, France Télévisions Nouvelles Écritures, Dv Group

### Lead Artist(s)

Pierre-Emmanuel Le Goff And Jurgen Hansen

### Thematic(s)

Documentary, Environmental, Sciences and technologies

Discover Thomas Pesquet's adventure in space in two 360° virtual reality 15 minutes films. Follow the French astronaut and American Peggy Whitson from their training on Earth all the way to spacewalk thanks to the first virtual reality images ever shot in space.

Release date : 2018

Website : <https://www.25heure.com/dlpdtp>

Presented by : La Vingt-Cinquième Heure (FR)

## Biolum

Fiction - Single-user experience - Indoor - 30mn



### Production Company(ies)

Iko, Reynard Films, Astrea

### Lead Artist(s)

Abel Kohen Director, Jon Rowe Author

### Thematic(s)

Action/Adventure, Animals/Nature, Fantasy, Mystery, Science-fiction

*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](https://drive.google.com/file/d/1xqg7fLu8hh9_1j4eoXdn1Ns8XWA7rewt/view)

Presented by : Astrea (FR)

## Captured

Installation - Multi-user experience - Indoor



### Production Company(ies)

Fantomatico, High Road Stories

### Lead Artist(s)

Hannah Haslahti

### Thematic(s)

Culture and arts, Sciences and technologies, Social issues

*Captured* is an immersive installation, which captures your face and creates a new identity for you in a virtual community modeling unpredictable moods in human crowd behavior.

*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://www.diversioncinema.com/captured>

Presented by : Blimey & Intuitive Pictures (CA)



## Caravaggio In Tenebris

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



### 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/1TAVd0pFUUTZ\\_IGQDKq6Ji895BK-qV1EO/view](https://drive.google.com/file/d/1TAVd0pFUUTZ_IGQDKq6Ji895BK-qV1EO/view)

Presented by : Astrea (FR)

## Claude Monet - The Water Lily Obsession

Art - Single-user experience - Seated (360° chair) - 8mn



### Production Company(ies)

Lucid Realities

### Lead Artist(s)

Nicolas Thépot

### Thematic(s)

Animals/Nature, Culture and arts, Documentary

In 1883 painter Claude Monet first rented a house in the French town of Giverny. After purchasing the property and adjoining land, the artist transformed an existing small pond into a water garden with water lilies and a Japanese-style bridge from which he could observe the water and the flowers. From 1899 to 1926, Monet painted more than 250 scenes devoted to the water lily theme, which became what he himself called "an obsession." Through a dialogue between Claude Monet and his old friend, statesman George Clemenceau, this contemplative VR experience invites you on a sensory journey starting off in Claude Monet's garden, stopping along the way at the workshop of the artist and ending in the exhibition rooms of the Orangerie Museum. You relive a perpetual renewal of nature, to explore time and space while immersed in the Water lilies paintings.

Release date : 2019

Website : <http://lucidrealities.studio/index.php/en/portfolio/waterlilies/>

Presented by : Lucid Realities (FR)

## Closed Space

Art - Single-user experience - Seated (360° chair) - Seated (simulator) - Standing - Indoor - 17mn



### Production Company(ies)

Visual Narratives Laboratory

### Lead Artist(s)

Hana Umeda, Dorota Sosnowska, Zuzanna Kernbach, Marek Titow, Przemysław Danowski, Maria Magdalena Kozłowska, Jan Tomza-Osiecki

### Thematic(s)

Culture and arts, Dance, Feminism

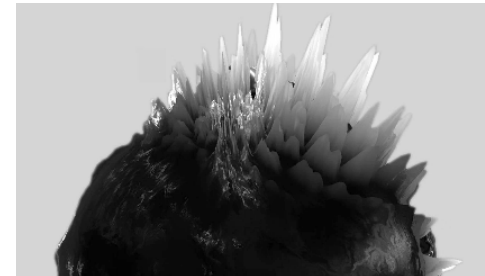
*Closed Space* is an attempt to confront the ambiguous position I occupy as a Western-raised Polish-Japanese woman and, at the same time, an heir to the centuries-old tradition of jitung dance. The Japanese dancer functions in the West as a visual object, deprived of subjectivity, closed in Orientalizing categories determined by the male gaze, but also by the White gaze. By creating the effect of intimate closeness and giving the dancer/heroine a voice through which the trauma of whole generations of women hidden in dance can be expressed directly, I would like to regain for myself as well as for the whole multigenerational community of jitung dancers the agency and subjectivity. The silent confession that constitutes the jitung dance is both a means of coping with trauma and a gag on the mouth; a means of self-expression and repression by patriarchal society.

Release date : 2022

Presented by : Visual Narratives Laboratory (PL)

## Connexion

Music - Single-user experience - Standing - 8mn



### Production Company(ies)

Inexistens

### Lead Artist(s)

Przemysław Danowski, Jakub Wróblewski, Andrei Isakov

### Thematic(s)

Experimental, Music

*Connexion* is an audiovisual music performance for VR. The performer uses the 3D interface to control the granular synthesis and spatial positioning of sounds within the auditorium. The visual representation gives the performer clues about the characteristics of sound, also being an indicator of the spatial propagation of sound. This gives the performer an actual feeling of performing with their gestures and movements as one has with the material instruments. The form of the interface itself is digital artwork.

*Connexion* was created using Unreal Engine 4. It employs granular synthesis as the modulator of the pre-composed music and uses spatial listeners for audio. The performer moves the sounds with his hands (which are the emitters of sounds) around the large round object, which is called a „monad“. The movement makes the sound flow around the soundfield. The position of hands also changes the parameters of the synthesis – sound emission time and granularity. This gives control over dramatic aspects of music. One can use different pre-composed tracks and use *Connexion* as an instrument or perform on an original piece composed for it. *Connexion* can be used as an independent experience, allowing you to upload your own sound to perform on, or it might be used as an instrument taking part in a performance, exhibition, or theatrical piece.

Release date : 2019

Website : <https://inexistens.itch.io/connexion>

Presented by : Inexistens (PL)

## Construct VR

Fiction - Single-user experience - Indoor - 10mn



### 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.

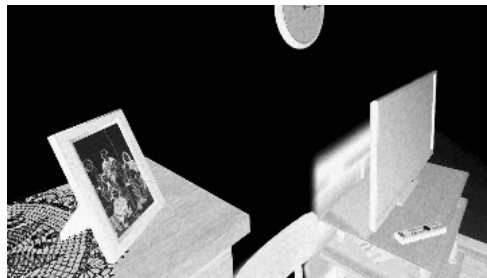
Release date : 2021

Website : [https://drive.google.com/file/d/1vR\\_IG-9KviAKqq11vEoei0rEG6Sq0on/view?usp=sharing](https://drive.google.com/file/d/1vR_IG-9KviAKqq11vEoei0rEG6Sq0on/view?usp=sharing)

Presented by : Astrea (FR)

## Control Negative

Installation - Single-user experience - Standing - Indoor - 30mn



### Lead Artist(s)

Monika Mastoń (Director, Script), Rafał Kotas (Second Director, Script), Marcin Puchalski (Unity Programming And Interactions), Kajetan Zakrzewski (Sound Design), Karolina Rec - Resina (Music)

### Thematic(s)

Meditative, Social issues, Society, Political

What does it feel like to lose control? Are you angry, frustrated, scared or just helpless? How long can you stay in this uncomfortable position? *Control Negative* is an exercise in loss. Using VR, the author Monika Mastoń tries to put you in an emotional state where you will start questioning the illusory conviction of being fully in control of your own life. The unreal world of the experience — a negative version of the real world — is a training space where you can better understand yourself and your emotions. The experience gradually moves from physical activity to contemplation.

Release date : 2022

Presented by : Visual Narratives Laboratory (PL)

## Cosmos Within Us

Live performance - Single-user & Multi-user experience - Room Scale - Seated (360° chair) - Standing - Indoor - 45mn



### Production Company(ies)

Satore Studio, A\_Bahn, Satore Tech

### Lead Artist(s)

Tupac Martir, Benjamin Farry, Sergio Ochoa, Sergio Settanni, Steven Weston

### Thematic(s)

Culture and arts, Dance, Fiction, Music

*Cosmos Within Us* is a daring storytelling experiment blurring the boundaries between VR and performance. Through a combination of state of the art technologies, immersive soundscapes, scent, and touch, the piece explores the intricate connection between memory and the senses.

Alzheimer's does not discriminate. This piece was created to deliver a sense of hope and understanding to anyone affected by this very common and devastating disease. With advancements in VR, we strive to remember the forgotten. *Cosmos Within Us* has achieved recognition with a Spirit of Raindance award and a nomination for the Producers Guild of America's Innovation award. Since its premiere in 2019 at Venice Film Festival, the production has grown in size and has an audience capacity of 150 people.

Release date : 2019

Website : [https://satorestudio.com/portfolio\\_page/cosmos-within-us/](https://satorestudio.com/portfolio_page/cosmos-within-us/)

Presented by : Satore Studio (UK)

## Dead City

Art - Single-user experience - Seated (360° chair) - Seated (simulator) - 20mn



### Production Company(ies)

Vnlab. Vraar

### Lead Artist(s)

Krzysztof Grudziński, Agim Dželljili, Wiktoria Kiszakiewicz, Jakub Kata

### Thematic(s)

Drama, Fiction, Music, Mystery

*Dead City* is a VR-based, interactive story that combines the features of film narration, 3D elements and opera. Its plot and libretto allude to the work of the same title by Erich Wolfgang Korngold from 1920. In the work from a century ago, the action took place in Bruges, and the contemporary *Dead City* is Warsaw, which is plagued by a pandemic. Empty, depressing and nostalgic. The aesthetics refer to the style of dark vaporwave, gifs, collages and retro minimalism. Paweł, the main character, tries to say goodbye to his recently deceased wife. His unreal visions mix with the places where he spent time with his beloved. So we see the couple's house, their favorite Iluzjon cinema, a date at the Palace of Culture, a palm tree that used to be a symbol of their first holidays, the Powiśle train station, where they met, the Intercontinental hotel, Finally, we visit the place of their farewell, the dark depths of the Vistula River by the Świętokrzyski Bridge, in which Paweł melts and turns into a morphing, black space. This is accompanied by a voice saying goodbye to him, saying: Everything is a memory, nothing dies, because nothing is there, be calm, be calm, nothing dies, because nothing is and everything is.

Release date : 2022

Presented by : Visual Narratives Laboratory (PL)

## Deluge

Installation - Single-user experience - Seated (360° chair) - Indoor - Outdoor - 15mn



### Production Company(ies)

Pyaré Studio

### Lead Artist(s)

Meredith Thomas, Mourad Benacer

### Thematic(s)

Environmental, Myths, Traditions, Society, Political

Data visualization where you experience sea level rise and discover deluge myths, but you are around your neighborhood (in Kaohsiung). What if the wisdom of our myths could help us understand climate change? *Deluge* is an aquatic VR experience about the deluge, or what it's like to experience the sea level rise up in a distant future in your neighborhood. The piece mixes science and the Epic of Gilgamesh, a Hero-God who narrates the mythological story of the destruction of earth through floods. Different versions will be made available to address various audiences. Along with a VR-at-home App, an installation will be possible. Immersed in pool water with a VR headset, the users will float on water while breathing with a snorkel VR waterproof headset.

**Release date :** 2022

**Website :** [https://www.canva.com/design/DAE-QX-ift0/Ycxs8Lq3qgAC0327ui8vqA/view?utm\\_content=DAE-QX-ift0&utm\\_campaign=designshare&utm\\_medium=link&utm\\_source=publishpresent](https://www.canva.com/design/DAE-QX-ift0/Ycxs8Lq3qgAC0327ui8vqA/view?utm_content=DAE-QX-ift0&utm_campaign=designshare&utm_medium=link&utm_source=publishpresent)

**Presented by :** Pyaré Studio (FR)

## Dreamna: The Afterlife

Documentary - Single-user experience - Standing - 10mn



### Production Company(ies)

Storyscapes, Noe-Fi Studios, Studioset

### Lead Artist(s)

Ioana Mischie - Writer/Director, Alec Pop - Art Director, Adrian Tabacaru - Interactive Designer, Andrei Paun - Level Designer, Ina Bozdog - Sound Designer

### Thematic(s)

Installation, Real time engine, Stereoscopic 3D

*Dreamna: The Afterlife* is the first Eastern European neuro-VR franchise aiming to match humans with transformative dreams of others. If each human being has more than 1460 dreams / year, numerous patients suffering of brain tumors cannot dream anymore due to their disease. Our goal is to collect, archive and gamify dream narratives into interactive worlds that would portray our collective unconsciousness.

*Dreamna: The Afterlife* is the first from an Odyssey of transformational dreams collected from people from around the world and adapted into virtual reality. The experience invites you to dive into Lucia's last dream, before leaving her physical existence. In her last dream, her father invites her into her home set in the Afterlife. Inspired by the real story of Lucia Bicescu. A VR Franchise written and directed by Ioana Mischie, produced by STORYSCAPES in collaboration with Arden, Noe-Fi Studios, Studioset, co-financed by AFCN.

\*The experience is available as a VR experience and as a neuro-VR installation.

**Release date :** 2022

**Presented by :** Storyscapes (RO)

## Dreams Of A Lunatic

Music - Single-user & Multi-user experience - Room Scale - Standing - Indoor - Outdoor - 35mn



### Production Company(ies)

Vrroom

### Lead Artist(s)

M1NOTOR, Julius Horsthuis

### Thematic(s)

Experimental, Music, Science-fiction

Virtual DJ m1n0t0r's techno music dream dome show.

**Release date :** 2022

**Website :** <https://vimeo.com/689039989/9c122ddaa2>

**Presented by :** VRROOM (FR)

## Everything From Here to Infinity

Art - Single-user experience - Indoor - 1mn



### Production Company(ies)

Alex M. Lee Studio

### Lead Artist(s)

Alex M. Lee

### Thematic(s)

Sciences and technologies

Everything from Here to Infinity is a data-driven, immersive virtual reality installation in which objects within the most comprehensive map of the universe to date, the Sloan Digital Sky Survey (SDSS), are depicted in the manner of abstract expressionist gestures.

**Release date :** 2016

**Website :** <http://www.alexmlee.com/webpages/everything.html>

**Presented by :** Alex M. Lee Studio (US)

## Feather

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



**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)

## Gauguin's Inner Journey

Art - Single-user experience - Indoor - 4mn



**Production Company(ies)**  
Innerspace VR  
**Lead Artist(s)**  
Hayoun Kwon  
**Thematic(s)**  
Culture and arts

Directed by Hayoun Kwon, 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 :** 2017

**Website :** [https://www.youtube.com/watch?app=desktop&v=BMxrYI\\_q6Bg&t=43s](https://www.youtube.com/watch?app=desktop&v=BMxrYI_q6Bg&t=43s)

**Presented by :** Innerspace VR (FR)

## Genesis

Documentary - Single-user experience - Seated (360° chair) - Standing - Indoor - 13mn



**Production Company(ies)**  
Faber Courtial - Studio For Digital Worlds  
**Lead Artist(s)**  
Director: Joerg Courtial, Script: Jörg Courtial, Texter: Kai Michel, Technical Director: Felix Faul, Senior 3D Artists: Wolf Knittig // Nils Rosenow // Daniel Hirschnitz // Jennifer Cox // Philipp Clermont // Alessandro Mastronardi (Australopithecus), Director Of Photography: Jörg Courtial, Graphic Earth Timer: Sven Wölk, Sound Design: Stefan Lupp  
**Thematic(s)**  
Documentary, Environmental, History

*Genesis* embarks on an emotionally intense virtual reality journey to experience the dramatic milestones in the evolution of earth and mankind.

**Release date :** 2021

**Website :** <https://faber-courtial.de/portfolio/genesis/>

**Presented by :** ENTER.black (FR)

## Gladiators In The Colosseum

Documentary - Single-user experience - Seated (360° chair) - Standing - Indoor - 9mn



**Production Company(ies)**  
Faber Courtial - Studio For Digital Worlds  
**Lead Artist(s)**  
Director: Jörg Courtial, Producer: Maria Courtial, VR Development / Camera: Wolf Knittig, Music / Sound Design: Stefan Lupp, Speaker : Erik Hansen, Production Management VR: Philipp Clermont, Specialist Advice: Prof. Werner Dahlheim, Technical Support: Manfred Gördes TV Editors: Claudia Moroni, Sebastian Scherrer, Production Management: Kirsten Bode, Friederike Haedecke  
**Thematic(s)**  
Action/Adventure, Documentary, History, Martial arts

Ancient gladiators as a photorealistic virtual reality experience. Panem et Circenses – Life and Death in the Roman Colosseum.

**Release date :** 2017

**Website :** <https://faber-courtial.de/portfolio/gladiatoren-vr/>

**Presented by :** Faber Courtial (DE)

## 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/1z6WnJzTYltxGUBCJm3kuNgNOYXcdWN5/view>

Presented by : Astrea (FR)

## Gondwana

Art - Multi-user experience - Room Scale - Indoor - 300mn



### Production Company(ies)

Pernickety Split

### Lead Artist(s)

Ben Joseph Andrews - Director, Lachlan Sleight - Lead Developer, Michelle Brown - Lead Artist, Matt Faisandier & Erin K Taylor - Generative Sound Design

### Thematic(s)

Culture and arts; Documentary, Environmental, Experimental, Meditative, Natural sciences, Sciences and technologies

A world-first durational, multi-user VR event designed to be exhibited online or as an immersive installation, *Gondwana* is a constantly-evolving virtual ecosystem that travels from 1990 to 2090 over the course of a day's exhibition. With a VR headset, a gaming computer or via our browser-based livestream, audiences can freely explore the world's oldest tropical rainforest, the Daintree. But as you navigate this awe-inspiring landscape of wild rivers, rugged gorges and ancient trees, a broader narrative stirs below: over the course of the day's exhibition, the rainforest procedurally degenerates based on climate data projections.

The only salve to this seemingly inevitable decline is people: the more time you spend in *Gondwana*, the more resilient the forest becomes. Each showing is completely dynamic and unique, a meditation on time, change and loss in an irreplaceable ecosystem. *Gondwana* is an inherently communal experience, with multiplayer capability allowing up to 2,000 simultaneous users, who can log in from anywhere in the world in a hybrid or online presentation. However, it works equally well as a physical exhibition. *Gondwana* has been designed to be modular and flexible to exhibition requirements. There are three ways to access the piece: using PC VR, in 2D with a gaming laptop, or via the non-interactive browser-based livestream. This livestream can also be projected into an exhibition space to allow waiting audiences to be a part of the rainforest. In the past, *Gondwana* has run with a 24 hour duration for digital or hybrid festivals, allowing the experience to unfold across the world's timezones. However, it can easily be shifted to suit the opening hours of its host space - for example, an 8 hour duration to suit 9-5 opening hours.

Release date : 2022

Website : <https://gondwanavr.com/>

Presented by : Pernickety Split (AU)

38 — XR Art Fair - Selected projects 2022

## Goodbye Mr. Octopus

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



### 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/1LWlgGHG40FHscM943K-6T9vtyxCb6TWL/view>

Presented by : Astrea (FR)

## Hauteville House, Guernsey - Victor Hugo'S House - 2022

Art



For fifteen years, Victor Hugo lived in exile in Guernsey, banished from the Second Empire. His mansion Hauteville House has remained almost intact there ever since. Property of Paris Musées, it is open to the public, but the remoteness of the Channel Islands makes it inaccessible to the French public. Yet, upon entering, one really meets the great writer there as if he had just left.

*The Hauteville House* experience offers the viewer the opportunity to enter this setting, a "typewriter" made from scratch by Hugo, to enter into a progressive relationship with the psyche of the great man, from the start of his exile at Hauteville House in 1855 until his return to France in 1870.

Release date : 2022

Presented by : ArtofCorner (FR)

39 — XR Art Fair - Selected projects 2022

## Home

Documentary - Single-user experience - Seated (360° chair) - 17mn



### Production Company(ies)

Kaohsiung Film Archive, Hsu' Chih' Yen' Director Studios, Funique Vr Studio

### Lead Artist(s)

Chih-Yen Hsu

### Thematic(s)

Documentar, Drama

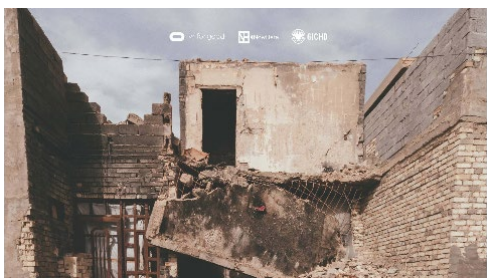
In the summer afternoon, the family gathers to the old house. They surround grandma to show their love, even though she's no longer able to move, react or hear clearly. As people come and go, the television keeps replaying and the fan is still running in the peaceful old house, where grandma and her maid live.

**Release date :** 2019

**Presented by :** Kaohsiung VR Film Lab (TW)

## Home After War

Installation - Single-user experience - Room Scale - Seated (360° chair) - Standing - Indoor



### Production Company(ies)

Nowhere Media

### Lead Artist(s)

Gayatri Parameswaran

### Thematic(s)

Documentary, Society/Political, War

What if your home becomes the place you fear? An Iraqi father returns to Fallujah to face the threat of improvised explosive devices (IEDs).

Through this virtual reality experience, join him in his home and discover the unfolding of a tragic event.

**Release date :** 2018

**Website :** <https://www.homeafterwar.net/>

**Presented by :** NowHere Media (DE)

## Hotspot

Documentary - Multi-user experience - Seated (360° chair) - Indoor



### Production Company(ies)

Productions Leitmotiv

### Lead Artist(s)

Patricia Bergeron

### Thematic(s)

Documentary, Social issues

Summer 2018. Migrant control centre at Pozzallo, in the south of Sicily, Italy. A police officer must take the fingerprints of a migrant and interview her about the details of her journey. Invited to take part in the scene, the participants find themselves at the centre of the interrogation. Translator, mediator, confidant, what is their role? They will be witnesses to a tumultuous scene. *Hotspot* is a skillful mix of participatory theatre and virtual reality. This situation, inspired by actual migrant stories, allows participants to embed themselves directly into the paradigm of the other, that other that is perhaps ourselves. It is not a game in which they are the hero. At a time when this human tragedy is rendered mundane, with the trafficking of undesirables, the criminalization of solidarity and the steady rise of hatred, the *Hotspot* project attests to its necessity.

**Release date :** 2022

**Website :** <https://www.hotspot-vr.com/>

**Presented by :** Productions Leitmotiv (CA)

## Hypha VR

Installation - Single-user experience - Room Scale - 25mn



### Production Company(ies)

Nanai Studio, Museo Del Hongo, Maltrato Films

### Lead Artist(s)

Natalia Cabrera

### Thematic(s)

Animals/Nature, Environmental

*Hypha* is an immersive virtual reality story that takes you on a journey to cleanse Earth from man-made disasters by becoming a mushroom. From spore to mycelium, you can experience the life cycle of a mushroom to understand the importance of the Fungi Kingdom as the main bioremediation agent of Earth.

*Hypha* won the Crystal Owl Best Creative XR Experience, at Stereopsia 2021, and was nominated for the Silversalz Science and Media Awards 2021. We created an omega-shaped (Ω) installation to showcase *Hypha*, entirely with biomaterials: algae bioplastic strips to create a moving transparent wall, and a handmade wool rug, resembling a wetland surface. The installation based experience premiere at Sundance New Frontier 2020, was selected at SXSW, CPH:DOX, Dok Leipzig, BIAF, Anifilm, Media Arts Biennale of Chile, etc. The fungi kingdom is a perfect analogy of the changes and understanding our human race should reflect on, and VR immersive stories create a perfect platform for a more interactive and captivating narrative and engagement with the user. In an era where VR industry is growing exponentially, this project generates a universal story that's appealing to different markets and audiences, with a great potential to grow. *Hypha* is an artistic but educational experience that will relate the audiences with a much needed understanding of the cycle of life on our planet.

**Release date :** 2020

**Website :** <https://www.hyphavr.com/>

**Presented by :** Nanai Studio (CL)

## I Will Sleep When I'M Dead

Art - Single-user experience - Room Scale - Seated (360° chair) - Indoor - Outdoor - 7mn



### Production Company(ies)

Notoryou

### Lead Artist(s)

Jeanne Susplugas

### Thematic(s)

Culture and arts, Experimental, Sciences and technologies

*I Will Sleep When I'm Dead* is a dive into the brain, a navigation by sight amongst neurons and synapses. The visitor gets lost in an infinite maze and crosses paths with "thoughts" materialized by drawings looking like pictograms. An intimate head to head, closely psychoanalytical, that introduces to an intense and a unique experience. Concept *I will sleep when I'm dead* several words borrowed from Bon Jovi reveal a lot about Jeanne Susplugas' work, the brain and our thoughts, so difficult to tame. Thanks to the "techno-magic" of virtual reality, the viewer dives into a skull amongst neurons and synapses, gets lost in an infinite maze and crosses paths with "thoughts" materialized by drawings looking like pictograms. It is an intimate head to head, almost psychoanalytical which introduces an intense and unique experience. Submerged in the brain, tortuous, sometimes foggy, the audience will have to follow, at their convenience several journeys related to their thoughts. According to a bundle of "narratives", everyone will be free to experience their own mental journey. Statement : The project is developed around the link between the house and the brain. The brain is far from having revealed all its secrets and in order to understand its dysfunctions, it is essential to unravel its mysteries. Recent scientific studies should make it possible to find new ways of prevention or even treatment of neurodegenerative diseases or behavioral anomalies, as well as sensory deficits. This project is based on scientific research that emerges in a sensitive and emotional way. It is above all a mental space, the nerve center of thought. Whether it's the artist's hair (Hair, homage to Gordon Matta-Clark), tree branches (Arbre généalogique), synapses (In my brain) or molecules (Disco ball) ... it's about ramifications.

Release date : 2020

Website : <https://vimeo.com/515281558>

Presented by : Notoryou (FR)

## In The Land Of The Flabby Schnook

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



### Production Company(ies)

Couleur TV

### Lead Artist(s)

Francis Gélinas - Director

### Thematic(s)

Action/Adventure, Fantasy, Kids

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 tableaus 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.

Website : <https://vimeo.com/421533845>

Presented by : Astrea (FR)

## In The Mist

Art - Single-user experience - Seated (360° chair) - 14mn



### Production Company(ies)

Kaohsiung Film Archive, Very Theatre, Funique Vr Studio

### Lead Artist(s)

Tung-Yen Chou

### Thematic(s)

Erotic, Experimental, LGBT

Theater and new media director Chou Tung-Yen once again touches on the unspeakable life experience of the gay community culture, exploring a male sauna through poetic lenses to take a peek into something that's hidden under the desire—the love without love.

Release date : 2020

Website : <https://www.vstudio.tw/%E9%9C%A7%E4%B8%AD-in-the-mist>

Presented by : Kaohsiung VR Film Lab (TW)

## Inside Tumucumaque - A Virtual Reality Installation

Documentary - Single-user experience - Room Scale - 15mn



### Lead Artist(s)

Creative Director: Ina Krüger, Patrik De Jong

Concept : Artist Dirk Hoffmann Art Director:

Dirk Hoffman, Robert Werner Ad/3D/Animation:

Nico Alexander Taniyama, Christian Rambow,

Dana Würzburg, Technical Lead: Sebastian Hein

### Thematic(s)

Animals /Nature, Environmental, Natural sciences

*Inside Tumucumaque*: Turn into wildlife and discover the magical world of Tumucumaque. The Tumucumaque Reserve in the Amazon rainforest, a remote expanse of ecological diversity situated in north-eastern Brazil. Home to species found nowhere else on the planet. Now you can discover the natural splendors of this remote region - in VR. We beam you right into the middle of the amazon rainforest on a clearing just before sunrise. Now it is up to you - you can not only discover, but literally turn into the exotic wildlife around you! Fly with Harpy Eagles, swim with Black Caimans, play with Poison Dart Frogs, crawl with the Goliath Tarantulas, pursue vampire bats. Be wildlife! Fully immersed and intimate with the creatures, you experience life in its most intriguing form. How do Poison Dart Frogs perceive their surroundings? What does it feel like to be a caiman, floating motionlessly in the water, lurking for prey? Or to fly as a harpy through the densely overgrown treetops of the rainforest? *Inside Tumucumaque* allows you to discover the unique ecosystem of the Tumucumaque nature reserve from the perspective and with the perception of animals living there. Ultraviolet color spectra, super slow motion, visualizations of echo sounder locations and colour night vision as well as spatial 3D sound, are used to interpret the perception of animals as a sensual experience comprehensible for humans. Scientifically supported by experts of the MfN Berlin, we recreated this hidden world. Hundreds of models were crafted by hand and scrutinized for accuracy. The illustrative style references natural science lexica. Countless hours went into painting textures by hand, ultimately adding a human touch to the virtual world.

*Inside Tumucumaque* makes spectacular use of virtual reality's strengths. Be part of the environment, slip into unfamiliar roles and forms of life, explore exotic, remote places - an unforgettable emotional journey for all senses.

Release date : 2017

Website : <https://faber-courtial.de/portfolio/gliatoren-vr/>

Presented by : Faber Courtial (DE)

## Jailbirds: Bwa Kayiman

Fiction - Single-user experience - Standing - Indoor - 10mn



### Production Company(ies)

Digital Rise, Be Revolution

### Lead Artist(s)

Thomas Villepoux Director

### Thematic(s)

Black culture, Culture and arts, Fiction, Comedy

*Jailbirds: Bwa Kayiman* is a fantastic tale based on black poetry comics. First part of a trilogy, the story plunges us into a bittersweet fable about human freedom. Set sometimes in a nightmarish prison, a prisoner escapes each night as his eyes magically detach from his body and set of to discover the world that is physically inaccessible to him.

Website : [https://drive.google.com/file/d/1qu6R6JVIRCJ4CO26zrX\\_h7\\_QphBwsJ5S/view](https://drive.google.com/file/d/1qu6R6JVIRCJ4CO26zrX_h7_QphBwsJ5S/view)

Presented by : Astrea (FR)

## Joséphine Baker AR

Art - Multi-user experience - Room Scale - Standing - Indoor - 30mn



### Production Company(ies)

Innerspace VR

### Lead Artist(s)

Benjamin Hoguet, Writer, Guillaume Deloizon, Designer

### Thematic(s)

Biopic, Black culture, Culture and arts, Dance

*Josephine Baker AR* is an immersive and collective installation that tells the extraordinary story of Josephine Baker in 6 tableaux. The visual content of the experience is entirely drawn in Virtual Reality, via the Quill application. Animated and coupled with a rich sound universe (voice of the narrator, music, sound design), these drawings constitute a vast fresco, accessible to the public in the form of an Augmented Reality (AR) installation. The objects in the setting are interactive and geospatialized sounds guide the visitors. The installation will be broadcast on AR Hololens2 headsets (museums) and in the form of VR videos (for smartphones and platforms).

Release date : 2023

Website : <https://vimeo.com/567054903/d6ae0542ad>

Presented by : Innerspace VR (FR)

## Kinoscope

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



### Production Company(ies)

Google Arts & Culture, Novelab, Atlas V

### Lead Artist(s)

Clément Léotard - Réalisateur, Philippe Collin - Réalisateur

### 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.

Release date :

Website : <https://drive.google.com/file/d/1x7B616FviaZWIUV1n8rwwsFh4J3KhLYe/view>

Presented by : Astrea (FR)

## Kubo Walks The City

Installation - Multi-user experience - Room Scale - Indoor - 20mn



### Production Company(ies)

Innerspace VR

### Lead Artist(s)

Hayoun Kwon, Director

### Thematic(s)

Culture and arts, Documentary

*Kubo Walks the City* is a free-roaming installation developed for Il Min Museum in Seoul/Korea (museum dedicated to press history). Like an "ethno-detective", you follow the footsteps of Kubo, a Korean writer in his urban flanererie in Seoul in 1934, when Korea was under Japanese occupation.

Release date : 2021

Website : [https://www.youtube.com/watch?app=desktop&v=smB\\_pp\\_RkO4&t=14s](https://www.youtube.com/watch?app=desktop&v=smB_pp_RkO4&t=14s)

Presented by : Inexistens (PL)



## Kusunda

Installation - Single-user experience - Seated (360° chair) - Indoor



### Production Company(ies)

Nowhere Media, Invr, Fasad, Poke Poke, Züricher Hochschule Der Künste

### Lead Artist(s)

Gayatri Parameswaran, Felix Gaedtke

### Thematic(s)

Culture and arts, Documentary, Myths/Traditions

*Kusunda* is an interactive virtual reality experience that explores what makes a language fall asleep and what it takes to wake one up. Lil Bahadur, an indigenous Kusunda shaman, is resigned to the fact that he has forgotten his mother tongue, while his granddaughter Hema is determined to revitalise the language.

Release date : 2021

Website : <https://www.speaktoawaken.nowheremedia.net/kusunda>

Presented by : NowHere Media (DE)

## Lady Sapiens - The Experience

Documentary - Single-user experience - Room Scale



### Production Company(ies)

Little Big Story, Ubisoft

### Lead Artist(s)

Camille Duvelleroy

### Thematic(s)

Documentary, History, Feminism

You are *Lady Sapiens*, you were born 38,000 years ago. You are experiencing the place of women in the clan, but that's not the end of the story. No, women were not out picking while men were hunting. The director Camille Duvelleroy imagined a virtual reality experience based on the most recent scientific discoveries, evolving in a sumptuous graphic universe designed by UBISOFT. *Lady Sapiens - The Experience* offers a journey through time in the body of a Sapiens woman. Plunged into the heart of an ancestral valley, you make the unforgettable encounter of a Palaeolithic huntress. She invites you to follow her and leads you to her clan. In a painted cave, she introduces you to a shaman woman, who familiarises you to cave painting. In the heart of the village, you are invited to a hut where you learn how to carve your own tool, a spear, which will later allow you to take part in a mammoth hunt... Welcome to the Palaeolithic.

Website : <http://lucidrealities.studio/index.php/en/portfolio/lady-sapiens/>

Presented by : Lucid Realities (FR)

## Lasting Impressions 3D

Installation - Single-user & Multi-user experience - Room Scale - Seated (360° chair) - Standing - Indoor - Outdoor - 45mn



### Production Company(ies)

Princeton Entertainment Group, Northern Gateway Films

### Lead Artist(s)

Dylan Pearce, Andrew Scholotiuk, Ed Kasses, Chase Fullen, Michael Sulyma

### Thematic(s)

Culture and arts, Dance, Drama, Meditative, Music, Sculpture

*Lasting Impressions* invites you to rediscover the emotional power of art through a breathtaking new immersive experience. Witness the spellbinding transformation of the Impressionist masterworks, brought to moving life by a team of artists using cutting edge 3D Motion Sculpting technology. You'll bathe in the shimmering light of Van Gogh's *Starry Night* and feel the breeze on your skin as you wander among Monet's swaying Poplars. With an exclusive introduction by Sophie Renoir, *Lasting Impressions* is an astonishing travelog through Old Europe, presented on a custom ultra high-definition screen with an entrancing soundtrack to match. Come alive with *Lasting Impressions*.

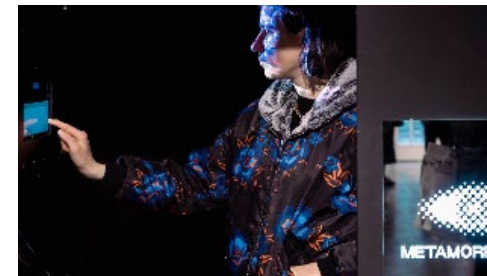
Release date : 2021

Website : <https://www.lastingimpressionsin3d.com/>

Presented by : Princeton Entertainment Group (US)

## Le Metamorpheur

Video Mapping - Single-user & Multi-user experience - Indoor - Outdoor



*Le Metamorpheur* is a personalized photocall that uses micro-mapping with face-recognition technology 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 augmented portraits through a web-app or instant printing.

Presented by : Diversion cinema (FR)

## Lips

Art - Single-user experience - Seated (360° chair) - 9mn



### Lead Artist(s)

Peiyang Lin

### Thematic(s)

Experimental, Fantasy, Feminism

A woman has two pairs of lips: her mouth, and her vulva. Guided optically and stimulated audibly by ASMR, *Lips* is an interactive virtual reality experience inviting the audience to enter a female body to awaken her desire, resulting in an immersive journey of fluidity and surrealism.

Release date : 2021

Presented by : Nau-Tai Delusional Studio (TW)

## Live Stream From Yuki <3

Art - Single-user experience - Seated (360° chair) - 12mn



### Production Company(ies)

Kaohsiung Film Archive, Purusha Films, Funique VR Studio

### Lead Artist(s)

Tsung-Han Tsai

### Thematic(s)

Drama, Thriller

Yuki, cute as a button, live streams her love life to an adoring and sundry group of subscribers. Tonight, she was stood up by her boyfriend, and she is looking for moral support. But an uninvited guest crashes the party and reveals a new side of Yuki that her fawning fandom didn't know about.

Release date : 2018

Presented by : Kaohsiung VR Film Lab (TW)

## Look At Me

Fiction - Single-user experience - Seated (360° chair) - 14mn



### Production Company(ies)

Kaohsiung Film Archive, Changhe Films, Funique VR Studio

### Lead Artist(s)

Wi-Ding Ho

### Thematic(s)

Drama, Science-fiction

*Look At Me* is a romantic melodrama, taking place in the near future where everyone relies on VR technology. Zhang suffers VR addiction and so do the people around him. He is depressed because his girlfriend doesn't look at him anymore during their dates and, as a result, their sex life turns cold. Zhang is frustrated until he discovers a world where people crave for "real interaction".

Release date : 2019

Presented by : Kaohsiung VR Film Lab (TW)

## Love Simulation Eve

Live performance - Multi-user experience - Room Scale - Standing - Indoor - 90mn



### Production Company(ies)

Avatar's Journey Travel Agency, The International Theatre Of Finland

### Lead Artist(s)

Artistic Leader: Eero Tiainen / Vr Artists: likkamatti Hauru, Maciej Tomaszewski / Vr Developers: Rongzhi Liu, Michael Jelbart / Sound Designers: likkamatti Hauru, Matias Harju / Intimacy Director: Juuso-Matias Majjanen / Ai Developer: Evelin Wills

### Thematic(s)

Animals/Nature, Culture and arts, Drama, Experimental, LGBT, Meditative, Romance, Science-fiction, Sciences and technologies

CINEMATIC METAVERSE THEATRE FOR UPDATING LIFE WITH LOVE. *Love Simulation Eve* is a science-fictional VR game that calls the players for more loving life. *Love Simulation* is a metaverse created by three developers of *EVE* and empathic artificial intelligence *GrandMother*. Entering virtual reality, the visitor is awakened to the "theme park of love". Wandering freely in the virtual world, the player-avatar meets other player-avatars and AI humanoids. The player's goal is to collect their Love Algorithm from these one-on-one encounters during the *Love Simulation*. The game design aims to offer "micro-loving encounters" for the players. These are evoked with 1-5 minutes long mini-games - Attractions - inside the Paradise Park. On the story level, the attractions are based on *EVE*-developers' and *GrandMother*'s ideas about love. The Attractions host either player-to-player or player-to-character encounters after which the player decides if they want to include their experience in their Love Algorithm. The promise of the *Love Simulation* is that the player's afterlife can be upgraded with the completed Love Algorithm. Taking inspiration from the science of love, near-death experiences and after-life symbolism, the *Love Simulation Eve* offers an inner journey for the player to reflect on the loves and longings of their true self. Structured as a liminal ritual, the player's journey starts and ends in *GrandMother*'s audio section through which the participant is "awakened" from the ordinary physical world. Inside the virtual reality, the player enters the virtual world in an anonymous point cloud avatar form. They take part in liminal one-on-one encounters and finally visit a heavenly place under the quantum sea. In the final stage, the player enters a new stage in life in which they have the power to ignite micro-loving moments and create a more loving world.

Release date : 2023

Presented by : Avatar's Journey & Team EVE (FI)

## Love Simulation Eve: Water Spirits

Installation - Multi-user experience - Room Scale - Standing - Indoor - 5mn



### Production Company(ies)

Avatar's Journey, Emma - Espoo Museum Of Modern Art, International Theatre Of Finland

### Lead Artist(s)

Artistic Leader: Eero Tiainen, VR Artists: Ikkamatti Hauru, Maciej Tomaszewski, VR Developers: Rongzhi Liu, Michael Jelbart, Sound Designers: Ikkamatti Hauru, Matias Harju Intimacy Director: Juuso-Matias Maijanen AI Developer: Evelin Wills

### Thematic(s)

Culture and arts, Meditative, Mystery, Sciences and technologies

*Love Simulation Eve: Water Spirits* is an interactive virtual reality experience that generates human-to-human algorithms of joyful connection. It grants the visitors superhuman powers to control water masses telekinetically with their hand movements. The two participants meet on the nocturnal ocean and experience their synergy in a way only possible with VR. *Water Spirits* is offered for cultural institutions, festivals, art museums and theatres that seek to provide their visitors with shared experiences between friends and strangers.

Specs in short:

- Length 5 minutes
- 2 visitors simultaneously
- Approximately 20 visitors/hour
- Easy to set up, simple to monitor
- One VR guide for visitors

The experience is an independent part of the full-evening long metaverse theatre game *Love Simulation Eve* premiering in 2023. Team EVE and Aalto University are developing haptic gloves that add touch sensations to the experience.

**Release date :** 2022

**Presented by :** Avatar's Journey & Team EVE (FI)

## Lovestory

Art - Single-user experience - Room Scale - 8mn



### Production Company(ies)

Inexistens

### Lead Artist(s)

Jakub Wróblewski, Przemysław Danowski, Andrei Isakov

### Thematic(s)

Documentary, Erotic, Experimental, LGBT, Psychedelic

*Lovestory* is an interactive virtual reality experience. The main emphasis of the action is motion-captured intercourse between real people which builds up the experience. The concept behind the script for the experience is derived from the interest in early film adaptations of SF cinema. They represented VR at the time and the transhumanist idea of feelings being virtually exchanged between two people via avatars. Our interest was focused on finding possibility of expressing it through motor skills and specific aesthetics. The project is a response to a current health situation – the limitation of interpersonal contacts caused by the pandemic and, as a result, causing social contacts to be shadowed in virtual space. It also tackles the idea of having intercourse using audiovisual performance.

Exclusive access for XR Art Fair visitors @itch.io, please use password: NewlImages2022

**Release date :** 2021

**Website :** <https://inexistens.itch.io/lovestory>

**Presented by :** Inexistens (PL)

## Machu Picchu And The Spirit Of The Condor

Installation - Single-user experience - Seated (360° chair) - Seated (simulator)



*Machu Picchu and the Spirit of the Condor* is an cinematic immersive journey through the ancient citadel led by its founder the famed Sapa Inca Pachacuti. Using a Positron Motion Chair complete with haptic vibration and curated scents, audiences soar over the magnificent site, meet its inhabitants, and learn its rich history. The experience tours with the museum exhibit Machu Picchu and the Golden Empires of Peru, achieving a 60% capture rate and selling over \$1 million in tickets in the first six months. To create the experience, our team was the first to capture the massive wonder of the world in full 3D. We then developed our VR film using animated characters, impressive visual effects, and a beautiful Incan soundtrack. Combining expertise across more than a dozen fields, our virtual tour of Machu Picchu showcased our technical prowess in an exhilarating experience for the ages and won the 2022 Lumiere Award for Best Use of VR.

**Website :** <https://www.youtube.com/watch?app=desktop&t=15&v=pXirblaO1lc&feature=youtu.be>

**Presented by :** Virtual Worlds (US)

## Madame Pirate: Becoming A Legend

Art - Single-user experience - Room Scale - Seated (360° chair) - 17mn



### Production Company(ies)

Kaohsiung Film Archive, Serendipity Films, Tainan National University Of Arts

### Lead Artist(s)

Dan Chi Huang, Morgan Ommer

### Thematic(s)

Action/Adventure, Biopic, History

In a lawless world overrun by roving ships and ruthless men, a girl propels herself from a life of forced prostitution, to command the largest and most successful pirate fleet in world history. A grandma narrates the bedtime stories to her granddaughter. It turns out that those stories are more than bedtime stories. They are Madame Ching's incredible real life story.

**Release date :** 2021

**Presented by :** Kaohsiung VR Film Lab (TW)

## Madrid Noir

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



### 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.

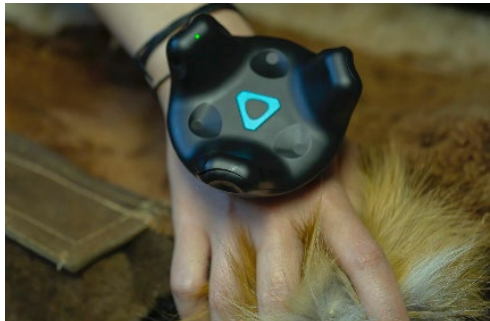
Release date : 2021

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

Presented by : Astrea (FR)

## Master Of Reality

Art - Single-user experience - Indoor - 5mn



### Production Company(ies)

3D And Virtual Occurrences Studio

### Lead Artist(s)

Agata Chodera

### Thematic(s)

Culture and arts, Music, Sculpture, Society / Political

The installation impacts the recipient on three levels: the audial one, the visual one and the haptic one. Experiencing the texture of fur produces contradictory feelings. It is pleasant, but it occurs at the expense of another being that was once alive. This opens the way to a reflection on the status of animals in our culture and, more broadly, a reflection on the situation of all subordinated and exploited beings. Guided by the spectator's hand, minor sounds are heard, creating a unique ephemeral composition. The piece examines the impact of sounds on our mental and physical well-being. The whole process is accompanied by reactions of an avatar on the screen, which observes and participates in the event at the same time. Master of reality is the opposite of someone who needs to use his imagination and make things up all the time. Being the master of reality, you cope with the reality and do not have to replace it with an imaginary one.

Release date : 2020

Website : <https://vimeo.com/462309272>

Presented by : Inexistens (PL)

## Missing Picture Episode 1

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



### Production Company(ies)

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

### Lead Artist(s)

Clément Deneux, Joseph Beauregard

### Thematic(s)

Culture and arts, Documentary

"Pour chaque film réalisé, des dizaines d'autres restent à jamais inachevés. *Missing Pictures* offre aux cinéastes la chance de raconter l'histoire qu'ils ou elles n'ont jamais pu porter à l'écran... Chaque réalisateur•rice nous raconte les grandes lignes d'un film inachevé et nous dévoile les raisons pour lesquelles ils ou elles ont dû y renoncer..."

Release date : 2021

Website : <https://drive.google.com/file/d/1JcSB3NgLHDIdtRbstnJMyWpsmJHVSndQ/view>

Presented by : Astrea (FR)

## Missing Picture Episode 2

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



### Production Company(ies)

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

### Lead Artist(s)

Clément Deneux, Joseph Beauregard

### Thematic(s)

Culture and arts, Documentary

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

Release date : 2021

Website : [https://drive.google.com/file/d/1Or7p5kg5RbF7hDqoYvGQi13uw6\\_zGxJF/view](https://drive.google.com/file/d/1Or7p5kg5RbF7hDqoYvGQi13uw6_zGxJF/view)

Presented by : Astrea (FR)

## Multiverse

Installation - Single-user experience - Room Scale - Standing - Indoor



### Production Company(ies)

Visual Narratives Laboratory - National Polish Film School In Lodz, Poland, Las Sztuki

### Lead Artist(s)

Robert Mleczo - Director / Idea, Radomir Majewski - Co-Director / Idea, Andrew Maillet - Sound And Music Composer, Adam Roszyk - Senior Developer

### Thematic(s)

Action / Adventure, Culture and arts, Experimental, Fiction, Meditative, Sciences and technologies

*Multiverse* is an interactive VR installation based on the concept of a multilayered world. The experience begins in a post-Soviet housing estate landscape, from which we wander through dark crystal corridors, vast luminous gardens and levitating debris all around us. Thematically, it refers to the phenomena of nostalgic reminiscence of the past world, unfettered joy of children's creativity and destruction, bringing ambivalent reflections on human nature prone to destruction. On this meditative journey we are accompanied by a mysterious object held in our hands. The dual physical and virtual representation linking both worlds not only adds interactivity to the visited spaces, but also supports in the experience observations, analyses and perceptual experiments of the immersive VR medium.

Presented by : Visual Narratives Laboratory (PL)

## Museum Of Symmetry

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



### 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 :

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

Presented by : Astrea (FR)

## Mutatis

Fiction - Single-user experience - Seated (360° chair) - Standing - Indoor - 12mn



### Production Company(ies)

Seppia, Good Fortune Film

### Lead Artist(s)

Mali Arun, Artist, Thomas Ozoux, Dop, Christophe Reynaud, VFX Supervisor

### Thematic(s)

Experimental, Science-fiction

At night, strange men in yellow overalls enter a botanical garden where nature is abundant and fascinating. The caretaker of the place joins the team of "researchers" to take them further away, towards the water lily pond. The lifeless body of a young woman is found there. The garden hides others, buried in its plant treasures, and then a strange light appears from the bodies of these women.

Release date : 2019

Website : <https://vimeo.com/513793487/da56b3073c>

Presented by : Seppia (FR)

## Myriad. Where We Connect.

Installation - Single-user experience - Room Scale - Indoor - 31mn



### Production Company(ies)

Interactive Media Foundation, Filmtank.

In Co-Creation With Miiqo Studios, Artificial Rome

### Lead Artist(s)

Michael Grotenhoff - Executive Producer | Interactive Media Foundation, Lena Thiele - Author, Artistic And Creative Lead | Miiqo Studios, Sebastian Baumann - Artistic And Creative Lead | Miiqo Studios, Dirk Hoffmann - Lead Artist | Artificial Rome Magnus Froböse - Creative Science Communication, Media Development | Context Film

### Thematic(s)

Animals / Nature, Environmental, Experimental, Natural sciences, Sciences and technologies

Global challenges like the destabilization of ecological systems and the massive decline in biodiversity demand a radical reconfiguration of how we understand and interact with the natural world.

At the intersection of art, science and storytelling, the cross-media project *Myriad* explores the fascination and challenges of animals' global migrations in an ever-changing, globally connected, world increasingly under massive human influence. *Myriad* visualizes the impact of the Anthropocene, the age of humans, on our planet. Migrating animals depend on interactions with a wide variety of ecosystems during their global journeys. This is the only way they can cover great distances on their migrations and ensure their survival. Scientists are only beginning to understand just how sophisticated and interdependent these systems are. *Myriad* takes the audience on a global journey through our interconnected world – emotional and informative; interactive and immersive. In close collaboration with the Max Planck Institute of Animal Behavior, among others, *Myriad* combines cutting-edge scientific data with innovative forms of immersive storytelling and sophisticated aesthetics. This takes place in the form of an artistic and poetic virtual reality experience, a 360° 3D documentary, a primetime TV documentary, a fulldome experience, an immersive, interactive exhibition, labs and citizen science projects, as well as other complementary formats. They all aim to reorient audiences' relationship with the environment, and spark active engagement with local efforts to conserve the earth's biodiversity.

Release date : 2021

Website : <https://myriad.earth/>

Presented by : Innerspace VR (FR)

## Norn Vol.1 - The 9 Daughters Of Ran

Video Mapping - Single-user experience - Seated (360° chair) - Standing - Indoor - 25mn



### Production Company(ies)

Norn Studio, Firepanda, Digital Domain

### Lead Artist(s)

Lina Reinsbakken (Production Design/Artwork)  
Nick Pittom (Animation), Sigurd Ekle (Composer)

### Thematic(s)

Action / Adventure, Culture and arts, Fantasy,  
Fiction, Myths / Traditions

*Norn* is an interactive animated XR 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 save the State of Fantasy

*The 9 Daughters of Ran* is the first chapter of this Hero's Journey set inside the mind, and summons you to the weavers of Fate, the Norns, who wants the "chosen one" to answer the call to Adventure.

As part of the *Norn* 360 distribution plan, an AR companion book is being developed. And in addition to experiencing the VR film in an Art Space, large format AR artwork can be exhibited in the space surrounding the VR experience.

Release date : 2022

Website : <https://vimeo.com/677724442>

Presented by : Norn Studio (NO)

## Notes On Blindness

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



### 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

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 artworks. From the highest clouds to the deepest oceans, let's ride through fantastic landscapes inhabited by strange and lovable characters.

Website : [https://drive.google.com/file/d/1EWigyXdQP18npcN7NZuL7KaLde6zr8\\_9/view](https://drive.google.com/file/d/1EWigyXdQP18npcN7NZuL7KaLde6zr8_9/view)

Presented by : Astrea (FR)

## On The Morning You Wake (To The End Of The World)

Documentary



*On the Morning You Wake* uses innovative documentary storytelling and virtual production techniques to viscerally recreate the lived experiences of people who, for 38 minutes, had to react and make impossible decisions in the face of nuclear violence.

Presented by : Astrea (FR)

## Once Upon A Sea

Documentary - Single-user experience - Room Scale - 25mn



### Production Company(ies)

Blimey, Intuitive Pictures

### Lead Artist(s)

Director: Adi Lavy, Writer: Heidi Miller, Creative  
Director: Oury Atlan, Technical Director: Nimrod  
Shanit, Lead Unity Director: Jumana Saad, Yelena  
Grigorian, Photogrammetry And 3D Animation:  
Ariel Shtern, Video Editors: Sigi Golan, Maya Stark,  
Mickey Cohen, Consultants: Raphael Pavon,  
Jongsma O'Neill And Kel O'Neill

### Thematic(s)

Documentary, Environmental, Natural sciences,  
Social issues

*Once Upon A Sea* is an immersive virtual reality experience that transports participants to the Dead Sea, and provides access to one of the wonders of the world that has become inaccessible in the past 35 years. The Dead Sea, carries a rich history, undeniable healing powers, and an indescribable magnetism that can now be experienced in a virtual format. The experience takes place in photoreal volumetric captures of some of the most significant and beautiful sites in the Dead Sea, highlighting its beauty, diverse inhabitants, and its recent demise. In the past 30 years, the Dead Sea has receded dramatically due to human intervention and political neglect. The sweet water that fed the Sea was used for irrigation and potash evaporation pools left behind a ravaged land, ridden with sinkholes. Today, all beaches but one are inaccessible to the public due to these dangerous sinkholes, representing Israel's worst ecological crisis. The destruction is progressing quickly, causing many socio-political battles as well as financial & personal distress to local residents and individuals who have dedicated their lives to the Sea. Israelis, Jordanians and Palestinians, all whose countries border this body of water, have been affected by the demise of the Dead Sea. If nothing will be done, the Dead Sea as we know it will be gone for good. *Once Upon A Sea* is our call to action.

Release date : 2020

Website : <https://deadseavr.com/>

Presented by : Interactive Media Foundation (DE)

## Oxymore

Music - Multi-user experience - Room Scale - Standing - Indoor - Outdoor - 50mn



### Production Company(ies)

Vrrroom

### Lead Artist(s)

Jean-Michel Jarre

### Thematic(s)

Culture and arts, Experimental, Music

Pierre Henry, a pioneer of concrete and electronic music, left a series of sounds to Jean-Michel Jarre during his lifetime, with the mutual desire to create a new work. Five years later, in 2022, Jean-Michel Jarre refers to the deceased composer with a work that highlights the philosophy of two artists who have everything in common in their constant search for technology in the service of music, and yet who differ in the fundamental process of composition, opposing concrete and abstract music.

In a musical journey where Pierre Henry's sounds interact with Jean-Michel Jarre's new composition in a game of mirrors, the creator of Oxygène finds his inverted doppelganger in Oxymore, opening a vortex that sucks us into an anachronistic back-and-forth where analog and digital find a common playground. Not limited to a recorded musical composition, Oxymore is conceived as an immersive work in the innovation studios of Radio France in multichannel and binaural version declined in physical concert 360 presented in preview on the occasion of the Hyper Weekend Festival. The concert is also broadcast in real time in Oxyville, a virtual city created by VRrOOm as an outpost of a metaverse under construction, accessible in social VR by a few privileged people chosen by lottery. Somewhere between constructivism and impressionism, Oxymore invites the audience to get lost in an unexpected acoustic journey, and creates a bridge between Radio France's historical sound roots and its most recent innovations. The work establishes a link between the classical/contemporary music department and the contemporary music sector, symbolically marking the launch of the "Jarre Academy of Sound" initiated by the Maison de la Radio et de la Musique and the composer.

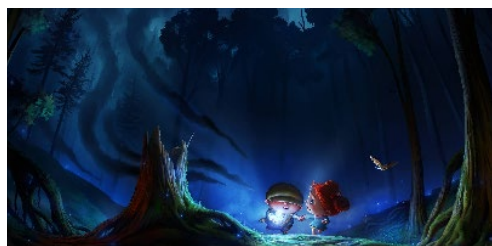
Release date : 2022

Website : <https://vimeo.com/676601247/101bdf084d>

Presented by : VRrOOm (FR)

## Paperbirds

Art - Single-user experience - Seated (360° chair) - Indoor - 31mn



### Production Company(ies)

3Dar - Baobab Studios

### Lead Artist(s)

German Heller

### Thematic(s)

Culture and arts, Drama, Experimental, Fantasy, Fiction, Kids

Paperbirds is an interactive story about a young musician in search of true inspiration. This VR film offers unique moments of interactivity with hand tracking, inviting you to conduct music, unlock portals, light up the invisible world, and more. Toto journeys into the invisible world to rescue his sister Azul, discovering about himself and his family as he travels further.

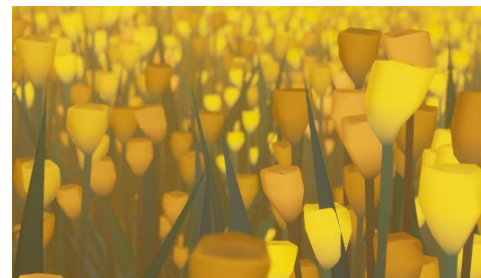
Release date : 2021

Website : <https://drive.google.com/file/d/1noJl8yaXiJ8IUwQslouTX1Fx4nwpTuaN/view>

Presented by : Astrea (FR)

## Peach Garden

Installation - Multi-user experience - Room Scale - Indoor - 20mn



### Production Company(ies)

Innerspace VR

### Lead Artist(s)

Hayoun Kwon

### Thematic(s)

Culture and arts

Peach Garden is a free roaming large scale installation designed for standalone headsets. Director Hayoun Kwon created her own vision of a famous Middle Ages Korean painting through eight fantastic landscapes that the visitor can choose to explore in a free and unlimited way and time.

Release date : 2019

Website : <https://www.youtube.com/watch?app=desktop&v=l6VMVWosDTw>

Presented by : Innerspace VR (FR)

## Ramses & Nefertari: Journey To Osiris

Installation - Single-user experience - Seated (360° chair) - Seated (simulator)



Ramses & Nefertari: Journey to Osiris is an immersive cinematic film exploring the life and legacy of Ramses the Great led by his wife Nefertari. The experience takes audiences through two of Ramses most impressive monuments, Abu Simbel and Nefertari's Tomb, as it tells the story of his life complete with exciting animations and mesmerizing visual effects. Using the Positron Motion Chair complete with scents and haptic feedback, audiences are fully immersed in this exhilarating story.

The experience is part of the touring museum exhibition Ramses the Great and has achieved a 40% capture rate selling \$800,000 tickets in its first six months.

To create the experience, our team had to use ingenuity and innovation to capture the sites. Using cranes at Abu Simbel and custom lights for Nefertari's Tomb, we were able to capture them in stunning detail. Our team built the film on top of these captures using animated characters, visual effects, custom scents, and a show-stopping soundtrack. The end result is engaging, educational, and a whole lot of fun.

Website : <https://www.youtube.com/watch?app=desktop&v=lqZSfdR9Ebw&feature=youtu.be>

Presented by : Virtual Worlds (US)

## Red Tail Ep.1

Fiction - Single-user experience - Room Scale - Seated (360° chair) - 7mn



### Production Company(ies)

Zero One Film, Funique VR, Kaohsiung Film Archive, Taiwan Public Television Service Foundation

### Lead Artist(s)

Fish Wang

### Thematic(s)

Drama, Fantasy, Fiction, Kids

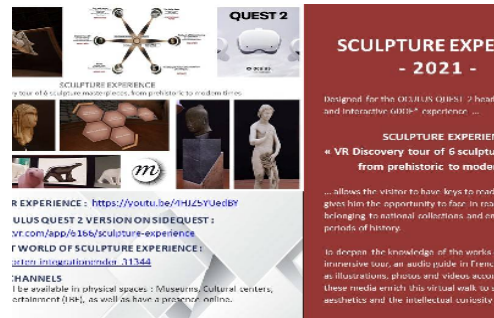
Golden Horse Award winning director and animation artist Fish Wang collaborates with the pioneer VR studio Funique VR to create the VR series "Red Tail", inspired by Fish's same named comics story. The mysterious red tail leads viewers to a magical journey, creating a poetic metaphor of people's childhood memories.

Release date : 2021

Presented by : Kaohsiung VR FILM LAB (TW)

## Sculpture Experience

Art



### Production Company(ies)

NFB

### Lead Artist(s)

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

### Thematic(s)

Action / Adventure, Fantasy, Comedy

Designed for the OCULUS QUEST 2 headset, the immersive and interactive 6DOF\* experience... *Sculpture Experience* "VR Discovery tour of 6 sculpture masterpieces, from prehistoric to modern times" allows the visitor to have keys to reading a sculpture then gives him the opportunity to face in real size 6 masterpieces belonging to national collections and emblematic of 5 periods of history. To deepen the knowledge of the works crossed on this immersive tour, an audio guide in French and English as well as illustrations, photos and videos accompany the visitor. All these media enrich this virtual walk to satisfy both the aesthetics and the intellectual curiosity of the visitor.

Release date : 2021

Presented by : ArtofCorner (FR)

## Shadow

Fiction - Single-user experience - Seated (simulator) - 14mn



### Production Company(ies)

Makropol & Miso Film (Co-Produced By All Seeing Eye And Midtjysk 3D Service)

### Lead Artist(s)

Directed By David Adler & Ole Bornedal, Written By David Adler, Ole Bornedal & Mads Damsbo

### Thematic(s)

Drama, Fiction, History, Society / Political, War

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? Should you drop the bombs? And where should you drop them? Even the slightest mistake or delay can mean life or death for you, for your pilot, and for the civilians on land. *Shadow* is a realistic VR-experience based on the British air raid against the Shellhouse in Copenhagen, during which a calamity led to the accidental bombing of Institut Jeanne d'Arc. The raid caused the death of more than 120 individuals, 86 of whom were children. Created as an original companion piece to the feature film "The shadow in my eye", depicting the life at the school before, during and after the bombing, *Shadow* simulates the tragic event seen through the eyes of a young RAF-navigator.

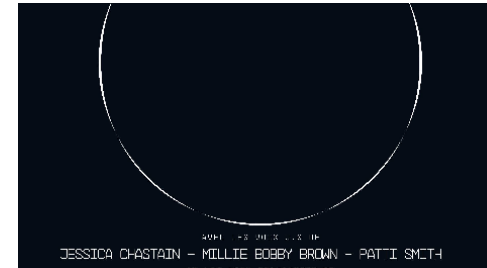
Release date : 2021

Website : <https://www.shadowvr.dk/>

Presented by : Makropol (DK)

## Spheres

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



### 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/1B3It1B\\_UIA\\_6Mq-9kji-awdX5zIFw1dk/view](https://drive.google.com/file/d/1B3It1B_UIA_6Mq-9kji-awdX5zIFw1dk/view)

Presented by : Astrea (FR)



## Symbiotica

Game - Multi-user experience - Indoor - 15mn



### Production Company(ies)

Nanai Studio, Museo Del Hongo

### Lead Artist(s)

Natalia Cabrera, Juan Ferrer, Selva González

### Thematic(s)

Animals / Nature, Environmental, Meditative, Sciences and technologies

*Symbiotica* is a multi-user VR experience that allows participants to embody different microorganisms and discover the message that lichen – a collective entity made of many species – has for humanity. Join *Symbiotica* with your friends, colleagues and family. It takes place in an online hub, accessible via PC, smartphone, tablet or VR Headset. From primitive cells to the formation of life, the users will be able to simulate primitive collaborations, interact and heal together inside the virtual space.

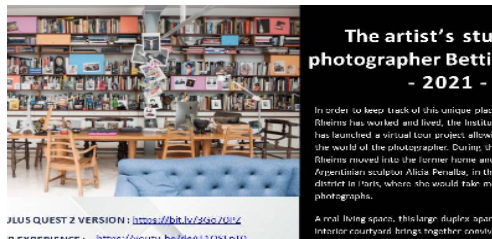
Release date : 2021

Website : <http://nanai.studio/portfolio/symbiotica/>

Presented by : Nanai Studio (CL)

## The Artist'S Studio Of Photographer Bettina Rheims - 2021

Art



In order to keep track of this unique place in which Bettina Rheims has worked and lived, the Institute for Photography has launched a virtual tour project allowing visitors to explore the world of the photographer. During the 1980s, Bettina Rheims moved into the former home and studio of Argentinian sculptor Alicia Penalba, in the heart of the Marais district in Paris, where she would take most of her photographs. A real living space, this large duplex apartment with its interior courtyard brings together convivial spaces, a shooting studio with rooms for the preparation of models until retouching work. It is in his office that the work around images is built with its large library and its glass roof for the control of prints. Spaces are reserved to keep all of its archives. Before the relocation of the fund, this emblematic location of the photographer's career was the subject of a unique project. The Institute is launching the first virtual tour of a photographer's studio in order to keep track of this place of creation. The version of the virtual tour will also be available online very soon on the Institute's website, enriched with new content and will reflect the research work carried out by the Institute on the photographer's archives.

Release date : 2021

Presented by : ArtofCorner (FR)

## The Artist'S Studio Of Sculptor Antoine Bourdelle - 2018

Art



*The artist's studio of sculptor Antoine Bourdelle*, VR app for OCULUS QUEST is a volumetric and photorealistic VR App between docu-fiction and virtual gamified visit, in the heart of the french sculptor Antoine Bourdelle's studio, in PARIS, Montparnasse. Our main goal is to offer a hybrid narration, where the audience explore the place to discover the artist through a visual, sound, spatial and sensitive experience. In 2018, our virtual tour already received 3 awards including the AWARD for the best interactive VR experience at LAVAL VIRTUAL. Exactly two years ago, our know-how in photorealistic VR 6dof was rewarded and we were developing for HTC VIVE and OCULUS RIFT, wired headsets linked to Gamers PC, at this time. Our innovation for 2020 : we have created the same experience in VR 6DOF using the OCULUS QUEST, a standalone and wireless headset, no PC needed and no controller, we use hand tracking functionality. Just use your hand to move around in VR, to get informations on artwork and also to take and manipulate objects.

Presented by : Makropol (DK)

## The Blind Vaysha

Art - Single-user experience - Indoor



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)

### Production Company(ies)

Makropol & Miso Film (Co-Produced By All Seeing Eye And Midtjysk 3D Service)

### Lead Artist(s)

Directed By David Adler & Ole Bornedal, Written By David Adler, Ole Bornedal & Mads Damsbo

### Thematic(s)

Drama, Fiction, History, Society / Political, War

### Production Company(ies)

NFB

### Lead Artist(s)

Theodore Ushev Director

### Thematic(s)

Culture and arts, History

## The Dawn Of Art

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



### Production Company(ies)

Atlas V, Novelab

### Lead Artist(s)

Pierre Zandrowicz - Directeur

### Thematic(s)

Animals / Nature, Culture and arts, Documentary, Experimental

Travel back in time... to the prehistoric world of our ancestors. An immersion in the surroundings of the Chauvet Cave, a Unesco World Heritage Site, considered one of the greatest scientific breakthroughs of the 20th century.

Release date : 2020

Website : <https://drive.google.com/file/d/1M62k7wYWYmo636ORpW-pt8EYy9W1udQi/view>

Presented by : Astrea (FR)

## The Fold: Episode I

Art - Single-user experience - Seated (360° chair) - Standing - Indoor - 10mn



### Production Company(ies)

Alex M. Lee Studio

### Lead Artist(s)

Alex M. Lee

### Thematic(s)

Culture and arts, Experimental, Fiction, Meditative

*The Fold: episode I & II* is a non-linear interactive film and virtual reality-based art game involving rooms with doors containing a concept folding into other rooms with doors. Inspired by Jorge Luis Borges' short story "The Garden of Forking Paths", this VR-based "escape the room" project highlights the similarities and differences of technics as it relates to Western (episode I) and Eastern (episode II) philosophy including structuralist & surrealist literature, sentient bodies, metaphysics, mathematics, the virtual object, Buddhism, Zen principles, Qi, and problematizes the affirmation of technics, its outputs and technologies as anthropologically universal within the frame of VR, AI, 3D animation, and video games.

Release date : 2022

Website : <http://www.alexmlee.com/webpages/theFold.html>

Presented by : ArtofCorner (FR)

## The Holy City

Documentary - Single-user & Multi-user experience



### Production Company(ies)

Blimey, Hcxr

### Lead Artist(s)

Nimrod Shanit - Director And Producer,  
Timur Musabay - Co-Director, Mishal Alam -  
Game Designer, Oury Atlan - Art Director,  
William McMaster - Technical Director

### Thematic(s)

Culture and arts, Documentary, History,  
Myths / Traditions, Social issues, Society / Political

*The Holy City* is an immersive virtual reality experience that transports participants to Jerusalem and provides access to the most sacred rituals and the holiest sites of Christianity, Judaism, and Islam. Jerusalem, *The Holy City*, carries a rich history, an undeniable spirituality, and an indescribable magnetism that can now be experienced in a virtual format.

The experience takes place in photoreal volumetric captures of some of the most significant and beautiful sites in Jerusalem, highlighting its architectural beauty, diverse inhabitants, and spiritual history.

This experience exists to cultivate understanding by exploring our fundamental similarities.

Release date : 2019

Presented by : Kaohsiung VR Film Lab (TW)

## The In-Between World Of Voodoo

Documentary - Single-user experience - Room Scale - Standing - Indoor



### Production Company(ies)

Virtual Journey

### Lead Artist(s)

Tawan Arun

### Thematic(s)

Africa, Culture and arts, Dance, Documentary

*The In-Between World Of Voodoo* immerses us in the fascinating world of voodoo, based on animist beliefs with roots in Africa. Offering a unique anthropological and spiritual experience, the VR series explores this peaceful religious practice that still stirs up fantasies of black magic. The 5 episodes take us from Benin to Cuba, Haiti, Guadeloupe, and Louisiana to accompany insiders in an initiation rite. The journey starts with 360° documentary live footage, and then guides us into an interactive 3D universe in volumetric video to bring us into the invisible worlds of voodoo.

Release date : 2023

Presented by : Seppia (FR)

## The Little Dancer

Art - Single-user experience - 30mn



### Production Company(ies)

Lucid Realities

### Lead Artist(s)

Gordon And Marie Sellier

### Thematic(s)

Culture and arts; Dance; Kids

*The Little Dancer* is an augmented reality experience in which Edgar Degas' Little Dancer brings children along a fantastic journey through artworks displayed in museums. Her playful silhouette strolls around paintings, drawings, sculptures and many other magical worlds created by artists, looking onto them with a naive and enchanted gaze.

In the first episode in co-production with the Musée d'Orsay and France Télévisions, the dancer has fallen for young imperial prince Eugene. In order to bring him to life and free him from his frozen sculpted world, she must go from painting to painting, some of them being renowned masterpieces in art history, and gather the ingredients of a magic potion...

Website : <http://lucidrealities.studio/index.php/en/portfolio/when-she-gets-out/>

Presented by : Lucid Realities (FR)

## The Secret Cabinet Of Gustave Eiffel - 2021

Art



No one has ever been allowed access to the cabinet, until now. Virtual reality opens a temporal portal and gives access to this secret, enigmatic and disappeared space. The user is totally immersed in a photorealistic universe. He can move freely in the environment of the cabinet, recreated from archive images and photogrammetric scans of the room as it is currently preserved at the top of the tower... The experience thus gathers a set of innovative technologies, used and compiled above all to tell a particular story: the one of the innovators facing the retrogrades.

Release date : 2021

Presented by : ArtofCorner (FR)

## The Sick Rose

Art - Single-user experience



### Production Company(ies)

Htc Vive Originals, Turnrhino Original Design Studio

### Lead Artist(s)

Tang Zhi-Zhong & Huang Yun-Hsien

### Thematic(s)

Drama; Fantasy; Fiction; Kids

This is a story taking place in a time of raging pandemics, and all beings are in crisis. With a magical rose, a little girl is going to travel through a city filled with viruses and indifference, just to dedicate this rose to her mother who is courageously guarding lives in the front-line hospital. During the process, she encounters cursed demonic creatures and receives help from a tribe of discriminated rats. The journey is like the worldwide anti-pandemic battle, bumpy and full of frustration, but hope is never lost.

Created as an original companion piece to the feature film *The shadow in my eye*, depicting the life at the school before, during and after the bombing, *Shadow* simulates the tragic event seen through the eyes of a young RAF-navigator.

Website : <https://drive.google.com/file/d/14E0VrwoLVPY2X-MNRR5UOJtWkbJ4Ni0o/view?usp=sharing>

Presented by : Astrea (FR)

## The Starry Sand Beach

Documentary - Single-user experience - Seated (360° chair) - 15mn



### Production Company(ies)

Lucid Realities

### Lead Artist(s)

Nina Barbier & Hsin-Chien Huang

### Thematic(s)

Animals / Nature; Documentary; Environmental;  
Myths / Traditions; Natural sciences

*The Starry Sand Beach* is a scientific fairy tale about the starry grains of sand found on multiple beaches across the East China Sea... This starry sand is called *Baculogypsina sphaerulata*, a particular species of Foraminifera, and is the protagonist of a local legend about the North Star, the Southern Cross and a mythical sea serpent... The experience is divided into three parts: the legend, the underwater forest and the exploration of the Earth's ancient geological memory, back to the birth of the foraminifera 400 million years ago. All throughout the experience and along with the foraminifera, you witness signs of the many threats to the marine and coral microorganisms, embodied by a sea serpent symbolizing the acidification of the oceans. You are then invited to travel vertically from the sea to the sky, starting in a small room before moving deep into the sea and finally returning to the stars, as innumerable as all the grains of sand on Earth. In this ever-changing game of scales, you will find yourself similarly small amidst the stars and the foraminifera. *The Starry Sand Beach* sand is the poetic vehicle which will take users from the bottom of the ocean to the depths of space.

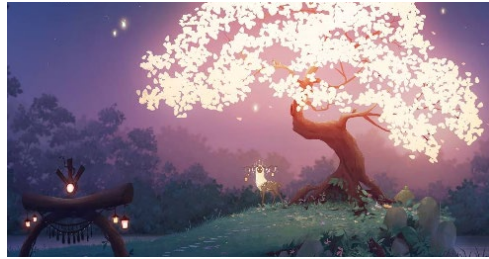
Release date : 2018

Website : <http://lucidrealities.studio/index.php/en/portfolio/hoshizuna-no-hama-the-starry-sand-beach/>

Presented by : Lucid Realities (FR)

## The Tree Of Light

Installation - Single-user & Multi-user experience - Room Scale - Seated (360° chair) - Indoor - Outdoor - 15mn



### Production Company(ies)

Onyo

### Lead Artist(s)

Yann Garreau & Charlotte-Amélie Veaux

### Thematic(s)

Animals / Nature, Environmental, Fantasy, Fiction, Meditative, Myths / Traditions

Despite our hyper connection, we have never been so disconnected. Disconnected from ourselves, from others, and from other living beings. We need to recreate bonds to live in a society reconciled with those around us. Positive, poetic, and wonderful stories have the power to shake up our imaginations and to gather us around a common vision. *The Tree Of Light* is an ecological tale that brings consciousness about all the living beings that surround us. This immersive sensory experience invites up to 12 participants to take part in the ritual of regeneration of a sacred tree. This ritual will in fact guide them through their own regeneration. The experience takes place in a yurt, or in an adapted room, and enables the participants to lose themselves into a fantastical world for fifteen minutes, thanks to headphones broadcasting a binaural recording (spatialized sound), a luminous tree hung in the centre of the installation (made of paper), and a script that places them at the heart of the story. *The Tree Of Light* is a dreamlike journey, at the crossroads of art, ecology and self care. Sound becomes a scene, a landscape, a story about different life forms, in a society where our representations and our time are dominated by screens, crushing our other senses. By integrating a breathing exercise into the narrative to regenerate the Tree, the work also contributes to the general appeasement of the participants, as if the regeneration of the other also brought self salvation. It is a new form of Immersive Art Therapy. *The Tree of Light* aims to bring hope and the desire to rediscover the magic in this world. It is also an ecological tale for all audiences *The Tree Of Light* is an invitation to reconsider the other forms of life that surround us. We have deliberately chosen a light, fantasy tone in order to reach a wide audience young adults, families, people who are sensitive to ecological issues or not at all.

Release date : 2021

Website : <https://onyo.fr/arbre-soleil/>

Presented by : Onyo (FR)

## What Is Left Of Reality

Audio Fiction - Single-user experience - Room Scale ; 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.

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

Presented by : Astrea (FR)

## Unique

Live performance - Multi-user experience - Indoor - 60mn



### Production Company(ies)

Satore Studio

### Lead Artist(s)

Director: Tupac Martir, Concept: Tupac Martir, Head Of R&D: John Rowe, Music Director: Steven Weston , Music Technical Director: Andrew Lancaster , Composer: Andrew Lancaster, Steven Weston , Lead Ue Designer: Rebecca Mckie Coils, Ue Designer: Yin Ho, Ben Lilley, Notch, Designer: Alyssa Mello, 3D Generalist: Filippa Barbosa, Developer: Rajan Chakravarty Jalem, Art Director: Harriet Bisley

### Thematic(s)

Culture and arts, Dance, Experimental, Music

*Unique* is the latest ambitious and ground breaking production from the multi award-winning Creative Director at Satore Studio, Tupac Martir. Based on the exploration between visual identity and words, Martir created a novel based on 12 branching chapters, where there is always a beginning and an end, and by through the choices we make in between define the emotional interpretation. *Unique* is a pioneering production, which will be brought to life, and shared within a multi-layered voyage, whereby 4 distinctive types of audiences are able to co-exist and experience this art form from different perspectives. At the very heart of this production, is the topic of what makes us unique. *Unique* will enable a new reference point for how we are able to tell stories in new and novel ways. Whilst creating a blueprint for how traditional and contemporary art forms can co-exist in one show, by fusing live music and dance to alter visualisations within the distinct audience streams.

Release date : 2022

Website : <https://vimeo.com/562805892>

Presented by : Satore Studio (UK)

## Wunderwelten

Art - 15mn



### Production Company(ies)

Seppia

### Lead Artist(s)

Mali Arun, Artiste, Thomas Ozoux, DOP, Christophe Reynaud, FX Supervisor

### Thematic(s)

Culture and arts, Fantasy

*Wunderwelten (Wonderful Worlds)* is a contemporary fable in the form of a triptych video installation and an interactive virtual reality experience. The project depicts an artificial thrill machine in the setting of Europapark, Europe's second largest theme park. Inspired by the painting *The Garden of Delights* by Hieronymus Bosch as well as the myth of the Medusa and the power of petrification, it stages a world of artifice intended for human entertainment.

Release date : 2022

Website : <https://vimeo.com/696609686/323634f6a8>

Presented by : Seppia (FR)

## Xth Attempt Towards The Potential Of Magic

Installation - Multi-user experience - Room Scale ; Indoor - 20mn



### Production Company(ies)

Innerspace VR

### Lead Artist(s)

Hayoun Kwon

### Thematic(s)

Experimental

*Xth Attempt* is a free roaming installation. Halfway between VR and live performance, Dir. Hayoun Kwon aims to create a different world and question its conditions: the condition where an artificially created fiction, a virtual reality, can become a reality in and of itself.

Release date : 2021

Website : <https://docs.google.com/file/d/1wiwQN2gsnvWQmgrXkLvDwySLfiTm9pal/preview>

Presented by : Innerspace VR (FR)



## 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.).

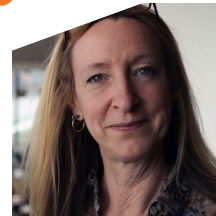
### DÉPÔT DES DOSSIERS DU FONDS D'AIDE

du 1<sup>er</sup> au 27 octobre 2022

Déposez vos projets et retrouvez toutes les informations sur  
[paris.fr/cinema](https://paris.fr/cinema)

# Decision Makers Selection 2022

# Decision Makers 2022



**Anna Abrahams**  
Programmer  
- Eye Filmmuseum (RU)



**Myriam Achard**  
Chief New Media  
Partnerships & PR -  
Phi Center (CA)



**Alejandro Angel**  
Director -  
#NarrarElFuturo:  
New Media & Film  
Festival and Cinema-  
Lab UTADCO (CO)



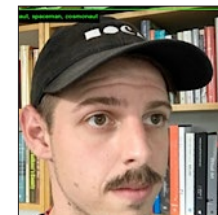
**David Askaryan**  
Founder/CEO -  
MoFE (US)



**Sidick Bakayoko**  
Founder and CEO -  
Paradise Game (CI)



**Saskia Saskia**  
In charge of audiovisual  
and digital projects -  
Musées d'Orsay et de  
l'Orangerie (FR)



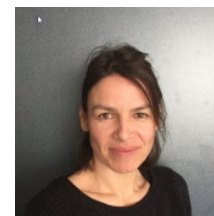
**Duncan Bass**  
Curator (Media &  
Technology) -  
Singapore Art Museum  
(SG)



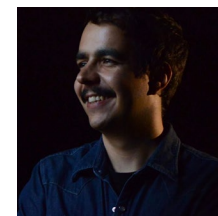
**Marialya Bestougeff**  
Directrice de  
l'innovation -  
CENTQUATRE-PARIS  
(FR)



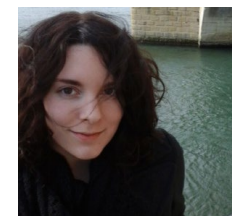
**Kinga Binkowska**  
Creative Engagement  
Producer - Vancouver  
International Film  
Festival (CA)



**Lili Blumers**  
Commissioning Editor  
- Arte France (FR)



**Paul Bouchard**  
VR Acquisitions & \*  
Distribution - Diversion  
Cinema (FR)



**Julia Bovet**  
Cheffe de projets  
muséographiques -  
Musée de l'armée-  
Invalides (FR)

# Decision Makers 2022



**Annette Brejner**  
Senior Creative Advisor  
- m:brane (SE)



**Eduardo Cachucho**  
Creative Director -  
Fak'ugesi Festival,  
Digital Lab Africa,  
Tshimologong Precinct  
(ZA)



**Jean-Michel Carré**  
Consulting research  
Director - France  
Muséums (FR)



**Chia-Shan Chang**  
Project Manager  
- Taiwan Creative  
Content Agency (TW)



**Jingshu Chen**  
Co-Founder of VeeR  
- VeeR (CN)



**Jimmy Cheng**  
Director Of  
International  
Partnership - Sandman  
Studios (TW)



**Candice Chenu**  
Head of Digital Cultural  
Projects - Fondation  
Louis Vuitton (FR)



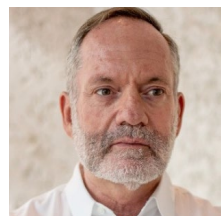
**Sébastien Cotte**  
Digital Manager  
- France Muséums (FR)



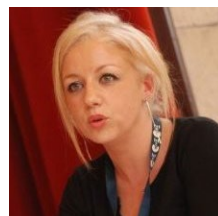
**Guy Daleiden**  
CEO - Film Fund  
Luxembourg (LU)



**Dana Dansereau**  
Producer - National  
Film Board of Canada  
(CA)



**Pablo Del Val**  
Artistic Director  
- Art Dubai (UAE)



**Peggy Derder**  
Responsable du pôle  
médiation écrite  
et orale  
- Centre Pompidou (FR)



**Kathleen Ditzig**  
Curator - National  
Gallery Singapore (SG)



**Ana Drucker**  
Curator - Mira Festival  
(MX)



**Emma Dumartheray**  
Coordinator Bozar Lab,  
Arts Science &  
Technology Program  
- Bozar, Brussels (BE)



**Sean Evans**  
President - Holy City  
VR inc (CA)



**Kattie Fan**  
ifva Director - Hong  
Kong Arts Centre (HK)



**André Fischer**  
Director - Festival  
MixBrasil (BR)



**Amit Goren**  
CEO & Artistic Director  
- Makor Foundation for  
Israeli Films (IL)



**Marion Guth**  
Executive Producer  
- a\_BAHN (LU)



**Marine Haverland**  
Co-Founder  
- Fomo.Scene (DE)



**Laure Hendrickx**  
Co-Founder  
- Fomo.Scene (DE)



**Efrén Hernandez**  
Chargé de missions  
innovation -  
CENQUATRE-PARIS  
(FR)



**Elena Hill**  
Producer - Ami / Image  
Expanded (GB)

# Decision Makers 2022



**Arome Ibrahim**  
Co-Founder / 360  
Virtual Reality  
Developer - Experis  
Immersive (NG)



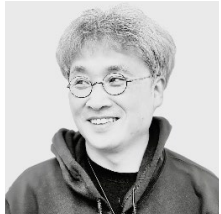
**Antoine Immarigeon**  
Responsible  
Innovation & Marketing  
Digital - Centre  
Pompidou (FR)



**Miriam Kelly**  
Senior Curator, Chair  
ACCA Digital Wing  
Working Group  
- Australian Centre for  
Contemporary Art (AU)



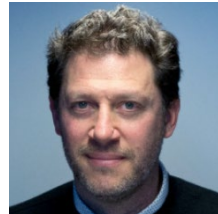
**Luke Kemp**  
Co-head of Barbican  
International  
Enterprises - Barbican  
(RU)



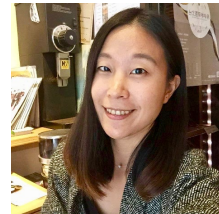
**Jay Kim**  
XR Curator - Bucheon  
International Fantastic  
Film Festival (BIFAN)  
(KR)



**Sönke Kirchhof**  
Ceo Executive Producer  
- INVR.SPACE GmbH  
(DE)



**Damian Kirzner**  
Director / Founder  
- Mediamorfosis (AR)



**Min-Wei Kuo**  
International  
Coordinator - Taiwan  
Creative Content  
Agency (TW)



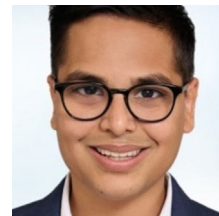
**Ida Kvetny**  
Co-founder - Radar  
Contemporary (DK)



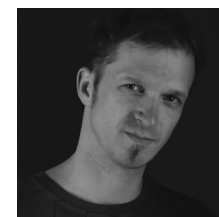
**Teresa Kwong**  
Programme Director  
- Hong Kong Arts  
Centre (HK)



**Sandy Lai**  
Assistant Programme  
Manager - Hong Kong  
Arts Centre (HK)



**Karim Lakhani**  
Creative Executive  
- Baobab Studios (US)



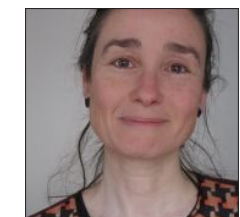
**Popesz Csaba Láng**  
Executive Director  
- Patchlab Digital Art  
Festival (PL)



**François Le Gall**  
Executive Producer  
- A\_Bahn (LU)



**Kane Lee**  
Head of Content -  
Baobab Studios (USA)



**Marianne  
Lévy-Leblond**  
Head Of Coproductions  
/ Digital Department -  
Arte France (FR)



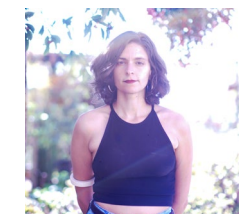
**Felipe Cesar  
Londono**  
Dean Faculty Arts and  
Design - Universidad  
de Bogotá Jorge Tadeo  
Lozano Israeli Films  
(CO)



**Cecilia Mandrin**  
Digital projects officer  
- Fondation Louis  
Vuitton (FR)



**Michael Masukawa**  
Director, Strategy &  
Business Development  
- Secret Location (US)



**Julieta Mazzoni**  
General Coordinator  
- Mediamorfosis (AR)



**Denise Mc Donagh**  
Creative Producer  
- Culture Works (IE)



**Maxime Montagne**  
Head of XR - WIDE (FR)



**Patrick Moran**  
Co-Head of Barbican  
International  
Enterprises - Barbican  
(GB)



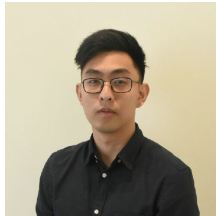
**Paul Mourey**  
Head Of Digital  
- Centre Pompidou (FR)



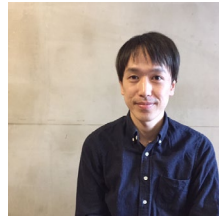
# Decision Makers 2022



**Sophie Nagiscarde**  
Head Of Culture  
Department - Memorial  
De La Shoah (FR)



**Kenny Ng**  
Project Manager  
- Penang Art District  
(MY)



**Tetsuya Ohashi**  
President - Cinemaleap  
Inc. / Beyond The  
Frame Festival (JP)



**Asher Remy-Toledo**  
Founder/ Director -  
Hyphen Hub (USA)



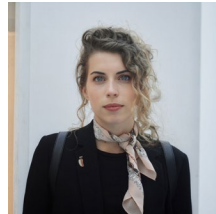
**Chris Reznicek**  
Head of XR  
Partnerships - LG Uplus  
(KR)



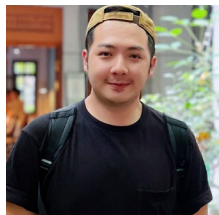
**Valentina Ripamonti**  
General Producer  
- Mediamorfosis (AR)



**Philippe Riviere**  
Head of digital strategy  
- Art Explora (FR)



**Jacqui Rossi**  
Artistic Director - MoFE  
(US)



**Hong Sebox**  
Project Leader of VR  
FILM LAB - Kaohsiung  
Film Archive (TW)



**Marietta Sragli**  
Lead Cultural Project  
Manager - VEB2023  
European Capital of  
Culture (HU)



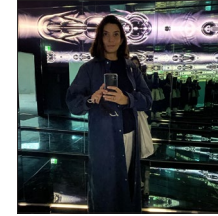
**Lennart Ström**  
Managing Director  
- m:brane financing  
forum (SE)



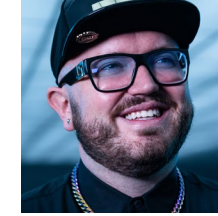
**David Szauder**  
Art Director  
- Veb2023 European  
Capital Of Culture (HU)



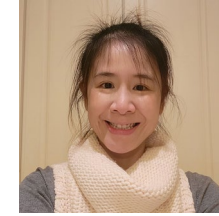
**Elaine Tang**  
Associate Producer  
- Veer VR (CN)



**Stephanie Targui**  
Digital and audiovisual  
innovation manager  
- Muséum national  
d'Histoire naturelle(FR)



**Nigel Tierney**  
Head of Content &  
Innovation - Yahoo Ryot  
Studios (US)



**Jacqueline Tong**  
Project Manager -  
Hong Kong Arts Centre  
(HK)



**Jeffrey Travis**  
CEO- Positron (US)



**Saskia Wagner**  
VR Funding Executive  
- FilmFernsehFonds  
Bayern (DE)



**Hubert Wang**  
Content Acquisition  
And Partnership  
Manager - Veer VR (CN)



**Julius Windhorst**  
XR Funding Executive  
- FilmFernsehFonds  
Bayern (DE)



**Elwira Wojtunik**  
Artistic Director /  
President of the Photon  
Foundation - Patchlab  
Digital Art Festival /  
Photon Foundation  
(PL)



**Sara Zuddas**  
Director of Marketing  
& Communications  
- Infinity des Lumières  
(USA)

**BONNE  
NOUVELLE,  
ON EST TOUS  
ABONNÉS.**

SÉRIES, DOCUS, INFO, CINÉMA, CONCERTS  
EN ACCÈS LIBRE SUR ARTE.TV

**arte.tv**

VOUS AIMEZ DÉJÀ

**Partenaires officiels**



**Partenaires associés**



**Partenaires médias**



Héral : ambassade de France en Italie, ambassade de France en Colombie, ambassade de France en Bolivie, consulat général de France à São Paulo, consulat général de France à Vancouver, Institut français Italia, Institut français du Chili, alliance française d'Assomption, alliance française de Curitiba, Guanajuato International Film Festival.