



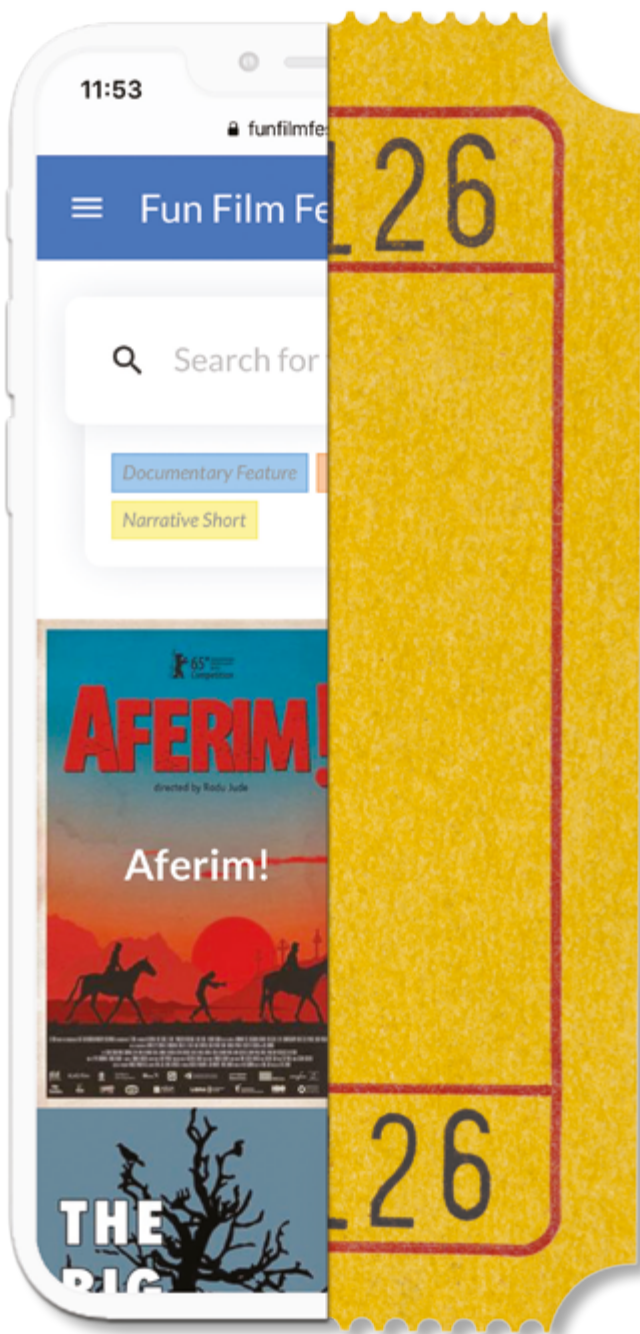
MARCHÉ DU FILM
FESTIVAL DE CANNES

CANNES XR



PROGRAMS & EVENTS **2019**

6 DAYS
FOR FESTIVAL ATTENDEES
TO EXPERIENCE VR & AR



SMARTER TICKETING FOR FILM FESTIVALS

Eventive is proud to support Cannes XR.
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CANNES XR

Where storytelling meets immersive technologies.

Over 6 days, Cannes XR introduces an exciting new dimension in the Festival de Cannes program, bringing together artists, producers, investors, festival programmers and tech leaders that are exploring new forms of immersive storytelling, for a multitude of networking, financing and distribution opportunities with XR international industry players.

It's a unique opportunity for Festival and Marché professionals alike to discover the latest XR (Extended Reality, covering Virtual Reality, Augmented Reality, Mixed Reality...) technologies, the finest immersive works and to capture XR challenges throughout the film community.

This year, in an exciting new set-up, designed to meet the needs of the XR industry players, Cannes XR runs a one-of-a-kind program made of works showcases and technology highlights, on booths, in the Cannes XR Arcade - powered by SpringboardVR that also distributes selected works in a dedicated Cannes XR channel in its worldwide LBE's network - and in the Cannes XR Hub mixing talks, showcases and networking. The conferences, gathered around thematic summits, give the floor to prominent speakers to explore cutting-edge issues. The Kaleidoscope's development showcases features selected works-in-progress, followed by an industry mixer.

Come and join the Cannes XR experience!

14-19 MAY 2019

9:00 to 18:30 – Palais -1, Aisles 12-16

**Book a viewing slot at our Cannes XR Arcade
now on cannesxr.eventive.org
(login with the 2 codes on your badge)**

Quand la narration rencontre les technologies immersives.

Pendant 6 jours, Cannes XR ajoute une nouvelle dimension passionnante aux propositions du Festival de Cannes, rapprochant artistes, producteurs, investisseurs, programmeurs de festival et leaders technologiques. Ils explorent les nouvelles formes de narration immersive, pour une multitude d'opportunités de rencontres, financements et distribution avec les acteurs internationaux de la filière XR.

Cannes XR est une opportunité unique pour les professionnels du Festival comme du Marché d'aborder les dernières technologies XR (pour Extended Reality, comprenant la Réalité Virtuelle, la réalité Augmentée, la Réalité Mixte...), de découvrir les meilleures œuvres immersives et de saisir les challenges posés par la XR à la communauté du cinéma.

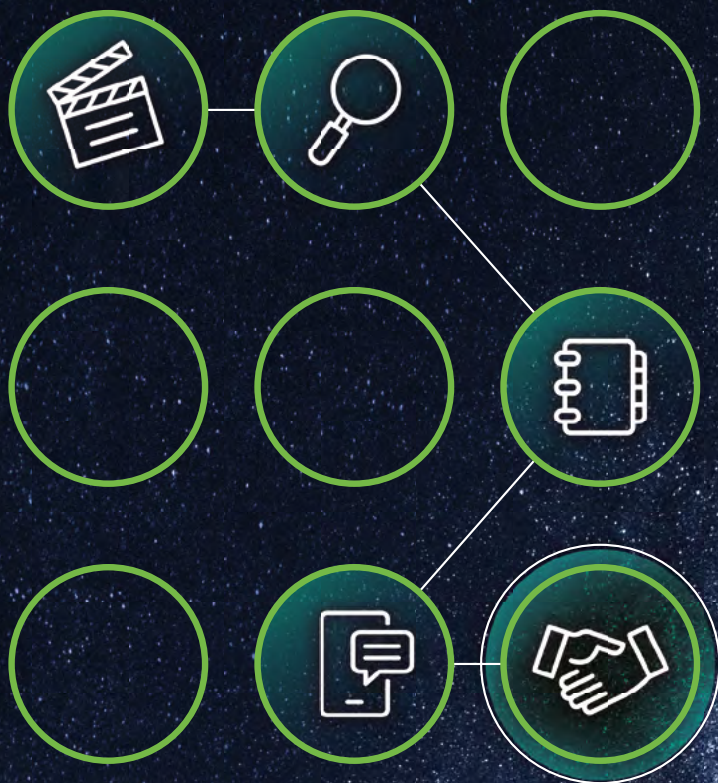
Cette année, dans une configuration toute nouvelle, Cannes XR propose un programme original composé de démonstrations d'œuvres et de mises en valeurs des technologies, sur les stands, dans l'Arcade Cannes XR – en collaboration avec SpringboardVR qui distribue aussi pendant 3 semaines les œuvres dans le canal Cannes XR de son réseau international de LBE – et dans le Cannes XR Hub, mixant annonces, démonstrations et networking. Les conférences, réunies en sommets thématiques, donnent la parole à d'éminents intervenants. Les showcases Kaléidoscope mettent en avant une sélection de works-in-progress en développement.

Rejoignez l'expérience Cannes XR!

14-19 MAI 2019

9h00 à 18h30 – Palais -1, Ailes 12-16

**Réservez un créneau de visionnage de films XR
dès maintenant sur cannesxr.eventive.org
(Connection avec les 2 codes de votre badge)**



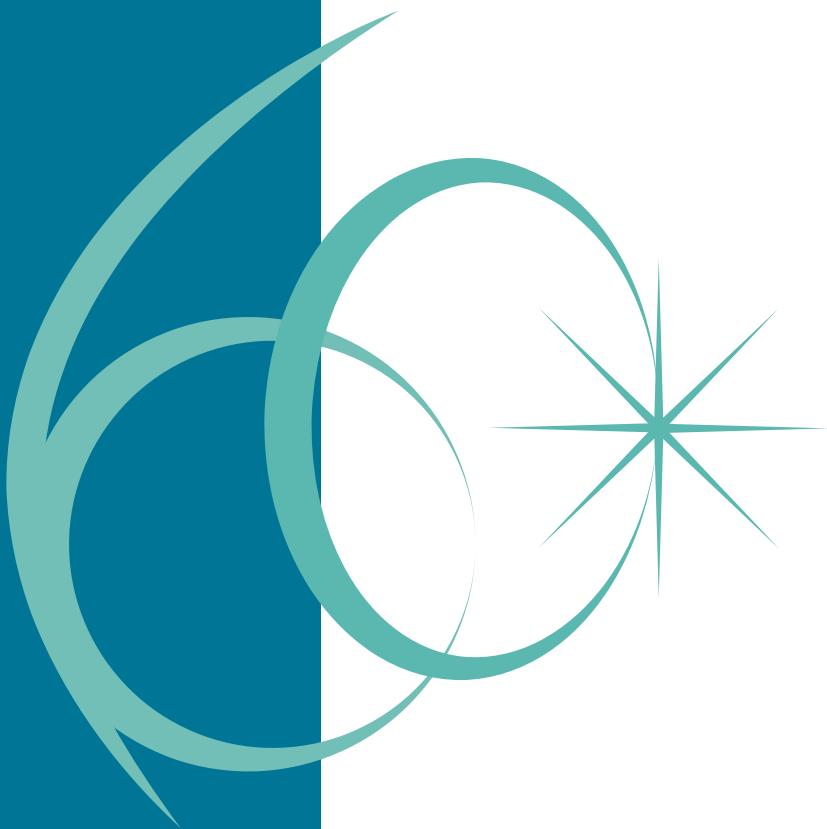
unlock the film industry_

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MARCHÉ DU FILM
FESTIVAL DE CANNES

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CONFERENCES

14-19 MAY 2019

PALAIS -1, AISLE 14



Conferences

TUESDAY 14

15:00 (0h45) Conference Room
**USHERING IN THE ERA OF NEXT GENERATION
IMMERSIVE CINEMA: WHERE STORYTELLING
MEETS TECHNOLOGY**

16:00 (0h45) Conference Room
**IMMERSIVE EXPERIENCE TECHNOLOGIES
FOR XR INDUSTRY**

16:45 (0h45) Conference Room
**VIVEPORT: NEW OPPORTUNITIES
FOR ENGAGEMENT AND MONETISATION
IN THE XR ECOSYSTEM**

WEDNESDAY 15

14:00 (0h30) Conference Room
THE LBE LANDSCAPE: LBE 101

14:30 (1h00) Conference Room
**CREATING VR EXPERIENCES
FOR LOCATION-BASED VR**

16:00 (1h00) Conference Room
**THE BUSINESS MODEL
FOR LBE NARRATIVE VR**

17:00 (0h45) Conference Room
**KALEIDOSCOPE'S DEVELOPMENT LBE
FOCUSED SHOWCASE**

THURSDAY 16

14:00 (0h30) Conference Room
ASIAN NEW WAVES IN XR CONTENT

14:30 (0h30) Conference Room
**VIRTUAL REALITY - EXPECTATION AND
CHALLENGE**

15:00 (1h00) Conference Room
XR ECOSYSTEM IN CHINESE MARKET

16:30 (1h00) Conference Room
**FRANCE-TAIWAN VR CO-PRODUCTIONS:
THE CASE OF MECHANICAL SOULS**

FRIDAY 17

9:00 (2h15) Carlton Hotel
**WINSTON BAKER'S IMMERSIVE SUMMIT
IN PARTNERSHIP WITH MARCHÉ DU FILM
CANNES XR**

14:00 (0h30) Conference Room
**NEW MODEL FOR FUNDING
ART & ENTERTAINMENT PROJECTS**

14:30 (1h00) Conference Room
5G, THE KEY TO MAINSTREAM VR

15:30 (0h30) Conference Room
LEGAL INSIGHTS ON XR

16:00 (1h00) Conference Room
**PARTNERSHIP OPTIONS FOR DISTRIBUTING
AND FINANCING CINEMATIC VR**

17:00 (0h45) Conference Room
**KALEIDOSCOPE'S DEVELOPMENT
360 FOCUSED SHOWCASE**

SATURDAY 18

14:00 (1h00) Conference Room
**GETTING REAL: POWERING ENTERTAINMENT
PRODUCTION WITH THE LATEST GAME ENGINE
TECHNOLOGY AND VISUALISATION TECHNIQUES.**

15:00 (1h00) Conference Room
**IMMERSIVE VOLUMETRIC PRODUCTION:
BREAKING THE FORTH WALL**

16:30 (1h00) Conference Room
**VOLUMETRIC CAPTURE AND IMAGING:
THE EMERGING TOOL FOR FILMMAKING
AND IMMERSIVE STORYTELLING**

SUNDAY 19

15:00 (0h30) Conference Room
**BLOCKER, USING AUGMENTED REALITY TO
GETS THE JOB DONE FASTER.**

16:00 (0h45) Conference Room
**AUGMENTING STORIES
WITH SOUND RATHER THAN IMAGES**

16:45 (0h15) Conference Room
**GARAGE STORIES - FILMMAKING & INNO-
VATION**

17:00 (0h45) Conference Room
**KALEIDOSCOPE'S DEVELOPMENT
AR/MR FOCUSED SHOWCASE**

OPENING SESSION: VISION FROM THE LEADERS

TUESDAY 14 MAY 2019

USHERING IN THE ERA OF NEXT GENERATION IMMERSIVE CINEMA: WHERE STORYTELLING MEETS TECHNOLOGY

15:00 (0h45) – Conference Room



SPEAKER

Ravi VELHAL (Intel Corporation) – USA

GUEST SPEAKER

A R RAHMAN – India

The immersive Cinema experience expands as the boundaries of the storytelling powered technology platforms continues to grow. The future of immersive cinema being invented in front of our eyes, forever changing and redefining communications, “data powered” entertainment landscape. This session highlights the possibilities of storytelling and immersive cinema by harnessing power of production technologies leveraged to create multisensory immersive cinema experiences such as LeMusk by A R Rahman and leading Hollywood Volumetric Cinema productions to further stimulate creativity like never before.

IMMERSIVE EXPERIENCE TECHNOLOGIES FOR XR INDUSTRY

16:00 (0h45) – Conference Room



SPEAKER

Amit CHOPRA (Iconic Engine) – USA

The new technologies that relate to XR industry are changing consumer's behavior, Mr. Chopra will discuss about the missing element of current cinema & live event experiences as audiences do not feel immersive & interactive enough. Iconic Engine is building a new ecosystem that is truly Spatial & Immersive, which can break the boundaries of the traditional frame. This new ecosystem will be a true cinematic holographic & volumetric peripheral with no spatial restrictions.

VIVEPORT: NEW OPPORTUNITIES FOR ENGAGEMENT AND MONETISATION IN THE XR ECOSYSTEM

16:45 (0h45) – Conference Room



SPEAKER

Mária RAKUSANOVA (HTC VIVE) - UK

Attendees will learn about HTC VIVE's latest developments in platform strategy, content monetisation and new engagement opportunities for creators in the XR ecosystem.

LBE SUMMIT

WEDNESDAY 15 MAY 2019

THE LBE LANDSCAPE: LBE 101

14:00 (0h30) – Conference Room



springboardVR

SPEAKER

Brad SCOGGIN (SpringboardVR) – USA

Twitter: @springboard_VR

What defines location-based entertainment? Where in the world are these operations? And why is it an important ecosystem for VR creators to explore? Studios not only need to know how to navigate this commercial channel as the consumer market slowly evolves, but also understand how to optimize for it from a design and pricing standpoint. Your customers are the operators and the person walking in the door, both of whom are quite different than your home user. We will look at the current landscape and share suggested strategies for success.

CREATING VR EXPERIENCES FOR LOCATION-BASED VR

14:30 (1h00) – Conference Room



springboardVR

SPEAKERS

Will STACKABLE (SpringboardVR) – USA – @wstackable

Kane LEE (Baobab Studios) – USA – @baobabstudios

Antoine CAYROL (Atlas V) – France – @Snnookker

Danilo MAURO SILVA (Experius VR) – USA – @experiusvr

MODERATOR

Jenna SEIDEN (Zambezi Partners) – USA – @jennan13

This panel explores some of the unique challenges and opportunities for studios thinking about creating or adapting narrative content for a commercial setting. Which LBE channels can benefit most from more story-based VR? What design considerations are important to consider? How do you market it and to whom? We will use examples of published content and share opinions on the future of storytelling and its place in LBE.

THE BUSINESS MODEL FOR LBE NARRATIVE VR

16:00 (1h00) – Conference Room



SPEAKERS

Siqi CHEN (Sandbox VR) – Hong Kong – @blader

Liz ROSENTHAL (Venice Film Festival/La Biennale di Venezia) – Italy – @powertothepixel

Antoine CARDON (DVgroup) – France – @DV_group

MODERATOR

Will STACKABLE (SpringboardVR) – USA – @springboard_VR

Can narrative content compete against zombie-shooters in an arcade? If so, how and where? Will it make money? This panel explores the many current business models for developers, how operators look at licensing content, and some of the technical challenges facing the industry affecting pricing - all of which influence how our panel and other story-based studios will set their expectations and terms.

KALEIDOSCOPE'S DEVELOPMENT LBE FOCUSED SHOWCASE

17:00 (0h45) – Conference Room



MODERATOR

René PINNELL (Kaleidoscope) – USA

As an official partner of Cannes XR, Kaleidoscope's Development Showcase is a unique opportunity for curators and financiers of the XR entertainment industry to discover works in progress from some of the most innovative artists.

This session – the first one of a series of 3 – will present 6 cutting edge XR works in progress designed for LBE. The session will be followed by an industry mixer with the chance to demo, speak and interact with the pitchers.

Please see the full list of projects in Kaleidoscope's Development showcase section

EAST / WEST SUMMIT

THURSDAY 16 MAY 2019

ASIAN NEW WAVES IN XR CONTENT

14:00 (0h30) – Conference Room



SPEAKERS

Jay KIM (BIFAN) – @jmkim_grabit

Eddie LOU (Sandbox Immersive Festival) – @Holix100

Grace LEE (Kaohsiung Film Archive) – @gracelee1126

MODERATOR

Salar SHAHNA (World VR Forum)

While XR becomes a new wave of the global film industry, three pioneer film festivals of Asia, who precisely focus on fostering young talents of XR creation: Bucheon International Fantastic Film Festival of South Korea, Sandbox Immersive Festival of China, and Kaohsiung Film Festival of Taiwan, the three festivals have build up collaboration this year for the great vision of creating an Asian festival triangle in XR community. The three leaders of the festivals' immersive departments will share their experiences and perspectives on the current industry and market trends in their territories and how can the global community support international co-production in terms of financing.

VIRTUAL REALITY - EXPECTATION AND CHALLENGE

14:30 (0h30) – Conference Room



SPEAKER

Jingfei Cui (Beijing Vision Engine Co. Ltd.)

This keynote addresses the essence and difference from traditional video content creation, the technical and business challenge as an eco-system, case study of VR content production, and seek collaboration opportunities with other industry players.

XR ECOSYSTEM IN CHINESE MARKET

15:00 (1h00) – Conference Room



SPEAKERS

Jingfei CUI (Beijing Vision Engine Co. Ltd.)
Eddie LOU (Sandman Studios / Sandbox Immersive Festival)
Gianluigi PERONNE (Polyhedron VR Studio / Immersive China)
Jong MIN KIM (BIFAN VR Section)

MODERATOR

Lin CHE (Sandbox Immersive Festival / Beijing International Film Festival)

Discuss the status quo and development of China's XR industry from multiple perspectives such as equipment, technology and content.

FRANCE-TAIWAN VR CO-PRODUCTIONS: THE CASE OF MECHANICAL SOULS

16:30 (1h00) – Conference Room



SPEAKERS

François KLEIN (Digital Rise) – France – @thevrproducer
Estela VALDIVIESO CHEN (Serendipity Films) – Taiwan
Grace LEE (Kaohsiung VR Film Lab) – Taiwan – @gracelee1126

MODERATOR

Aurélien DIRLER (French Office in Taipei) – France – @adirler

France and Taiwan have forged close links in the field of virtual reality. Mechanical Souls – the first VR co-production between the two countries – is a successful example that will allow us to explore how such collaborations between East and West can work. The producers will share the benefits and issues encountered during their collaboration, and the knowledge gained by making the pilot of this upcoming VR series together.

VR FINANCING SUMMIT

FRIDAY 17 MAY 2019

WINSTON BAKER'S IMMERSIVE SUMMIT IN PARTNERSHIP WITH MARCHÉ DU FILM CANNES XR

9:00 (2h15) – Carlton Hotel



SPEAKER

Louis CACCIUTTOLO (VRrOOm)
Jimmy CHEN (Iconic Engine)
Michael CONELLY (Blackthorn Media)
Asha EASTON (Immerse UK)
Victor LECOMTE (Demute)
Kane LEE (Baobab Studios)
Alina MIKHALEVA (Spherica)
Joanna POPPER (HP)

Immersive Summit will dive into the stages of producing and monetizing XR (Extended Realities i.e. AR, VR, MR and 360) from pre-production and finance to production, post production, finance, brand partnerships and distribution models. Speaker will include executives of Baobab Studios, Blackthorn Media, HP, Spherica and more! Details here: <http://immersive.filmfinanceforum.com/>.

NEW MODEL FOR FUNDING ART & ENTERTAINMENT PROJECTS

14:00 (0h30) – Conference Room



SPEAKER

René PINNELL (Kaleidoscope) – USA – @rjpinnell

Raising money for original art and entertainment projects is insanely difficult. Whether you come from film, gaming, or the emerging XR industry, fundraising is a complex patchwork of debt instruments, tax breaks, grants, and private investment. But does fundraising need to be this difficult? Or can we invent a new framework for financing projects that is more equitable, transparent, and artist-friendly?

5G, THE KEY TO MAINSTREAM VR

14:30 (1h00) – Conference Room



SPEAKER

Morgan BOUCHET (Orange)
Chris REZNICEK (LG Uplus Corp)
Jerome JACQMIN (Qualcomm)
Sylvain CHAGUÉ (Dreamscape Immersive)

MODERATOR

Fabien SIOUFFI (Uni XR) – France

With its accrued bandwidth and ultra low latency, 5G is particularly suited to immersive media: rich social VR, live immersive performances and mobile cinematic VR become a reality. 5G also impacts mobile devices form and functions significantly, thanks to the XR Cloud and mobile edge computing.

This panel discussion will provide insights and perspectives on this networked immersive future.

LEGAL INSIGHTS ON XR

15:30 (0h20) – Conference Room



SPEAKER

Karine RIAHI (Spring Legal) – France
Julien BRUNET (Spring Legal) – France
Maria Carmen FERNANDEZ (MEDIAPRO Group) – Spain

MODERATOR

Fabien SIOUFFI (UNI-XR) – France

Like many big technological advances, XR in some ways challenge legal doctrine. Immersive technologies are incorporated in widespread application areas, such as entertainment, aerospace & defense, commercial, consumer electronics, industrial, and medical fields. These “immersive technologies” demand legal answers. The speakers will present the legal approach of this new technology in areas like data protection, intellectual property, patent, trademark, and copyright law.

PARTNERSHIP OPTIONS FOR DISTRIBUTING AND FINANCING CINEMATIC VR

16:00 (1h00) – Conference Room



SPEAKER

Colum SLEVIN (FACEBOOK) - USA
Maria RAKUSANOVA (HTC VIVE) - UK
Jimmy CHENG (Iconic Engine) - USA
Nira BOZKURT (Amiluxfilm) - Austria

MODERATOR

Gerda LEOPOLD (Amiluxfilm) – Austria

The current state of the VR/XR market: The panelists will discuss and exchange insights about their experiences with distribution (without LBE), business models, financing and partnering for cinematic VR experiences.

KALEIDOSCOPE'S DEVELOPMENT 360 FOCUSED SHOWCASE

17:00 (0h45) – Conference Room



MODERATOR

René Pinnell (Kaleidoscope) – USA

As an official partner of Cannes XR, Kaleidoscope's Development Showcase is a unique opportunity for curators and financiers of the XR entertainment industry to discover works in progress from some of the most innovative artists.

This session - the second one of a series of 3 - will present 10 innovative works in progress that explore 360° video narratives. The session will be followed by an industry mixer with the chance to demo, speak and interact with the pitchers.

Please see the full list of projects in Kaleidoscope's Development showcase section

VFX SUMMIT

SATURDAY 18 MAY 2019

GETTING REAL: POWERING ENTERTAINMENT PRODUCTION WITH THE LATEST GAME ENGINE TECHNOLOGY AND VISUALISATION TECHNIQUES.

14:00 (1h00) – Conference Room



SPEAKERS

Kaya JABAR (Senior Virtual Production Supervisor at The Third Floor) – United Kingdom

Kingsley COOK (Ncam Technologies Ltd.) – United Kingdom

MODERATOR

Alistair THOMPSON (Head of Innovation Lab London) – Epic Games – @UnrealEngine

As leaders in virtual production, The Third Floor and NCAM work across the film, tv and broadcast industries, helping production teams develop technical solutions to bring to life everything from huge set pieces, to the latest in virtual studios. Using Epic's Unreal Engine, these, new tracking, VR and AR technologies, make visualising a set, shot, or scene more creative and interactive than ever before. We can see the impact of these next-generation immersive workflows from the battle scenes of Game of Thrones to the latest coverage of Champions League football.

IMMERSIVE VOLUMETRIC PRODUCTION: BREAKING THE FORTH WALL

15:00 (1h00) – Conference Room



SPEAKER

Diego PRILUSKY (Intel Corporation) – USA

Ravi VELHAL (Intel Corporation) – USA

From pixels to voxels, the potential of volumetric capture is endless as we are moving to seeing the world through the mind-bending capabilities of new media formats that are quickly becoming a gold standard in immersive media entertainment. This session provides insight into Intel Studios, the world's largest volumetric studio, and behind-the-scenes on Volumetric Immersive Cinema Productions; Followed by a panel discussion about how Intel is working with the leading studios to drive volumetric cinema and production technologies to unleash the true potential of immersive storytelling.

VOLUMETRIC CAPTURE AND IMAGING: THE EMERGING TOOL FOR FILMMAKING AND IMMERSIVE STORYTELLING

16:30 (1h00) – Conference Room



SPEAKERS

Jim CHABIN (The Advanced Imaging Society) – USA – @3Dsociety

Matthieu LABEAU (Starbreeze) – Belgium – @matthieu_labeau

Richard BROADBRIDGE (4DViews) – France – @richardbroadbri

Rodrigo CERQUEIRA (Panogramma) – USA – @rodcer

MODERATOR

Jacques VERLY (XR4ALL) – Belgium

Volumetric capture and imaging is the next big revolution in filmmaking. Using tens of cameras all around the stage, it creates 3D sets, textures, virtual actors, objects, etc. Movies are now produced in game engines, establishing a new disruptive area in the creative industry. This XR4ALL panel will bring you the keys to Volumetric Video in the future of filmmaking.

The workshop will be followed by a free cocktail networking session.

AUGMENTED REALITY SUMMIT

SUNDAY 19 MAY 2019

FUSION OF WORLDS: DISCOVERING AR STORYTELLING

14:00 (1h00) – Conference Room



SPEAKERS

Lucas Rizzotto (Director) – US

Emilie Joly (Apelab) – Switzerland

Amaury La Burthe (Novelab) – France

MODERATOR

Michel Reilhac (Submarine Channel / Venice VR) – France

Three of the most exciting AR/VR pioneers share their experiences and views on AR storytelling including, Lucas Rizzotto, Award-winning Director & VR/AR creator, Blue Sky Paint, CyberSnake, Moosic, Where Thoughts Go, as well as, Emilie Joly, interaction designer and CEO of Apelab a studio which is developing SpatialStories, an open-source platform dedicated to Immersive Content Creation, she will talk about her new AR series, the Legend of Kami, and also joining the panel is Amaury La Burthe, audio designer and founder of Novelab a studio recognized by several international AR/VR titles such as Notes on Blindness, Spheres, A Jester's Tale or Minuscule AR.

BLOCKER, USING AUGMENTED REALITY TO GETS THE JOB DONE FASTER

15:00 (0h30) – Conference Room



SPEAKERS

Simi SHENOY (AfterNow) - USA

Blocker by AfterNow.

How augmented reality is used in pre-production and on set to create story-boards and prepares shoots off and on location. Augmented reality technologies are now saving time on set for framing, lenses choices, actors and camera positions.

AUGMENTING STORIES WITH SOUND RATHER THAN IMAGES

16:00 (0h45) – Conference Room



SPEAKERS

François FRIPIAT (Demute) – Belgium

Louis CACCIUTTOLO (VRrOOm) – France – @_VRrOOm_

Exploring innovations to improve the feeling of immersion through sound in AR and VR experiences, and to create new possibilities for experimentation in storytelling.

GARAGE STORIES - FILMMAKING & INNOVATION

16:45 (0h15) – Conference Room

GARAGE STORIES



SPEAKERS

Marta ORDEIG (Garage Stories) – @garage__stories and @marta_orbo

Presentation of the best ideas generated during the Cannes XR Challenge “Stories of the Future” run by Garage Stories, a content lab born in Silicon Valley to help build the foundation of emerging media.

About the challenge: May 17th, they will gather the best creators, producers, distributors; to work in multidisciplinary teams with design thinking techniques to propose the most innovative projects for the entertainment industry and generate valuable insights on how to design experiences with XR mediums.

KALEIDOSCOPE’S DEVELOPMENT AR/MR FOCUSED SHOWCASE

17:00 (0h45) – Conference Room



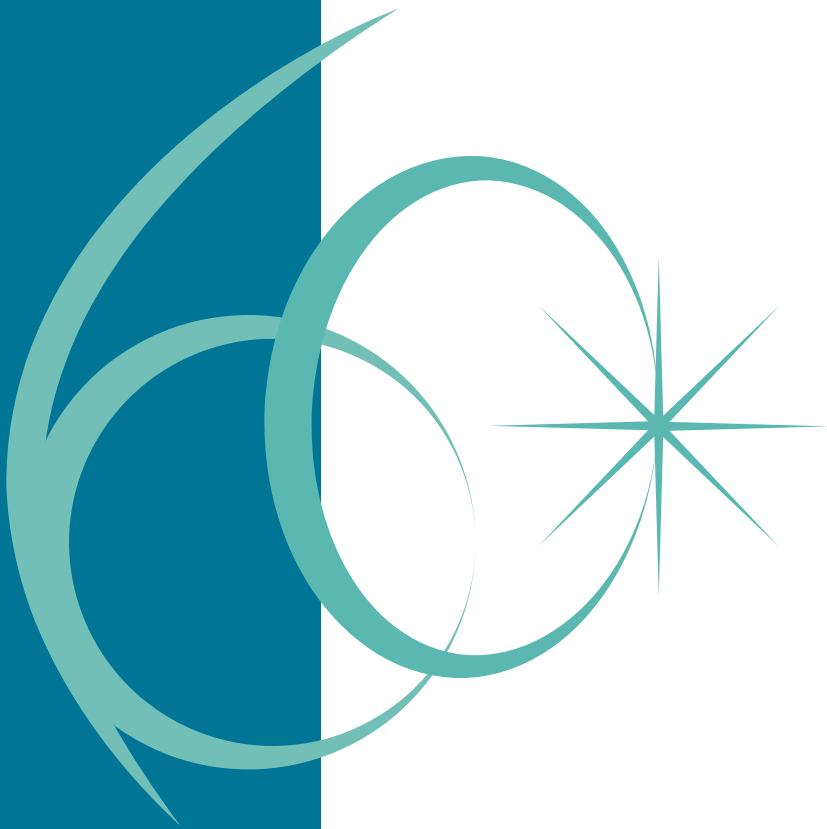
MODERATOR

René Pinnell (Kaleidoscope) – USA

As an official partner of Cannes XR, Kaleidoscope’s Development Showcase is a unique opportunity for curators and financiers of the XR entertainment industry to discover works in progress from some of the most innovative artists.

This session – the third one of a series of 3 – will present 5 leading works in progress that are embracing AR and MR technologies to push the boundaries of storytelling. The session will be followed by an industry mixer with the chance to demo, speak and interact with the pitchers.

Please see the full list of projects in Kaleidoscope’s Development showcase section



KALEIDOSCOPE'S DEVELOPMENT SHOWCASE

15, 17 & 19 MAY 2019
PALAIS -1, AISLE 14

The Kaleidoscope development showcase
features works-in-progress from some of the
world's most innovative VR creators

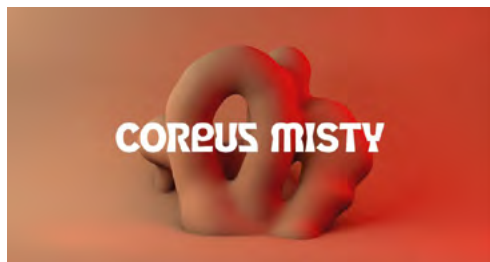


LBE FOCUSED SHOWCASE

WEDNESDAY 15 MAY 2019

CORPUS MISTY

Art - Culture, Biography, Social issues, True Story – Free roam, 6 DoF, For LBE, At Home, with Installation



Presented by: XR Coven
Produced by: Aubrey HEICHEMER (XR Coven) – Germany
Lead artist: Julia PARCHIMOWICZ
Main Cast: Genesis P-ORRIDGE, Lotic, Grace ROSARIO, Paulita PAPPEL, Viviana DRUGA
Projected Budget \$75,000
Budget in place: \$56,000
Projected production date: Summer 2019

Corpus Misty is a soft immersive journey through the secret tales of women and gender queers with subjects spanning from unity, mental health, faith, and flesh. The viewer is guided through a saturated post physical corpuscle world, filled with interactive animations of floating abstract body vestiges that swirl through the sky to the back drop of ephemeral music. Our hope with this project is to promote wisdom and dignity over secrecy by building a space for the collective storytelling of softer subjects.

Pitched by: Aubrey HEICHEMER – aubrey@corpusmisty.com

COSMOS WITHIN US

Art, Drama – English – 360° Video, Free roam, 6 DoF, LBE with Installation



Presented by: Satore Studio/Tech
Produced by: Lilian HESS (Satore Tech) – UK, Marion GUTH and Francois LE GALL (a_Bahn) – Luxembourg
Lead artist: Tupac MARTIR
Main Cast: Rhys GANNON, Rosy LEVINE, Paddy GLYNN, Jennifer KAREN, Steven HAKAKIS, Tyler ROSS, Lilia HICKS
Running time: 0h30
Projected Budget \$780,000
Budget in place: \$340,000
Projected production date: 2019

This multi-sensory VR experience tells the story of Aiken, a 60 year old man who dives into memories of his childhood in an effort to preserve them against his swiftly progressing Alzheimers. Featuring live music, interaction with actors, psycho-acoustic sound design, and a custom-designed olfactory landscape, the audience will be able to explore Aiken's fragmented memories as if they were their own. As we find ourselves reminiscing about the games he used to play with his little sister Lily, soon, Aiken has to learn that his dwindling mind will not allow him to simply revel in nostalgia. Somewhere in the darkness a neglected memory is waiting to be re-felt. A memory of tremendous loss and harrowing grief.

Pitched by:
Lilian HESS – lili@satoretech.com
Tupac MARTIR – tupac@satoresstudio.com

END OF NIGHT

Drama, Historical, Thriller – English, Danish – Real time rendered, 6 DoF, For LBE, with Installation



Presented by: MAKROPOL

Produced by: Mikkel SKOV & Mads DAMSBO (Makropol) – Denmark

Lead artists: David ADLER, Bastian LEONHARDT STRUBE, Gustav PONTOPPIDAN

Main Cast: Henning JENSEN

Running time: 0h30

Projected Budget \$526,540

Budget in place: \$67,700

Projected production date: October 2019

You're placed on the passenger seat in a rowboat in the middle of the ocean. An old man, Joseph, is in front of you rowing. He tells you about the night he escaped the German soldiers, and how he fought to bring his loved ones with him. As his story unfolds the sea dissolves, streets and people emerge and you sail silently through his memories. But as the dawn begins to rise, the question is; who will make it to the END OF THE NIGHT?

"End of Night" is a cinematic VR experience of the tormenting memories of a Jew's escape from Denmark to Sweden during WWII. The audience will experience on first hand the trauma of fleeing and the guilt of surviving - when loved ones are left behind.

End of Night is an artistic mix of advanced technologies such as photogrammetry and volumetric video blended together into a collage-like 3D universe. The elements are realistic in their expression, but at the same time fragmented as scraps of a painful recollection.

Pitched by: Mads DAMBSO – mads@makropol.dk

THE MISSING BODY EPISODE 1

Art - Culture, Fantasy, VR – English – LBE



Presented by: Storynest

Produced by: Hsin-Chien HUANG (Storynest) – Taiwan

Lead artist: Hsin-chien HUANGZ

Running time: 0h15

Projected Budget \$320,000

Budget in place: \$320,000

Projected production date: August 2019

The Missing Body is an interactive surreal VR experience based on the history local to Taiwan, created by director Hsin-Chien Huang, winner of Best VR Experience at the 74th Venice Film Festival, and music by Lim Giong, winner of the Cannes Soundtrack Award 2015. The story is from director's childhood memories which depicts the reduction of humanity by military government during the martial law, the colonial culture as well as the digital era into a story beyond reality.

Pitched by: Peng-Wen TONG – manager@storynest.com

THE REDEMPTION OF MARIE ANTOINETTE (PILOT)

Action/Adventure, Art - Culture, Biography, Drama, Historical, Romance, Social issues, True Story – English, French – 360° Video, 6 DoF, 3 DoF, For LBE, At Home, with Installation



Presented by: U-Ma Studios
Produced by: Carol LIU
Lead artist: Carol LIU
Main Cast: In Process
Running time: 12 mins VR video + 6DOF interactive feature = approx 15 minutes
Projected Budget: \$1,250,000
Budget in place: \$100,000
Projected production date: Fall 2019

Her story was misrepresented by history; she never said, “Let them eat cake!” Told in six parts of 12 minutes each from Marie Antoinette’s own perspective, The Redemption of Marie Antoinette VR series invites the viewer to become a witness-participant in her dramatic odyssey from child-queen to her untimely death. The series employs both 360 video and six degrees of freedom VR technology, particularly emotional branching and careful choreography of action. Utilizing high-quality photogrammetry, drone photography and the latest 360 live-action cameras, the series will be filmed at the actual locations where these historic events took place. The world of Ancien Regime and Revolutionary France will be faithfully recreated to engender immersive presence and strong viewer empathy. You will move around palatial rooms, gardens and prisons to discover the true facts about one of history’s most controversial women. Demo completed. Screened @Cannes NEXT VR, Busan Film Fest Official Selection ‘18

Pitched by: Carol LIU – carol@u-mastudios.com

WELCOME TO THE SAVOY

Art - Culture, Biography, Historical, Social issues, True Story – English, French, Canadian French – Real time rendered, Free roam, 6 DoF, For LBE, At Home, with Installation



Presented by: Tiny Planets, Novelab - DVgroup - Dpt.
Produced by: Landia EGAL (Tiny Planets) – France
Lead artists: Landia EGAL, Amaury LA BURTHER, Sharon DAVIS
Main Cast: Norma MILLER, Sharon DAVIS
Running time: 1h00
Projected Budget: \$5,000,000
Budget in place: \$100,000
Projected production date: 2020

Welcome to the Savoy is an immersive VR theatre experience reopening the doors of the legendary Savoy Ballroom to immerse the viewers into Harlem’s most captivating nightspot and 1st integrated ballroom in the US. Blending reality and virtuality, spectators move freely throughout a both virtual and tangible interactive world. The experience uses VR to augment a physical world made of real infrastructures, decors and live-action actors, and physicality to augment a VR world and recreate the experience and thrill of a night at the Savoy Ballroom.

Pitched by: Landia EGAL – landia@tinyplanets.io

360 FOCUSED SHOWCASE

FRIDAY 17 MAY 2019

BETA AQUARI

Art - Culture, Environmental, Fantasy, experimental, Science-fiction, Other – English, French – 360° Video, Real time rendered, 6 DoF, 3 DoF, For LBE, At Home, with Installation



Presented by: DA PROD

Produced by: Jeremy SAHEL (DA PROD) – France

Main Cast: François VAUTIER, Jeremy SAHEL, Vincent GUTTMAN

Running time: 10-20 minutes

Projected Budget \$200,000

Budget in place: \$20,000

Projected production date: 2020

Beta Aquarii brings you into an extraordinary journey from interstellar space to the deepest sea abysses, where you will witness the cycle of life through mutating marine fauna as well as the creation of an evolving substance, first organic, then artificial: the intellect. It is a virtual reality project of a new kind, between graphic arts and science, where the interactivity is brought by an innovative IA-based creative process. The viewer's profile and actions will influence the biological creation process. Written and directed by VXF Pioneer and expert Francois Vautier, the challenging fabrication of the film will compell the quasi exclusive use of procedural systems in order to produce highly creative dynamic visuals.

Pitched by: Jeremy SAHEL – jeremy@daprod.net

FIGHT BACK

Social issues, True Story, Other – English / French – 360° Video



Presented by: Red Corner - Lucid Dreams

Produced by: Marie BLONDIAUX (Red Corner) – France, Celine TRICART (Lucid Dreams) – USA

Lead artist: Celine TRICART

Running time: 10-15 minutes

Projected Budget \$1,000,000

Budget in place: \$45,000

Projected production date: January 2020

They learn karate to fight sexual aggressors in the shantytowns of Nairobi; participate in extreme survival camps in the Norwegian wilderness; patrol the streets of Delhi, and get concealed carry permits to protect themselves in the United States. But what do all these women have in common? They have chosen to use force to defend their rights. The right to exercise their chosen profession. The right to use their bodies as they see fit. The right to live. "Fight Back" is a documentary series about groups of women who literally fight for their rights. A radical choice which overcomes a universal taboo – the use of force by women – and offers a one-of-a-kind perspective on an issue that is more topical than ever: How do we strike back against gender-based violence and injustice? By taking us into their everyday lives, and showing their diverse backgrounds and communities, this series puts these groups of women in their rightful place: at the forefront of an open and universal debate.

Pitched by: Marie BLONDIAUX – marie.blondiaux@gmail.com

FUTURE DIARIES

Drama, Science-fiction, Social issues, Other – English – 360° Video, Real time rendered, At Home, with Installation



Presented by: Expanding focus GmbH

Produced by: Alex HERRMANN (Expanding Focus GmbH) – Germany

Lead artist: Alex HERRMANN, Jin-Ho JEON, Christoph IWANOW

Main Cast: Tara FISCHER - Zelda, Samuel SCHNEIDER - Qiqi, Clelia SARTO - Linda, Thomas ARNOLD - Chris

Running time: 4 minutes (prototype)

Projected Budget \$1,000,000

Budget in place: \$150,000

Projected production date: 2020

Future Diaries is a storyworld which portrays our world from now to the year 2054. As an answer to economic and environmental disasters a group of hedonistic hackers has created an AI which distributes all resources equally among its users: UTOPIA. But the old elites fight this new development with no mercy to keep their power. In 2054 the world's destiny hangs on a golden thread. UTOPIA sees only one way to save humanity: Travel back in time to connect humans with each other and asking each and every one of them the question: How do you want to live? So the story starts in social media where you are contacted by UTOPIA from where she takes you into different possible futures in the form of an AR graphic novel, a TV Series and a VR episodic LBE game where you have to decide if you want to live in a collaborative or competitive future.

Pitched by: Alexander HERRMANN – alex@expanding-focus.de

HOMINIDAE

Action/Adventure, Art - Culture, Children's, Coming of Age, Drama, Environmental, Fantasy, Family, Horror, Science-fiction, Social issues, Thriller, Other – Fictional language suitable for all. – VR, 360° Video, 3 DoF, For LBE, At Home, with Installation



Presented by: Hominid Animation

Produced by: Brian ANDREWS (De Paul University) – USA

Lead artist: Brian ANDREWS

Voice Cast: Phyllis E. GRIFFIN, Luis MROA, Emily WEEMS, Kidjie BOYER, Austin DALY, Oliver STERLING-ANGUS

Running time: 0h07

Projected Budget \$45,000

Budget in place: \$30,400

Projected production date: Summer 2019

Hominidae depicts an ecosystem of x-ray visibility. Creatures have evolved in surprising ways, where humans, birds, spiders and frogs share unique anatomies. This experience follows an Arachnid Hominid, an intelligent creature with human and spider physiology, as she struggles to raise her young in a hostile environment. The story is told in five vignettes, from the birth of the children to the death of the mother in the teeth of her prey. Hominidae is a CG animated virtual reality film based on the critically acclaimed animated short film Hominid. After premiering in the Electronic Theater at SIGGRAPH Asia in 2012, Hominid went viral in online distribution and was screened in dozens of film festivals. This VR project is currently in production funded by a Project Bluelight grant with a completion date of 7/15/19. Currently seeking funding for marketing and distribution

Pitched by: Brian ANDREWS – brian.andrews@depaul.edu

KUSUNDA

Documentary, Social issues – Kusunda – 6 DoF



Presented by: NowHere

Produced by: Felix GAEDTKE (NowHere Media) – Germany

Lead artist: Gayatri PARAMESWARAN, Felix GAEDTKE

Main Cast: Gyani MAIYA SEN

Projected Budget \$190,000

Budget in place: \$10,000

Projected production date: January 2020

In the documentary VR experience KUSUNDA, you explore the memoirs of Gyani Maiya Sen, the last speaker of an indigenous language and an activist who strives to keep her mother tongue alive. Using your voice to speak in Kusunda, you trigger interactive journeys into Gyani Maiya's past and learn about a unique language and culture. Gyani Maiya will be filmed using volumetric capture and her memories will be represented by dreamy animations, which are at times blurry and at times vivid. A language falls silent every 15 days. KUSUNDA is a case study for how these languages and traditions may find a safe vault for future generations.

Pitched by: Gayatri PARAMESWARAN – gayatri@nowheremedia.net

MY ONLY WAY OUT

Crime Drama – English – 360° Video (live action)



Presented by: P'tites Madeleines Productions

Produced by: Julie PÉRION, P'TITES MADELEINES PRODUCTIONS, The Netherlands

Lead artist: Wiebe VAN DEN ENDE, Julie PERION

Running time: 10 x 20 minutes

Projected Budget \$9,000,000

Budget in place: \$60,000

In the not so distant future, a post-oil world, where racism and homophobia are redundant due to the growing gap between the haves and have-nots, five friends, lead by Lev, are planning to rob Alina, the crime-boss who just gave them a deadly ultimatum. The story evolves into an exciting crime drama about Lev's insecure best friend, Nebi, the sidekick who ends up plotting his revenge on Alina all on his own.

The VR series consists of 5 chapters of 2 episodes, told in a thrilling non-chronological order. Every chapter a murdered protagonist revisits her/his key moments in life from a wider perspective. The viewer experiences the story as the ghost creating a hybrid of 1st and 3rd person view.

The viewers discover that the choices these characters made in fear lead to the demise of all they loved. Including the story of the crime boss taunting our principles of right and wrong, when we are challenged to look beyond our small realities and into the grander stories at play.

Pitched by: Julie PÉRION – julie.perion@mad-prod.com

NÉPHÉLÉ

Action/Adventure, Children's, Fantasy – 360° Video, Real time rendered, 6 DoF, 3 DoF, AR/MR, For LBE, At Home, with Installation



Presented by: Floréal Films

Produced by: Avi AMAR & Katayoun DIBAMEHR (Floréal Films) – France

Lead artist: Alexandre PEREZ

Running time: 30-60 minutes

Projected Budget \$1,000,000

Budget in place: \$52,000

Projected production date: 2020-2021

Néphélé is an animated and interactive VR experience that narrates the story of an eponymous little girl with a mission: to reach the top of a mysterious mountain. To assist her in this quest, she calls upon a giant cloud spirit played by the user. The latter can move around the scale model mountain at the centre of the experience and assist Néphélé on her journey, interacting on natural elements. An AR experience is also envisaged.

Pitched by: Katayoun Dibamehr – katayoun@florealfilms.com

THE HANGMAN AT HOME

Art - Culture, poetry, Social issues – English – Free roam, 6 DoF, At Home, with Installation



Presented by: Late love production

Produced by: Late Love Production (Denmark), Miyu Productions (France) and The National Film Board of Canada (Canada)

Lead artist: Michelle KRANOT, Uri KRANOT, Lana TANKOSA NIKOLIC

Main Cast: Animation

Running time: 0h20

Projected Budget \$490,000

Budget in place: \$260,000

Projected production date: 2020

"The Hangman at Home" is a visual poem in cinematic and interactive form. A portrait suggesting that we, as human beings are far more alike than different, leading us to question our own responsibility and responsiveness. Inspired by Carl Sandburg's poem of the same name, we explore themes surrounding acknowledgment, spectatorship and cross aesthetics.

Pitched by: Lana TANKOSA NIKOLIC – lanalatelove@gmail.com

THE MASK

Action/Adventure, Art, Biography, Environmental, Fantasy, True Story – French, English – 360° Video, VR experience, Animation with Installation



Presented by: Underwater Earth & Seaview 360

Produced by: Christophe BAILHACHE (Underwater Earth & Seaview 360) – Australia, Sophie ANSEL – France, Florian SAX (ZED) – France

Lead artists: Sophie ANSEL & Christophe BAILHACHE

Main Cast: Ghislain BARDOUT & The team "Under The Pole"

Running time: 0h12

Projected production date: August 2019

Fascinated by the idea of living under the oceans, the explorer Ghislain Bardout, inspired by Jules Verne's Nautilus, invents "The Capsule", an underwater habitat that he launches off Tahiti, in French Polynesia. One year after his immersion, we put on Ghislain's diving mask for a journey through time that will make us live, in the present, the intimacy of a key moment in underwater exploration.

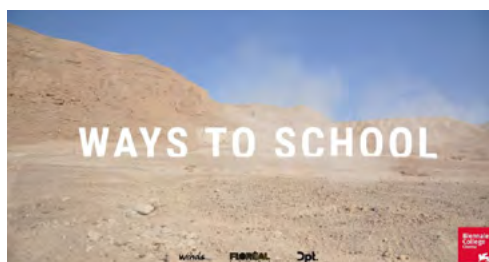
Pitched by:

Sophie ANSEL – anselsophie@gmail.com

Christophe BAILHACHE – christophe@underwater.earth

WAYS TO SCHOOL

Action/Adventure, Children's, Drama, Fantasy, Social issues, True Story – English, French and Arabic – 360° Video, Real time rendered, 3 DoF, with Installation



Presented by: Floréal Films

Produced by: Katayoun DIBAMEHR (Floréal Films) – France, Nicolas S. ROY (DPT.) – Canada

Lead artist: Zohar KFIR, Wesley ALLSBROOK

Running time: 0h10

Projected Budget \$200,000

Budget in place: \$20,000

Projected production date: Autumn 2019

This VR experience follows Youssef, a 12 year old boy, living in the occupied West Bank, on his journey to school and offers viewers to explore his world through the lens of his fertile imagination. The VR piece allows viewers to experience a courageous journey through the eyes of the child who takes it daily – the risks, the fear and beauty of walking for a long distance each morning in order to get to school. The footage uses 360 stereoscopic footage set as the everyday reality layer, overlaid with CGI animation, children's drawings and Tilt Brush animations activated gaze control to create a rich and active storytelling environment.

Ways to School was selected as part of international Call for the 3rd Biennale College – Cinema Virtual Reality and participated in the first workshop held in Venice from January 10th to 16th 2019. We are currently working on completing this work to premiere at the 2019 Biennale di Venezia.

Pitched by: Katayoun DIBAMEHR – katayoun@florealfilms.com

AR / MR FOCUSED SHOWCASE

SUNDAY 19 MAY 2019

FLOATING REALITIES – A MIDSUMMER NIGHT'S DREAM IN VIRTUAL REALITY

Art - Culture, Immersive Theatre Play, Virtual Reality-Installation, Other – English – Real time rendered,
Free roam, 6 DoF, MR, For LBE, with Installation



Presented by: # realtime realities.

Produced by: Jan Stephan HILLEBRAND (# realtime realities Productions, a division of JSH Produktions, Marketing und Service GmbH, Germany) – info@jsh-pms.com

Lead artist: Ulrich SCHRAUTH - Creative Director & Concept, Amaury LA BURTHE (Novelab Paris) - VR-Artwork, Anouk van DIJK - Choreography, Magnus FIENNES - Music/Sound

Main Cast: Demo Version – Actors: Kate STRONG, Daniel DODD ELLIS, Dancers: Eva-Maria SCHALLER, Luca CACITTI, Shay PARTUSCH

Running time: approx. 25 minutes

Projected Budget \$500,000

Budget in place: \$50,000

We want to transform the Shakespearean play into an immersive, hybrid experience using music, sound, visuals, choreography and haptic sensations. It is a performative VR-installation which takes the viewer on a sensual journey in which he/she is able to interact with the live performers and allowed to move around freely within the physical space. The sensory elements like sand and water (the whole Magic Forest is transformed into an underwater world) complement the visuals experienced through the VR headset. The live performers are motion-tracked and transferred in the virtual scene in real time. This project is created to be showcased at art spaces, theaters, festivals, museums etc. Key collaborators: Ulrich Schrauth (Creative Director & Concept), Amaury La Burthe / Novelab Paris (VR-Artwork), Anouk van Dijk (Choreography), Magnus Fiennes (Music/Sound), Target 3D (Motion Capturing) etc.

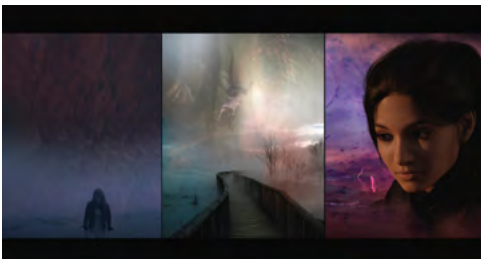
Pitched by:

Ulrich SCHRAUTH – u.schrauth@vrham.de

Amaury LA BURTHE – amaury@novelab.net

MINIMUM MASS

Drama, Fantasy, Science-fiction, Romance, Social issues – English – Real time rendered, For LBE, At Home, with Installation



Presented by: Like Amber

Produced by: Meredith MEYER-NICHOLS (Like Amber) – New Zealand

Lead artist: Raqi SYED, Areito ECHEVARRIA, Sonya TEICH

Main Cast: Carrie THEIL, Allan HENRY

Running time: 0h20

Projected Budget \$150,000

Budget in place: \$25,000

Projected production date: July 2019

A couple is convinced their children are being born into another dimension. But who will believe them?

Pitched by: Raqi SYED – raqi.syed@gmail.com

PAPER DOLL ORIGAMI

Action/Adventure, Art - Culture, Children's, Social issues, Other – English – Real time rendered, Free roam, 6 DoF, AR/MR, For LBE, with Installation



Presented by: little GIANT Wolf

Lead artist: Skye VON

Running time: 0h20

Projected Budget: \$335,000

Budget in place: \$160,000

The mobile transmedia installation Paper Doll Origami explores the relationship dynamics of inferior, superior, equal through the story of a puppet master and their doll and four interactive stations including a room-scale 2-user 3-act VR play to help us recognize when we enter into those dynamics in our own lives.

In the VR play, both users are allowed to experience each role through an interactive story of an Origami artist and a paper doll, and the journey they go on first as opposites then as equals when the puppet master transforms into a paper doll, only to be separated again in the 3rd act.

We are utilizing live-volumetric scanning technology and pass-through AR to heighten the level of immersion for the users when they are the puppet master.

Pitched by: Skye VON – skye@littlegiantwolf.com

SHERLOCK HOLMES AR

Action/Adventure, Crime, Drama – English, France – Real time rendered, AR/MR, At Home



Presented by: Dpt.

Produced by: Nicolas S. ROY (DPT.) – France

Lead artist: Nicolas S. ROY

Running time: Approx 10 minutes per story/episode

Projected Budget: \$200,000

Budget in place: \$134,600

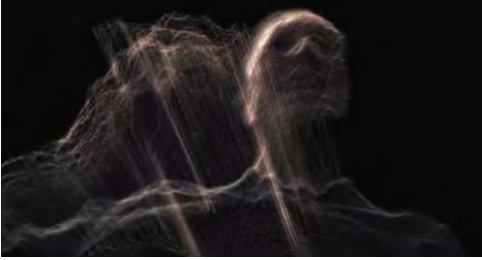
Projected production date: Fall 2019

Sherlock AR is a new format for rich augmented reality content, halfway between audiobook and game. The concept is based on the stories of the famous detective and takes the shape of an experience mixing traditional storytelling with a touch of puzzle games such as Monument Valley and classic quest games like King's Quest. The experience invites players to follow an thrilling narrative while solving mysteries. Players analyze a series of crime scenes from different angles to discover clues, thus advancing the story. It tests the sense of observation and the analytical mind, deploying scenes in the player's real environment, standing out with a very strong art direction inspired by the Victorian era. The project offers a whole new way to discover a story while taking part in it. Our approach is an innovative way to combine a strong narrative experience with simple but engaging gameplay.

Pitched by: Nicolas S. ROY – nicolas@dpt.co

SOLASTALGIA

Environmental, Science-fiction, Social issues – French, English – AR Installation



Presented by: Providences

Produced by: Antoine VIVIANI & Pierre-Alain GIRAUD
(Providences) – France

Lead artist: Antoine VIVIANI, Pierre-alain GIRAUD

Main Cast: Nancy HUSTON, Arthur NAUZYCIEL,
Mehdi Belhaj KACEM, Anne BROCHET, still in progress

Running time: 0h50

Projected Budget \$750,000

Budget in place: \$350,000

Projected production date: 2019

Our faith in technology has never been greater. We spend our life connected to the network. Technological progress carries our hopes: it might not only make us more powerful but – who knows? – it might even save us. Yet, scientists worldwide say that this radiant, technological future looks compromised. Humanity is about to undergo a crisis unprecedented in its history. The decline of living beings, climate imbalance and many other disturbing factors are prompting us to reflect on our civilization's fragility.

Solastalgia is born of this tension and dizziness.

In a 400 m² installation, dressed as cosmonauts and equipped with HoloLens 2 augmented reality headsets, we visit a mysterious future, exploring the surface of a depopulated planet colonized by lichens, debris, ruins and fossils... A digital cloud hovers over the world, fueled by a strange machine. Walking through the landscape, human ghosts appear and surround us. Carefree and inoffensive, they act in a loop the joyful, moving and cruel moments of life, for eternity.

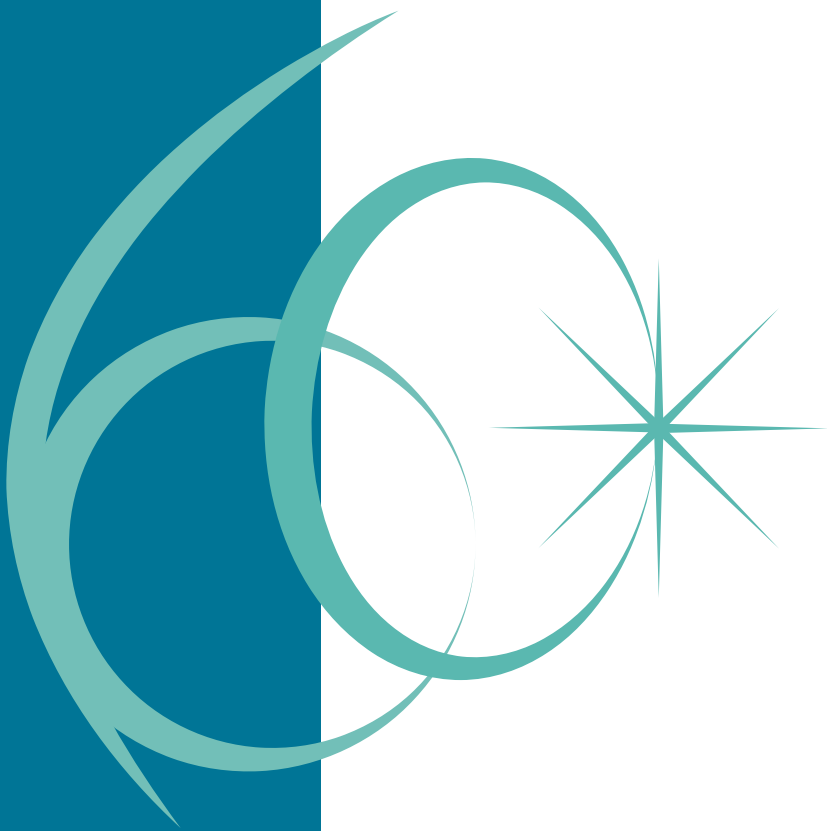
What does this curious paradise recount about ourselves?

Plunging us into the bad dream of our time, Solastalgia questions the essence of our existence, our beliefs, and the challenges facing the Anthropocene.

Pitched by:

Pierre-Alain GIRAUD – pagiraud@gmail.com

Antoine VIVIANI – antoineviviani@gmail.com



CANNES XR ARCADE

Powered by SpringboardVR

14-19 MAY 2019

PALAIS -1, AISLE 14

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CANNES XR ARCADE

-22.7°C

Musical, Environmental, Transmedia – English – 360 Video – 0h03



Lead Artist(s): Jan KOUNEN, Amaury LA BURTHER

Produced by: Zorba (Zorba, Novelab, ARTE, DVgroup) – France

-22.7°C is a video360 inspired by the adventure of electronic music producer Molécule who went to Greenland to capture the sounds of the Arctic to compose.

Contact: Agata DI TOMMASO – agata@diversioncinema.com

1, 2, 3 BRUEGEL

Children's, Art - Culture – English, French – Room Scale, Real Time – 0h20



Lead Artist(s): Gordon JARACH, Andrés JARACH

Produced by: Chloé JARRY (LUCID REALITIES) – France

1,2,3 Bruegel is an entertaining VR experience in 3D Real-time into the mysterious Pieter Bruegel the Elder's painting "Children's Games": A game of hide and seek where your mission will be to find the 200 children hidden in the city. The painting is no longer a painting but a model game in which you can walk around and act upon.

Contact: Chloé JARRY - cjarry@lucidrealities.studio

360 PATIENT CARE

Social issues – English – 360 Video – 0h09



Lead Artist(s): Paulette CALETTI, Dr Bryan KERR

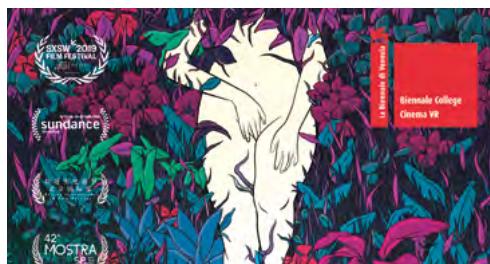
Produced by: Paulette Caletti, Juliette Larthe (Too Right Films) – United Kingdom

People with disabilities have multiple barriers to accessing medical care, i.e. lack of step free access and transport costs. This film aims to help raise awareness of issues commonly affecting disabled people by placing the viewer in an immersive video with binaural audio and a first person view of the world.

Contact: Paulette Caletti – paulette@prettybird.co

4 FEET: BLIND DATE

Comedy, Romance, LGBT, Art - Culture, Transmedia – Spanish – 360 Video – 0h19



Lead Artist(s): Maria BELEN PONCIO, Rosario PERAZOLO MASJOAN, Damian TURKIEH, Guillermo MENA

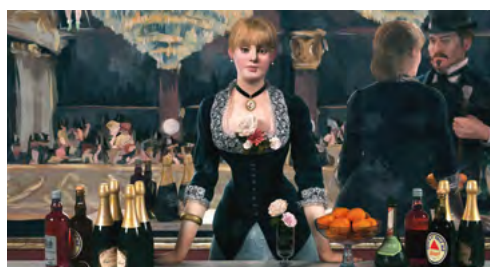
Produced by: Ezequiel LENARDON (Detona Cultura) – Argentina

Juana, an 18-year-old girl in a wheelchair, is anxious to explore her sexuality. She is going on a blind date with Felipe, a guy she found on social media. She didn't tell him about the wheelchair. After overcoming her fears, doubts, and an inaccessible city, she meets him. Together they will discover what their bodies feel.

Contact: Ezequiel LENARDON – ezequiellenard@gmail.com

A BAR AT THE FOLIES-BERGÈRE

Art - Culture – English – 360 Video – 0h05



Lead Artist: Gabrielle LISSOT

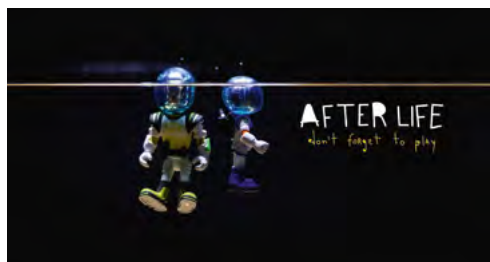
Produced by: Igal KOHEN (IKO) – France

A four-acts immersion into Manet's famous painting. Alternately from the point of view of the painter, his model Suzon, the client observing her and a visitor at the Courtauld Gallery, where the masterwork is currently exposed. All these perspectives allowing a trip into the wildly-excited atmosphere of the Folies Bergère in the 19th Century.

Contact: Igal KOHEN – igal@i-k-o.fr

AFTERLIFE

Drama – English – 360 Video – 0h30



Lead Artist(s): Alarey ALSIP, Hubert PROULX, Emelia HELLMAN

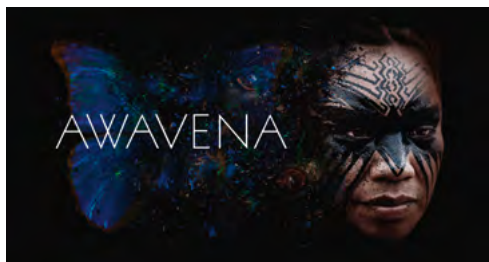
Produced by: Jose AGUIRRE (Signal Space Lab) – Canada

Afterlife is a short interactive film in virtual reality exploring the vastness of grief and love in a family that needs you - the player - to help them accept and cope with the loss of one of their members. Through the eyes of a ghost, you will actively navigate three episodes with multiple story branches.

Contact: Ana CARDENAS – ana@signalspacelab.com

AWAVENA

Environmental, True Story – English – Room Scale – 0h17



Lead Artist: Lynette WALLWORTH

Produced by: Nicole NEWNHAM, Tashka YAWANAWA, Laura YAWANAWA (Byron Bay International Film Festival) – Australia

A stunning tale of metamorphosis in the Brazilian Amazon, Awavena tells the story of Hushahu who broke an eons old taboo and became the first woman Shaman of the Yawanawa. Her transcendent visions, made visible to us in VR, helped to revive a culture and sparked a revolution, one that has resonances for us all.

Contact: J'aimee SKIPPON-VOLKE – jaimee@bbff.com.au

BEING AN ASTRONAUT

Historical, Biography, Environmental, Epic, True Story – French, English – 360 Video – 0h31



Lead Artist: Thomas PESQUET

Produced by: Pierre-Emmanuel Le Goff, Guilhem Olive (La Vingt-Cinquième Heure Production) – France

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.

Contact: Pierre-Emmanuel LE GOFF – contact@25hprod.com

BIG AIR VR WITH ELLIOT SLOAN

Biography, True Story – English – 360 Video – 0h06



Lead Artist(s): Elliot SLOAN, Libor JANICEK, Nick MALUKHIN

Produced by: Libor JANICEK, Nick MALUKHIN, Alina MIKHALEVA (Spherica, Inc.) – USA

A unique immersive experience about a professional skateboarder Elliot Sloan. Elliot is a five-time X-Games medalist, including the 2017 X-Games Skateboard Big Air Gold. Elliot Sloan's winning skateboarding techniques were captured utilizing all the most advanced technologies in 360VR. Be prepared to get some massive air.

Contact: Nick MALUKHIN – nick@spherica.com

BLOOD VENGEANCE

Martial arts, Historical, Science-fiction, Thriller, Epic, Action/Adventure – Mandarin, English – 360 Video – 0h05



Lead Artist: Alexander KORENKOV

Produced by: Nick MALUKHIN (Spherica, Inc.) – USA

A duel between heavily-armored medieval warriors. But one of the knights is more than he seems. What is the source of his mysterious weapons? He will learn that his high-tech armaments are no shield against a madman with a sword...

Contact: Nick MALUKHIN – nick@spherica.com

BLUE - RISE BEFORE DEMISE

Environmental, Transmedia – English – 360 Video, Real Time – 0h12



Lead Artist: Michael GEIDEL

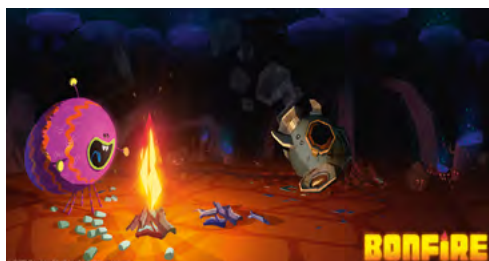
Produced by: Michael GEIDEL – Germany

Blue - rise before demise - is a hybrid documentary 360° film about how Climate Change and (plastic) pollution have an influence on the Oceans and what can and is being done about it. Narrated and with real life radio news as a mix of rendered animation and exclusive 360° videos from the North Pole you connect with the reality.

Contact: Michael GEIDEL – mg@actrio-studio.de

BONFIRE

Family – English – 0h17 – Real Time



Lead Artist: Kal ATHANASSOV, Ken FOUNTAIN, Ryan GONG

Produced by: Eric DARNELL, Maureen FAN, Kane LEE, Larry CUTLER, Steve PAPOUTSIS, Shannon RYAN, Jeremiah GRAVES (Baobab Studios) – USA

Nice job. You've failed your mission to save humanity and, instead, crashed your spaceship into a dark alien jungle. Your only light source is a feeble, fading bonfire. Your instincts, your nourishment cylinders and a wary robot sidekick are all you have for survival... or so you think.

Contact: Kerynne TEJADA – festivals@baobabvr.com

CLAUDE MONET - THE WATER LILY OBSESSION

Historical, Art - Culture, Biography – French, English, German – Real Time – 0h08



Lead Artist: Nicolas THÉPOT

Produced by: Chloé JARRY (LUCID REALITIES) – France

Through a dialogue between Claude Monet and his old friend, statesman George Clemenceau, this contemplative VR experience invites the user 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.

Contact: Chloé JARRY – cjarry@lucidrealities.studio

CONSCIOUS EXISTENCE

Fantasy – English – 360 Video – 0h12



Lead Artist: Marc ZIMMERMANN

Produced by: Felix FAHLE (Filmakademie Baden-Württemberg GmbH) – Germany

We are gifted every moment with life's most precious achievement: A conscious mind, enabling us to sense and hold within the universe's boundless beauty.

Contact: Agata DI TOMMASO – agata@diversioncinema.com

CORAL & I

Environmental – Other – Room Scale – 0h04



Lead Artist(s): Luke BUBB, Matthew HERMANS

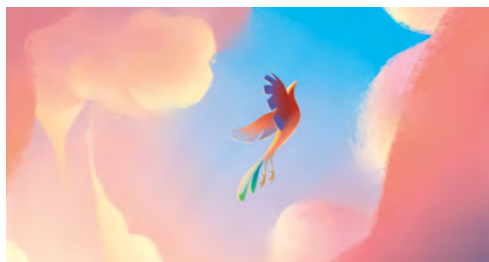
Produced by: J'aimee SKIPPON-VOLKE (Byron Bay International Film Festival) – Australia

This visually rich underwater piece was designed, modelled and animated in VR by 2 of Australia's most innovative VR Creators, Matthew Hermans (Electric Lens Co) and Luke Bubb (Moving Peaks). \n\nCoral and I examines the impact that humans have on the natural environments around them and in turn evokes awareness of the impact nature has on us.

Contact: J'aimee SKIPPON-VOLKE – jaimee@bbff.com.au

CROW: THE LEGEND

Family – English – Real Time – 0h22



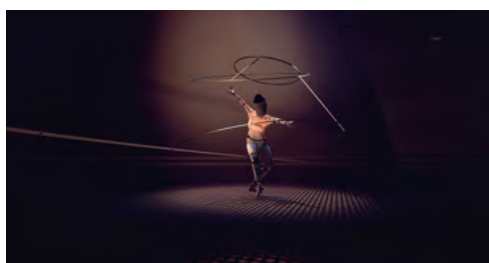
Lead Artist(s): Kal ATHANNASSOV, Cody GRAMSTAD
Produced by: Eric DARNELL, Maureen FAN, Kane LEE, Larry CUTLER, Claudia SOUTHMARTIN, Jeremiah GRAVES
 (Baobab Studios) – USA

Before mankind walked the face of the Earth, there exists only Spring. When winter comes to the forest for the first time, Crow (voiced by John Legend), with his most dazzling plumage and mellifluous voice, must give up everything in order to save his forest friends - can he make the personal sacrifices, which may ultimately change him forever?

Contact: Jonathan BACH – festivals@baobabstudios.com

DAS TOTALE TANZ THEATER - A VIRTUAL REALITY INSTALLATION FOR MAN AND MACHINE

Art - Culture – English – 360 Video, Installation, Room Scale – 0h12



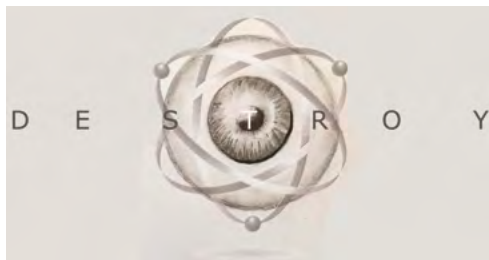
Lead Artist(s): Idea & Story: Diana SCHNIEDERMEIER, Maya PUIG – Lead VR Creators: Maya PUIG, Patrik DE JONG, Dirk HOFFMANN – Lead Technologists: Torsten SPERLING, Sebastian HEIN – Executive Producer: Diana SCHNIEDERMEIER – Choreography: Richard SIEGAL – Composer: Lorenzo BIANCHI-HOESCH
Produced by: Creative Producer: Maya PUIG – Co-Producers: Saskia, Kress, Michael GROTENHOFF (Interactive Media Foundation) – Germany

100 years ago, the question of people's role in the mechanical age was tackled on the Bauhaus stage in both artistic and experimental terms. "Das Totale Tanz Theater" transports this question to the digital age in the form of a vr dance experience, inspired by Oskar Schlemmer and Walter Gropius, with choreography by Richard Siegal.

Contact: Diana SCHNIEDERMEIER – schniedermeier@interactivemedia-foundation.com

DESTROY

Science-fiction – English – 360 Video – 0h17



Lead Artist: Gianluigi PERRONE
Produced by: Chip LI (Polyhedron VR Studio) – China

The cctv guard of a nuclear factory discovers the terroristic plan of a girl working on a safety device. He will try to find a way to stop WHAT she is doing, but he will find out he has to understand the WHEN. Destroy explores the concept of identity of time and cyclic transformation of existence through a classic metaphysical science fiction tale.

Contact: Gianluigi PERRONE – touchme@polyhedronvrstudio.com

DIORAMA NO.4: THE FERNWEH OPERA

Art - Culture, Fantasy, Science-fiction, Romance, Epic, Musical – German, English, Dutch – Room Scale, Real Time – 0h07



Lead Artist: Daniel ERNST

Produced by: Daniel ERNST (The Shoebox Diorama) – Netherlands

In Die Fernweh Oper you will visit a perpetual opera performed by a star in the form of a 50 ft tall opera singer named Asteria, who sings especially for you and about your foolish love for her. Just as with the stars you see at night, she has already died light years ago and what you see of her is her last light that reaches your eyes.

Contact: Daniel ERNST – daniel@theshoeboxdiorama.com

DIVERSE & SUBVERSIVE: ANTI-GENTRIFICATION IN BOYLE HEIGHTS

Drama, True Story – Spanish, English – 360 Video – 0h13



Lead Artist: Rory MITCHELL

Produced by: Josh POLON, Beth MACNAMARA, Rory MITCHELL (Beard & Glasses VR) – USA

“Diverse & Subversive: the anti-Gentrification of Boyle Heights”, is the first long-term VR Documentary to embed in a news story, filming for over 2.5 years. The story follows the work of the radical, anti-Gentrification organization DEFEND BOYLE HEIGHTS, as they use Black Bloc style tactics to attack Art Galleries, Coffeeshops & Developers.

Contact: Rory MITCHELL – fortysecondquestion@gmail.com

DREAM CHANNEL

Science Fiction – English – 360 Video, Mixed Reality – 0h45



Lead Artist(s): Toby WALLACE, Miranda O'HARE

Produced by: Jonny PETERS, Brian COBB (Dream Channel Pty Ltd) – Australia

Lucy wakes up one morning to discover that her dreams have been stolen and are trending on The Dream Channel – a subconscious entertainment precinct owned by the evil LUCYDIA CORPORATION. The Corporation rewards people for their dreams in ‘Gaze Coin’ – the currency required for access.

Contact: Jonny PETERS – jonny6@dreamcoin.io

EVEREST: A HOLODOME EXPERIENCE

Drama – English – 0h11 – 360 Video, Installation



Lead Artist: Jonathan GRIFFITH

Produced by: Jonathan GRIFFITH, Matt MILIOS (Vulcan Productions) – USA

Join two of the planet's best climbers as they attempt to summit Mt. Everest and neighboring Mr. Lhotse without supplemental oxygen - do you have what it takes to reach the top?

Contact: Kate CONNERTY – andread@vulcan.com

EVEREST VR THE MOVIE EXPERIENCE

True Story – English – 0h11 – 360 video



Lead Artist: Jonathan GRIFFITH

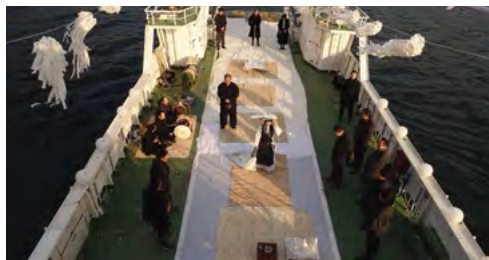
Produced by: Jonathan GRIFFITH, William MAURER, Ruth JOHNSTON, Matthew DE JOHN, Paul ALLEN, Matthew MILIOS, Susan GRELLA (Vulcan Productions) – USA

Follow Sherpa Tenji as he attempts to climb Mt Everest without the use of bottled oxygen, something that only 175 people have done before. Travel with him through the “Death Zone” and experience the thrilling highs and lows of climbing at the highest elevations on earth.

Contact: Kate CONNERTY – andread@vulcan.com

EYES IN THE RED WIND

Drama, Horror, Thriller – Korean – 360 Video – 0h12



Lead Artist: Sngmoo LEE

Produced by: Jong MIN KIM (Distribution: Diversion Cinema) – France

A shaman on an Asian boat channels the soul of a drowned man to pacify the soul of the dead man, but lust and secrets are revealed that twist the solemn ceremony into a violent tragedy

Contact: Agata DI TOMMASO – agata@diversioncinema.com

FAN CLUB

Thriller, Black comedy – French, English – 360 Video – 0h55



Lead Artist(s): Vincent RAVALEC, Elise MORIN, Amélie RAVALEC, Benjamin RAVALEC
Produced by: François LE GALL, Stéphane HUEBER-BLIES, Vincent RAVALEC (a_BAHN) – Luxembourg

Anna, a mainstream TV star, accepts the invitation of her “fan club” to spend a weekend with them. Very quickly, this moment will turn into a nightmare. She is in fact kidnapped by border-line admirers who have set out to revive her career through the emotions she has made them feel.

François LE GALL - francois@a-bahn.com

FIREBIRD: THE UNFINISHED

Romance, Art - Culture, True Story, Action/Adventure, Drama, Historical – English, chinese – Real Time – 0h20



Lead Artist: Balthazar AUXIETRE
Produced by: Hadrien LANVIN (Innerspace VR) – France

You are the curator of a museum dedicated to the mighty sculptor Auguste. It is up to you to discover what secret lies within a mysterious sculpture, The Unfinished, and to help the ghosts of Auguste and Camille find solace. Live a magical musical experience in VR, with music from the Toronto Symphony Orchestra and beautiful ballet performances!

Contact: Balthazar AUXIETRE – balthazar@innerspacevr.com

GUARDIANS OF THE KINGDOM

Environmental – English – 360 Video – 0h13



Lead Artist(s): Sophie ANSEL, Christophe BAILLHACHE
Produced by: Sophie ANSEL, Christophe BAILLHACHE, Raymond CHAVEZ, Lee CHOO BOO, Patrick FURLOTTI (Underwater Earth) – Australia

Guardians of the Kingdom’ interweaves the story of two mothers – one human, one whale – and the connections that bind them. It is the story of reconciliation between a giant who was once hunted & the people of the Kingdom of Tonga. It is the story of a place called “home” for generations by both the whales and the Tongans.

Contact: Sophie ANSEL – anselsophie@gmail.com

HALF LIFE VR - SHORT VERSION

Art - Culture – English – 360 Video – 0h12



Lead Artist(s): Emily SLAWSKI, Johnny MCMILLAN, Dawid KUPINSKI, Amanda ÅKESSON, Anton VALDBAUER, Dragos MIHALCEA, Lea VED, Ross MARTINSON, Nacho LOPEZ, Sarah-Jane MEDLEY, Daria IVANOVA, Devon CARBONE, Frida HAMBRAEUS, Joakim ADEBERG, Sarah-Jane BRODBECK

Produced by: Ann-Kristin DANHAMMAR, Patrik BECKER, Sebastian LONBERG, Peter YNGEN, Robert JONSSON, Robert CONNOR (Robert & Robert Studios) – Sweden

A heart-pumping modern dance experienced from angles impossible in anything but VR. Choreography by the world renowned Sharon Eyal & an immersive co-production between The Royal Swedish Opera and Robert & Robert Studios.

Contact: Robert CONNOR – robertconnor.vr@gmail.com

HOME AFTER WAR | RETURNING TO FEAR IN FALLUJAH

Social issues – English – Room Scale – 0h20



Lead Artist(s): Gayatri PARAMESWARAN, Felix GAEDTKE

Produced by: Felix GAEDTKE, Sandra BIALYSTOK, Amy SEIDENWURM (NowHere Media) – Germany

What if your home becomes the place you fear? An Iraqi father returns to Fallujah to face the threat of improvised explosive devices (IEDs). Join him in his home and discover the unfolding of a tragic event.

Contact: Gayatri PARAMESWARAN – gayatri@nowheremedia.net

IMMERSIVE COMBAT VR SERIES TRAILER

Martial arts, Science-fiction, Thriller, Fantasy, Epic – English – 360 Video – 0h02



Lead Artist: Nick MALUKHIN

Produced by: Nick MALUKHIN (Spherica, Inc.) – USA

Explore new realms and fantasy worlds in Immersive Combat where the key word is cinematic VR. This award-winning, interconnected virtual universe is not CG generated - it is filmed with the same production values as movies: with stunts, costumes, amazing locations and spectacular action.

Contact: Nick MALUKHIN - nick@spherica.com

CANNES XR ARCADE

KISS ME

Environmental, Epic – French – 360 Video – 0h04



Lead Artist(s): Arnault LABARONNE, Arnaud POUJOL, Alexandre BLANES, Luc REDER

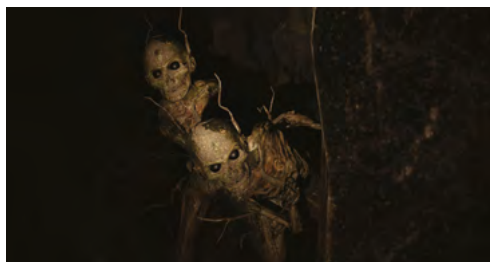
Produced by: Arnault LABARONNE, Luc REDER, Alexandre BLANES (IdeAL Film Prod) – France

On this planet, whoever we are, we all need a kiss...

Contact: Arnault LABARONNE-arnault.labaronne@gmail.com

KOBOLD VR EXPERIENCE

Horror, Thriller – English, German – room scale, real time – 0h20



Lead Artist: Max SACKER

Produced by: Ioulia Isserlis (AnotherWorld VR) – Germany

Kobold blurs the line between cinema and VR gaming. Immerse yourself in true, cinematic realism, explore a fully interactive universe entirely scanned with photogrammetry from real locations, pick up clues, and dare to venture deeper into a mystical world where your actions can have grave consequences.

Contact: Agata DI TOMMASO – agata@diversioncinema.com

MADE BY ME: CHINA

Social issues – English – 360 Video – 0h06



Lead Artist(s): Alyssa NEWMAN, Leann SPETA, Serena CHEN, Jen DUONG

Produced by: Sarah HILL, Kyle PERRY, Lindsey MILLER, Ricky ROCKLEY, Annarose OVERSHINER (StoryUP, Inc.) – USA

Every digital product you use was made by someone, somewhere. People mined the raw ingredients that went into the phone parts, and factory workers assembled those parts. Our products wouldn't be here without these people. In this new virtual reality (VR) experience, you have an opportunity to get to know some of the workers.

Contact: Sarah HILL – sarah@story-up.com

MANIC VR

Social issues – English – Real Time, Room Scale – 0h12



Lead Artist(s): Kalina BERTIN, Sandra RODRIGUEZ, Nicolas S. ROY

Produced by: Sandra RODRIGUEZ, Nicolas S. ROY, Bob MOORE (Dpt.) – Canada

An experimental VR documentary immersing participants in the exuberant and chaotic worlds of an imagination haunted by bipolar disorder. Guided by the voices of Felicia and François who, for the past 3 years, have used their sister's voice mail as their personal diary, the user will embark on a journey to decipher the whirlwind cycling of mania

Contact: Nicolas S. ROY – nicolas@dpt.co

MARITIME MASSACRE

Historical, Martial arts, Science-fiction, Thriller, Epic – Mandarin, English – 360 Video – 0h05



Lead Artist(s): Svetlana FEDOROVA, Alexey PETRIK

Produced by: Nick MALUKHIN (Spherica, Inc.) – USA

Red Lizzie is a pirate captain. With her gang of cutthroats she seeks revenge against her treacherous sister. The exchange of cannon fire precedes a desperate hand-to-hand combat with cutlasses. More than one pirate will feed the fishes this day

Contact: Nick MALUKHIN – nick@spherica.com

MOTION IS EMOTION

Art - Culture – English – 360 Video – 0h04



Lead Artist: Nick MALUKHIN

Produced by: Nick MALUKHIN (Spherica, Inc.) – USA

This 360 video takes you on a VR journey across Los Angeles. You will visit the famous Venice Beach and Manhattan Beach, witness a sports car test run on El Mirage Dry Lake Bed, see the great Pacific Ocean and many more amazing sights and scenes from the City of Angels in California.

Contact: Nick MALUKHIN – nick@spherica.com

NINE DRAGONS

Art - Culture, Second film, Historical, Environmental, Fantasy, Social issues, Epic – Mandarin, English – 360 Video, Real Time – 0h10



Lead Artist: Yongliang YANG

Produced by: Yongliang YANG, Shae XU (Yang Yongliang Studio) – USA

A flight of East Asian dragons discovers a fragment of memory from their mythological past. Chasing a whirling pearl, they travel from above the clouds to underneath the ocean. When the dragons are about to reveal the truth, an unforeseen misfortune awaits. The story is inspired by ancient mythology on Chinese dragons.

Contact: Shae XU – mail@yangyongliang.com

OPERATION OTHELLO

Thriller, Drama, Social issues – English – Real Time, Room Scale – 0h12



Lead Artist: Mary CHIEFFO

Produced by: JuVee Productions – USA

An accessible, action-filled retelling of Shakespeare's Othello follows events of scandal, intrigue, and betrayal in the perilous world of elite Navy SEALs. Operation Othello: I Am Not What I Am is the first of 17 volumetric immersive episodes presenting original Shakespearean text in a way that is accessible and exhilarating to modern audiences.

Contact: Josh NELSON – josh@juveeproductions.com

PLAYING GOD

Science-fiction – English – Real Time – 0h15



Lead Artist: Ben FREDERICKS

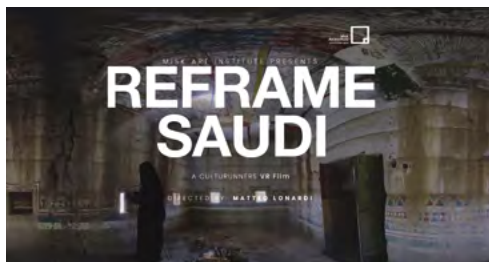
Produced by: Alex RUHL (CATS are not PEAS) – United Kingdom

Playing God is an interactive VR thought experiment. Set in a fictitious future the piece confronts you with the question: who will you save?

Contact: Alex Ruhl – alex@catsarenotpeas.com

REFRAME SAUDI

Art - Culture – English – 360 Video – 0h14



Lead Artist: Matteo LONARDI

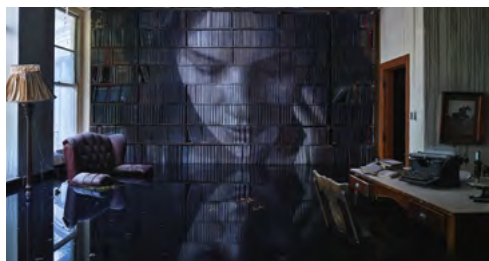
Produced by: Francesco LONARDI (reframevr) – Italy

Reframe Saudi is a VR documentary that sheds light on a pioneering generation of artists who have carved a creative space within Saudi Arabia. As the country enters a new phase socially and economically, the film transports you to the studios of artists between Jeddah, Abha and Riyadh. PLEASE VIEW THE FILM IN GEAR VR. THE AUDIO WON'T WORK ON LAPTOP

Contact: Matteo LONARDI - matteo@reframevr.net

ROME: EMPIRE

Art - Culture – English – 360 Video – 0h05



Lead Artist: Lester FRANCOIS

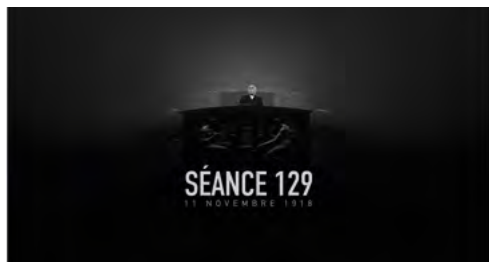
Produced by: Lester FRANCOIS (StudioBento) – Australia

Left vacant for more than 20 years, a sprawling 1930's mansion lies empty, in a state of ruin. Street artist Rone's largest and most ambitious project yet: EMPIRE, is set amongst the decaying glory of a once-magnificent manor. Part exhibition, part installation, EMPIRE takes audiences on a hauntingly immersive journey.

Contact: Lester FRANCOIS – lester@studiobento.tv

SÉANCE 129

Historical, Art - Culture, Biography – French – 360 Video – 0h08



Lead Artist: Alexandre PEREZ

Produced by: David BIGIAOUI (Cinétuvé Expérience) – France

11 novembre 1918. 16h00. Séance 129. Clemenceau proclame l'armistice à l'assemblée nationale et délivre le monde du conflit qui le détruit depuis 4 ans. Face à lui, animés par une joie immense et un formidable espoir de paix, se pressent députés, journalistes, parisiens... Et vous.

Contact: David BIGIAOUI – d.bigiaoui@cineteve.fr

CANNES XR ARCADE

TARA, CORAL REEF

Environmental – French, English, CHI – 360 Video – 0h08



Lead Artist: Jean-Marc MORO

Produced by: Jean-Marc MORO (OceanView VR) – France

Aboard the TARA vessel and under water, this immersive film about the endangered coral reefs brings majestic images of the underwater lungs of our planet and shows the incredible challenge that the researchers are trying to win: to understand how the ocean will be able to adapt to the climate change. A future that we all are responsible for.

Contact: Thomas LEVASSOR – thomas.levassor@nexus-forward.com

THE GUARDIAN'S VOW

Historical, Thriller, Fantasy, Epic – Mandarin, English – 360 Video – 0h06



Lead Artist: Nick MALUKHIN

Produced by: Nick MALUKHIN (Spherica, Inc.) – USA

A mysterious weapon of great power. A Guardian sworn to defend it at all costs. And a Challenger, willing to kill to possess the ancient artefact. This will be a combat to the death with lance and sword.

Contact: Nick MALUKHIN – nick@spherica.com

THE HOLY CITY

True Story, Social issues, Art - Culture, Transmedia, Jewish, Historical – English – 360 Video, Room Scale, Augmented Reality, Mixed Reality – 0h15



Lead Artist(s): Nimrod SHANIT, Timur MUSABAY

Produced by: Sean EVANS (Occupied VR) – Canada

Transport yourself to the world's spiritual epicentre in this engaging sensory narrative experience built using stunning photogrammetrical scans of Jerusalem. The Holy City utilizes a series of challenging interactive games in room-scale environments to help nurture empathy and understanding amongst the Abrahamic cultures and religions of the city.

Contact: Nimrod SHANIT – nimrod@occupiedvr.com

THE INDUSTRY VR

Transmedia – English – Installation – 1h00



Lead Artist: Mirka DUIJN

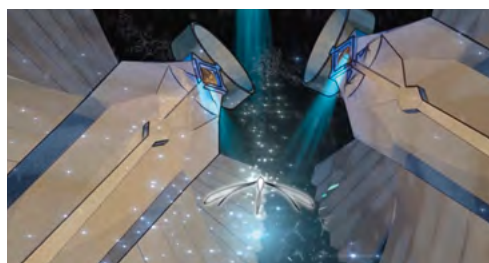
Produced by: Bruno FELIX, Femke WOLTING, Corine MEIJERS (Submarine Channel) – Netherlands

The Industry: Mapping the Dutch Drug Economy visualizes the drug networks of the Netherlands and shares personal stories from the real people that keep this industry going: housewives, students, dockworkers, full-time coke dealers and many more. The Industry features 17 stories in 3-D locations of the networks of cannabis, cocaine and Ecstasy.

Contact: Yassin KARMOUDI – yassin@submarine.nl

THE TEAR

Transmedia, Fantasy, Art - Culture – English – Room Scale, Real Time – 0h30



Lead Artist(s): Barbara LIPPE, Lev LEDIT, Christian KNAPP

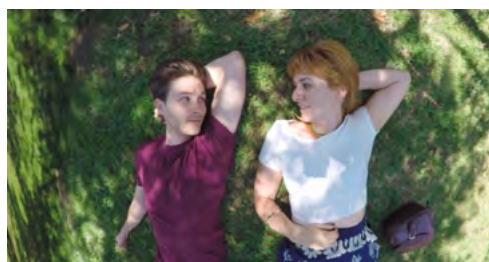
Produced by: Barbara LIPPE (entreZ VR Entertainment) – Austria

Face your fears. Find yourself. The Tear is a magic journey to your inner self featuring multiple endings.

Contact: Barbara LIPPE – vr@entrez.world

THE VISIGOTHS

Drama, Erotic, Romance, Science-fiction – English – 360 Video – 0h16



Lead Artist(s): Rory MITCHELL, Martha MARION

Produced by: Josh POLON, Rory MITCHELL, Martha MARION, Dan LICHTBLAU (Beard & Glasses VR) – USA

THE VISIGOTHS is an intense romantic drama that puts you feet away from two young lovers. It is a powerfully intimate experience of new love, and the island that two lovers inhabit, where only they can go - because only they know the way. THE VISIGOTHS premiered at the Seattle International Film Festival in May 2018. Contains Nudity.

Contact: Rory MITCHELL – fortysecondquestion@gmail.com

Lead Artist: Gianluigi PERRONE
Produced by: Chip LI (Polyhedron VR Studio) – China



Contact: Gianluigi PERRONE – touchme@polyhedronvrstudio.com

**TRAVEL THE WORLD IN 360° –
FROM DESERTS VIA VENICE AND NYC TO THE NORTH POLE**

Lead Artist: Michael GEIDEL
Produced by: Michael GEIDEL – Germany



Contact: Michael GEIDEL – mg@actrio-studio.de

UMAMI

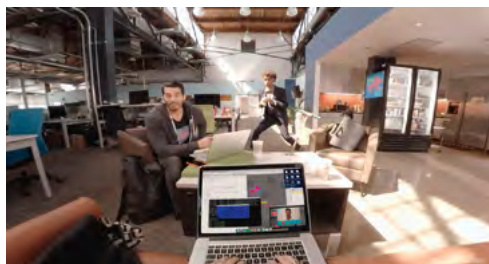
Lead Artist(s): Landia EGAL, Thomas PONS
Produced by: Landia EGAL, Laura BARDEY (Tiny Planets) – France



Contact: Landia EGAL - landia@tinyplanets.io

UTURN

Comedy – English – 0h10 – 360 Video



Lead Artist(s): Nathalie MATHE, Ryan LYNCH
Produced by: Nathalie MATHE (NativeVR) – USA

What happens when a young female coder joins a male-dominated floundering startup that's deep in an identity crisis? UTURN explores themes of gender discrimination and sexism within the workplace in a new way, with interwoven stories that allow viewers to embody either a female or male character, by simply turning around at any time.

Contact: Nathalie MATHE – nat@nathaliemathe.com

WELCOME TO THE SAVOY

Historical – English, France – Installation, Real Time, Room Scale – 1h00



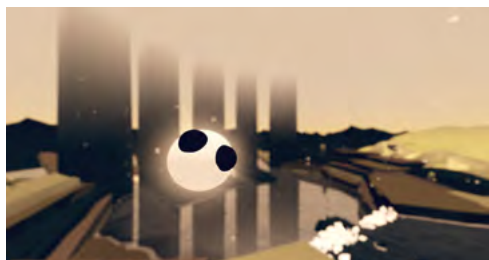
Lead Artist(s): Landia EGAL, Amaury LA BURTHER, Sharon DAVIS
Produced by: Landia EGAL, Coline DELBAERE, Nicolas ROY (Tiny Planets) – France

Welcome to the Savoy is an immersive VR theatre experience reopening the doors of the legendary Savoy Ballroom, to immerse the viewers into Harlem's most captivating nightspot and first integrated ballroom in the US. The experience uses VR to augment a physical world made of real infrastructures, decors and live-action actors.

Contact: Landia EGAL – landia@tinyplanets.io

WHERE THOUGHTS GO

Drama, First film, True Story, Art - Culture – English – Real Time, Installation, Room Scale – 0h30



Lead Artist: Lucas RIZZOTTO
Produced by: Lucas RIZZOTTO (THOUGHT CO.) – USA

In this award-winning social experience, human thoughts exist as sleeping creatures that can be awakened to reveal voice-recorded stories of participants who were here before you. These anonymous stories are revealing and inspiring, encouraging reflection and introspection. To progress, you must leave your own stories behind for others to find.

Contact: Lucas RIZZOTTO – contact@lucasrizzotto.com



MARCHÉ DU FILM
FESTIVAL DE CANNES

MARCHÉ DU FILM LOVES FESTIVALS

MARCHÉ DU FILM OPENING NIGHT - 15 May

Shanghai International Film Festival

DOC TALKS & DOC DAY - 17 to 21 May

*CPH:DOX, DOK Leipzig, IDFA, Visions du Réel,
Doc Alliance*

FRONTIERES PLATFORM - 18 & 19 May

Fantasia International Film Festival

GOES TO CANNES - 18 to 20 May

*Annecy, HAF (Hong Kong), Los Cabos, Málaga,
New Horizons' (Poland), Thessaloniki*

FANTASTIC 7 - 19 May

*Bucheon, Cairo, Guadalajara, Macao, Sitges,
SXSW, Toronto*

MIXER FESTIVALS - 22 May

Film Freeway

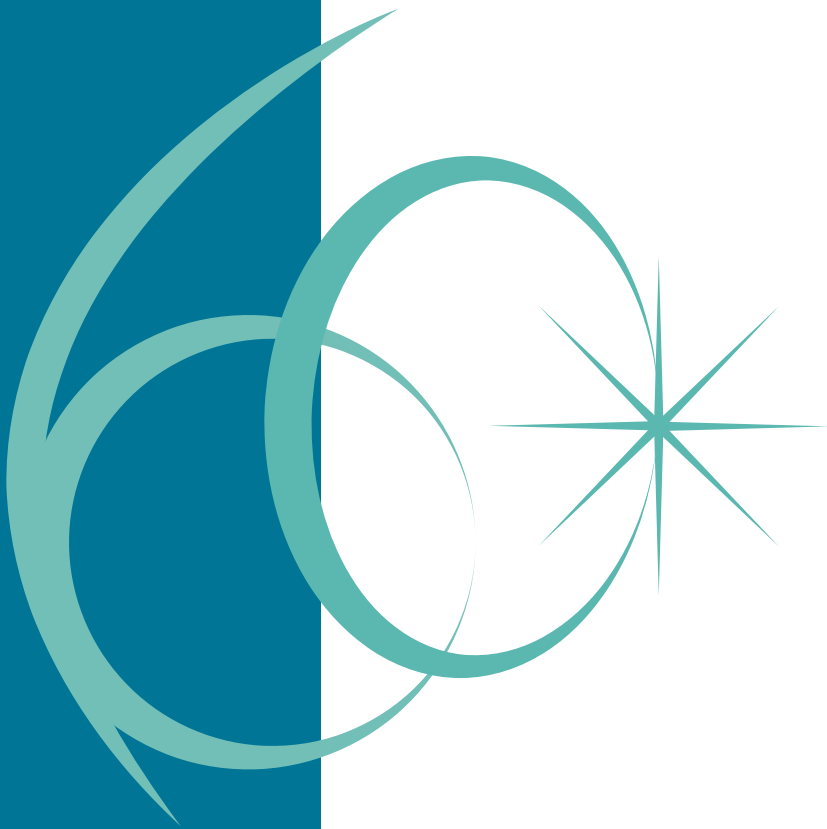
CINANDO AWARDS - 22 May

Best Emerging Festival Programmer



and more than **1300 registered programmers** attending!

www.marchedufilm.com/en/global-events



HUB SHOWCASES

14-19 MAY 2019

PALAIS -1, AISLE 14

Check out the Cannes XR Hub for premiers, presentations and discussions revolving around extended reality.



Cannes XR Hub Schedule

WEDNESDAY 15

12:00 (2h00)
Cannes XR Hub
THE HOLY CITY WORLD PREMIERE

14:00 (2h00)
Cannes XR Hub
**IMMERSIFY - CHALLENGES FOR IMMERSIVE
CONTENT PRODUCTION IN 8K AND BEYOND**

17:30 (1h30)
Cannes XR Hub
COCKTAIL LBE SUMMIT
by SPRINGBOARDVR

THURSDAY 16

13:30 (3h30)
Cannes XR Hub
**HTC VIVE ORIGINALS '5X1'
VR FILM PREMIERE EVENT**

17:30 (1h30)
Cannes XR Hub
COCKTAIL EAST / WEST SUMMIT
by SERENDIPITY

FRIDAY 17

12:00 (1h30)
Cannes XR Hub
COCKTAIL LUNCHEON UNI-XR

13:30 (2h00)
Cannes XR Hub
TRIBECA IMMERSIVE @ CANNES XR

15:30 (2h00)
Cannes XR Hub
**COMMON CODES > CONNECTING THE XR
COMMUNITIES FROM QUEBEC AND CANADA
WITH THE FRENCH-SPEAKING GLOBAL
COMMUNITY AND BEYOND.**

SATURDAY 18

15:00 (2h00)
Cannes XR Hub
**ARTE, THE EUROPEAN CULTURE CHANNEL AND
A PIONEER IN THE FIELD OF VIRTUAL REALITY**

17:30 (1h30)
Cannes XR Hub
COCKTAIL VFX SUMMIT
by STEREOPSIA

SUNDAY 19

15:00 (2h00)
Cannes XR Hub
SOCIAL IMPACT OF VR

WEDNESDAY 15 MAY 2019

THE HOLY CITY, PRESENTED BY HOLY CITY VR

12:00 (2h00)



PROJECTS

- **THE HOLY CITY, presented by Holy City VR**

Blimey and Occupied VR present "The Holy City". Transport yourself to Jerusalem and explore its secrets with unparalleled access to the most sacred sites of the world's spiritual epicenter. Inspiring empathy and understanding, this interactive experience is an innovative, immersive, and sensory story celebrating our shared values.

IMMERSIFY - CHALLENGES FOR IMMERSIVE CONTENT PRODUCTION IN 8K AND BEYOND

14:00 (2h00)



PROJECTS

- **From the Inside - A different view of the Cathedral in Poznan** (PSNC - Poznan Supercomputing and Networking Center) - Poland
- **Pandarama** (ARRI) - Germany

Immersify, a European R&D project consortium, develops the next generation of immersive media and tools. Come and meet the Immersify partners to share their experiences and challenges when producing ultra-high-resolution content (8K and beyond) for high-end immersive applications. Workflow and production of immersive video content in UHD; Laser scanning and point cloud rendering in 8K and beyond; Co-Immersive Spaces: Immersive media in large-scale VR installations will be some of the explored topics. Pandarama (ARRI) and From the Inside – A different view of the Cathedral in Poznan (PSNC) will also be showcased on the Onirix VR Revolving Chairs.

THURSDAY 16 MAY 2019

HTC VIVE ORIGINALS '5X1' VR FILM PREMIERE EVENT

13:30 (3h30)



PROJECTS

- **The Making Of** (HTC VIVE ORIGINAL)
- **Mr Buddha** (HTC VIVE ORIGINAL)

As an integral content brand of HTC VIVE, HTC VIVE ORIGINALS is committed to creating original content and IPs, striving to continuously explore the development of VR film, cultural entertainment, and the arts. Originated from the VIVE Reality ecosystem, VIVE ORIGINALS cultivates creative teams and professionals who could produce cross-domain content and approaches the world by combining virtual reality technology and creative humanities. Following co-production with director Tsai Ming-Liang 'The Deserted' featured in the Venice Film Festival in 2017, HTC VIVE ORIGINALS collaborated with the Taipei Golden Horse Film Festival Executive Committee in 2018 to produce the film 5x1. Executive produced by awarded Best Director of the Cannes Film Festival, Hou Hsiao-Hsien and the Golden Horse awarded cinematographer and editor Liao Ching-Sung, they lead five Mandarin speaking awarded filmmakers who were from different areas of Asia, including Lee Chung, Qiu Yang, Tan Seng-Kiat, Chiang Wei-Liang, and Midi Z to create 5x1. Together they produced five original films with envisioning ideas and unconventional VR film narrative style. The screening will showcase two short films from 5x1, 'The Making Of' and 'Mr. Buddha', of which each was featured in the 2019 SXSW Film Festival and Tribeca Film Festival. The audience can also view the extended version trailers of the films 'O', 'Butterfly Dance' and 'Only the mountain remains' from 5x1. HTC VIVE ORIGINALS sincerely invites you to experience and explore the endless possibilities of VR films.

SERENDIPITY COCKTAIL @CANNES XR

17:30 (1h30)



PROJECTS

- **Your Spiritual Temple Sucks**
- **Mechanical Souls**
- **A Song Within Us**

Make A Fortunate Discovery With Taiwan VR.

Serendipity has produced "Your Spiritual Temple Sucks" (2017) and "Mechanical Souls" (2018). We aim to create art fused with culture and life, by embracing the challenges of future storytelling with the experience of classical filmmaking. We will be hosting a showcase cocktail screening of our previous works, while announcing our latest Interactive VR lineup "A Song Within Us (2019)" and "The Greatest Moon Hoax (2019)".

Join us for a toast to a serendipitous journey in Immersive Experience.

FRIDAY 17 MAY 2019

COCKTAIL LUNCHEON UNI-XR

11:30 (2h00)

UNI-XR

The French association of XR professionals, UNI-XR, invites its community for a Cannes catch up. On the agenda: results of our survey with CNC covering immersive media in the entertainment/cultural sector, the expansion the association network abroad, a new name, team, website, sponsors and a general industry mixer around food and drinks. Come join us!

TRIBECA IMMERSIVE @ CANNES XR

13:30 (2h00)

**TRIBECA
FILM
FESTIVAL**

PROJECTS

- **Another Dream** (Ado Ato Pictures)
- **Armonia** (Potential Synergy)
- **Ayahuasca** (Atlas V)
- **12 Seconds of Gunfire** (The Washington Post)
- **7 Lives** (Red Corner)

For the second consecutive year, New York City's Tribeca Film Festival shares selections from its Tribeca Immersive program, celebrating the intersection between storytelling and technology. Featuring a blend of non-fiction and narrative experiences, these projects offer a brilliant snapshot of the recent 2019 festival.

COMMON CODES > CONNECTING THE XR COMMUNITIES FROM QUEBEC AND CANADA WITH THE FRENCH-SPEAKING GLOBAL COMMUNITY AND BEYOND.

15:30 (2h00)



PROJECTS

- **Manic VR** - Directed by Kalina Bertin, produced by EyeSteelFilm et Dpt.
- **Traveling While Black** - Directed by Roger Ross Williams and Ayesha Nadarajah in collaboration with Felix & Paul Studios, produced by Ayesha Nadarajah and Jihan Robinson
- **Gymnasia** - Directed by Chris Lavis and Maciek Szczerbowski, produced by National Film Board of Canada and Felix & Paul Studios
- **Space Explorers: Taking Flight** - Directed by Félix Lajeunesse and Paul Raphaël, produced by Felix & Paul Studios
- **21-22 (Demo)** - Directed and produced by Thierry Loa

Xn Québec, Phi Centre, MUTEK, Festival du nouveau cinéma, and the Montreal International Documentary Festival (RIDM) are announcing the creation of Québec-Canada XR, an initiative designed to serve independent XR (virtual, augmented, and mixed reality) creators. In addition, they are happy to announce their affiliation with AFXR (a French-language association of XR producers). The launch event is presented by SODEC (the Quebec government agency dedicated to fostering the province's cultural sector).

In keeping with its dual vocation of task team and think tank, Québec-Canada XR will strive to support auteur-driven independent XR development and establish links among the sector's leading players and institutions as well as with the fields of education, journalism, museums, and the arts in general. These efforts will be achieved via an information-sharing platform, which will post content dealing with the challenges XR creators are facing. This content will encompass new technology, production-related challenges, best practices, case studies on distribution, broadcasting challenges, and more. In addition, a series of events will be held, ranging from hands-on workshops and discussion panels to presentations and co-production meetings. We are pleased to join forces with AFXR to publicize emerging practices and encourage information-sharing. Our common aim is to create a viable international community consisting of professionals dedicated to promoting their sector of activity.

Québec-Canada XR, an initiative by Xn Québec, the Phi Centre, MUTEK, Festival du nouveau cinéma, and RIDM, has received support from the Canada Council for the Arts and the government of Quebec.

SATURDAY 18 MAY 2019

ARTE, THE EUROPEAN CULTURE CHANNEL AND A PIONEER IN THE FIELD OF VIRTUAL REALITY

15:00 (2h00)



PROJECTS

- **The scream** / CinéTévé Experience & ARTE France (ARTE Trips)
- **The isle of dead** / Les produits frais & ARTE France (ARTE Trips)
- **The real thing** / Artline Films, DV Group & ARTE France
- **Gloomy Eyes** - Ep1 -The first light / Atlas V & ARTE France

Join ARTE on Saturday, 18th May, 2019 at the Cannes XR Lounge Bar for the presentation and the experimentation of 4 flagship projects: "Gloomy eyes – Ep#1 - the first light", "The real thing" and the ARTE Trips collection with "The Scream" and "Isle of the dead".

With ARTE's Head of web department Gilles Freissinier as well as the producers in attendance.

SUNDAY 19 MAY 2019

SOCIAL IMPACT OF VR

15:00 (2h00)

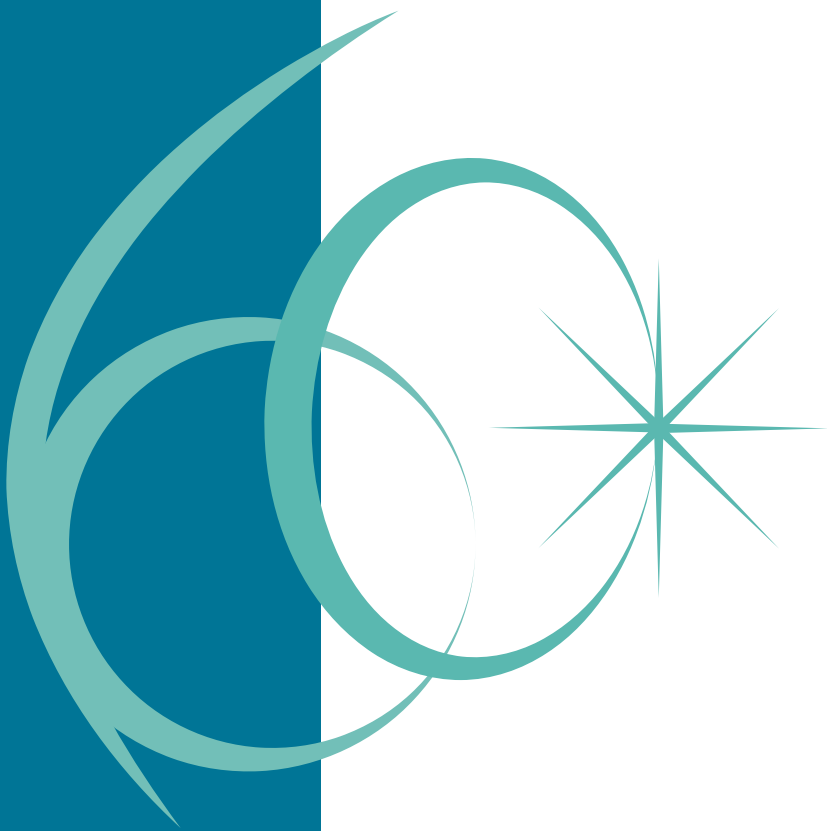


PROJECTS

- **X-Ray Fashion**
- **LUMANA** - Overcoming Fragility
- **Our Home, Our People**

Virtual Reality has the capability of being not only an exciting and impressive form of entertainment but also a powerful learning tool that can use its attributes to inform and educate in an entertaining fashion.

How can the medium work best for social impact? Can it help influence decisions made at the highest levels? Can it incentivize changes in behavior? What works and what doesn't?



BOOTH SHOWCASES

14-19 MAY 2019

PALAIS -1, AISLE 14

Cannes XR's exhibitors are showcasing Virtual Reality experiences on their booths.
Come visit them!

Funique: booth 14.12
Immersify: booth 14.02
Intel: booth 14.18
Xinhuanet: booth 16.02



FUNIQUE (Palais -1, booth 14.12)

Funique
Future x Unique

-22.7°C

Action / Adventure, Science-Fiction, Environmental – 360 Video, Real time rendered, 6DoF



Company: Diversion cinema (international distributor)
Produced by: Zorba (Zorba, Novelab, ARTE, DVgroup) – France
Country: France
Running time: 0h12

Alone in Greenland, electronic music producer Molécule captures the sounds of Arctic to compose his next piece. Inspired by this adventure, the -22,7°C VR experience takes you on an initiatory journey, at the very origin of musical creation.

Contact: Paul Bouchard – paul@diversioncinema.com

CONSCIOUS EXISTENCE

Science-Fiction, Fantasy – 360 Video



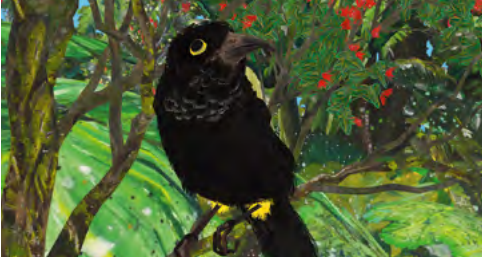
Company: Diversion cinema (international distributor)
Produced by: Zorba (Zorba, Novelab, ARTE, DVgroup) – France
Country: France
Running time: 0h12

We are gifted every moment with life's most precious achievement: A conscious mind, enabling us to sense and hold within, the universe's boundless beauty - a source of infinite inspiration that fuels our inner space. Being aware of and grateful for the invaluable fortune of a conscious existence is vital for a life in harmony and enables us to use our precious gift within to sense that beauty in every little thing.

Contact: Paul Bouchard – paul@diversioncinema.com

SONGBIRD

Action / Adventure, Drama, Environmental – 6DoF



Company: Diversion cinema (international distributor)

Directed by: Lucy GREENWELL

Produced by: Anetta JONES (The Guardian),
Lana TANKOSA NIKOLIC (Late love productions)

Country: France

Running time: 0h10

Songbird is a fairytale with a dark heart. You will be transported to the island of Kauai in 1984 and into a painted replica of a lush cloud forest filled with colourful birds. Here, you are invited to search for the last known 'ō'ō, an iconic black bird with yellow leg feathers and a beautiful song, a bird whose existence has been threatened to the point of extinction. You are retracing the steps of world renowned ornithologist Dr Jim Jacobi, one of the last known people to ever see the 'ō'ō bird. You will hear the true story of his extraordinary meeting with the fabled 'ō'ō. Jim's past experience and your present begin to merge as you first hear and then see the 'ō'ō, culminating in a final close encounter with the legendary 'ō'ō himself.

Contact: Paul Bouchard – paul@diversioncinema.com

THE WILD IMMERSION – EPISODE: AROUND THE WORLD

Environmental – 360 Video



Company: Diversion cinema (international distributor)

Produced by: The Virtual Reserve Ltd. & BrainWorks (Producer),
BrainWorks

Country: France

Running time: 0h12

Discover a new episode of The Wild Immersion. The Wild Immersion is a 360 VR experience which drives you in the Wild Habitat around the world. Teleport yourself to the other side of the planet, feel its wonders and experience what it means to be several inches away from lions, elephants, giraffes and more.

The Wild Immersion is supported by Jane Goodall, the famous Doctor who dedicated her life to preserving environment and Wildlife.

Contact: Paul Bouchard – paul@diversioncinema.com

AFTERIMAGE FOR TOMORROW

Art-Culture – 360 Video, 3DoF, At Home, For LBE



Company: Kaohsiung VR Film Lab

Directed by: Singing CHEN

Produced by: Meng-Yin YANG

Country: Taiwan (ROC)

Running time: 0h18

Welcome to the “Afterlife Memory Trust” With us, you can select three pieces of your memory to relive by the time you de cease. When your life terminates, we will stimulate your neurons to bring out the designated memories. Each vision lasts a light time.

Contact: Min-Wei KUO – minweikuo@kfa.gov.tw

LIVE STREAM FROM YUKI < 3

Drama – 360 Video, 3DoF, At Home, For LBE



Company: Kaohsiung VR Film Lab

Directed by: Tsung-Han TSAI

Produced by: Funique Vr Studio, Purusha Films Co., Ltd.

Country: Taiwan (ROC)

Running time: 0h11

Yuki, a live streamer, comes across an unwanted guest when interacting with her audience. After an online party, she is destroyed by malice. The Golden Horse Award nominated creator Tsung-Han TSAI dedicate himself as writer and director of “Live Stream from YUKI <3”, his very first virtual reality experience. Through VR, the boundary between virtual world on internet and reality is no longer concrete. Annoying netizens, glamorous live streamer and audience behind the screen, will be able to know which is real and which is fallacious?

Contact: Min-Wei KUO – minweikuo@kfa.gov.tw

THE TAG ALONE

Thriller – 360 Video, 3DoF, At Home, For LBE



Company: Greener Grass Production

Directed by: Pu-yuan CHENG

Produced by: Funique Vr Studio

Country: Taiwan (ROC)

Running time: 0h08

One day, Ya-Ting and Chun-Kai, a newlywed young couple, sneaks into a private and deserted mansion for adventures. But, they do not know that house is haunted by “Mosien: the little demon.” After entering that house, they keep seeing some abnormal activities, and they accidentally unleash the devil’s curse...

Contact: Eric Chou – greenergrassfilm@gmail.com

IMMERSIFY (Palais -1, booth 14.02)



IMMERSIVE DISPLAY

The Immersify project consortium develops the next generation of immersive media and tools. In this demo, high-resolution panoramic content is screened on a huge curved screen layout covering a field of view of up to 180 degrees. An innovative concept of immersive viewing environment with a total resolution of 12Kx3K pixels to show high-quality 360° content.

THE GREAT PYRAMID IN 3D, FROM THE BBC SERIES ANCIENT INVISIBLE CITIES (BBC, SCANLAB)

Art-Culture – 360 video



Produced by: Chris GRANLUND (Executive Producer)

Running time: 0h07

The Great Pyramid in 3D: From the BBC series, Ancient Invisible Cities will offer users access to a spectacular VR experience inside the oldest wonder of the ancient world: The Great Pyramid of Giza. With a choice of three starting points users can explore the stunning signature scans featured in the Ancient Invisible Cities series in astonishing 12K. Enhanced by surround sound designs, specially crafted soundtracks, and content-packed commentary, visitors can embark on their own immersive journey around, under, and above the Great Pyramid of Giza.

Contact: Anna KUTHAN (Ars Electronica Futurelab) – anna.kuthan@ars.electronica.art

FROM THE INSIDE – A DIFFERENT VIEW OF THE CATHEDRAL IN POZNAN (PSNC)

Art-Culture – 360 video



Produced by: Maciej GLOWIAK

Lead artists: Jacek Walczak

Running time: 0h02

The gothic Cathedral in Poznan is one of the oldest and largest churches in Poland. In 2018 the PSNC team scanned the interior of the church with laser technology using the FARO Focus 3D X330 scanner, and creating a point cloud composed of approximately 2 billion points. Then using specially designed software, a number of high-resolution video clips were generated. Representation of the cathedral's spatial structure using a point cloud enables the creation of representations in any resolution (8K, 16K and beyond), both in 2D and 3D, as well as in partial and full 360-degree panoramas.

Contact: Maciej GLOWIAK (PSNC) – Poland – mac@man.poznan.pl

PANDARAMA (ARRI)

Art-Culture – 360 video



Produced by: Thomas NICKEL, Neal ALLEN, Julia LUTHEN

Lead artists: Michael LAAKMAN (DOP), Hagen SCHONHERR (1st Assistant), Christoph ASSMANN (DIT)

Running time: 0h03s11

360° pilot production for the ARRI Omnicam panorama camera system.

The main focus of the shoot was the Panda Research base in Chengdu. Other locations included the Huangguoshu Waterfall and Guizhou.

Contact: Johannes STEURER (ARRI) – Germany – jsteurer@arri.de

8K CONTENT SELECTION (3 Screenings on May 16th, 18th and 20th)

In 3 special screenings, an 8K program is projected using the Insight 8K projector and the playback tools developed in the project. With a resolution of 7680x4320 pixels and a wide gamut of colors and contrasts, the emerging 8K media format is capable of providing a more engaging and immersive experience.

Immersify proposes a selection of 8K video pieces, from native 8K camera footage (from PSNC, NHK Technologies, TV Globo, and NASA & ESA Space Agencies.) and Singing Sand 2.0, a computer-generated audiovisual experience by Tadej Droljc, demonstrating the potential of this format.

Screenings

In Palais J: May 16th at 18:00, 18th at 12:00, and 20th at 16:00.

In collaboration with Digital Projection Inc.

INTEL (Palais -1, booth 14.18)



FIRST MAN VIRTUAL REALITY EXPERIENCE

Action/Adventure, Drama – English – 360 video, 6DoF, LBE



Directed by: Jake Black

Presented by: Hominid Animation

Produced by: Austin BARKER (Universal Pictures), Lindsey TOWNLEY (Universal Pictures), Jake SALLY (RYOT), Ela TOPCUOGLU (RYOT), Ravi VELHAL (Intel Corporation), Rick HACK (Intel Corporation)

Company: Universal Pictures, RYOT, Intel

Country: USA

Running time: 0h07

In Universal Picture's riveting new Oscar winning drama directed by Damien Chazelle, FIRST MAN, astronaut Neil Armstrong (Ryan Gosling), commander of NASA's Apollo 11 mission, successfully breaks the bonds of Earth to become the first person to walk on the lunar surface. Audiences will now be able to immerse themselves to take that dangerous, thrilling journey in Armstrong's place, from NASA Mission Control, to the cockpit of the Apollo 11 as it breaks through Earth's atmosphere, to the moment the lunar module lands on the moon virtually. This state-of-the-art virtual reality, in collaboration with Universal Pictures, RYOT and Intel creates an experience on Positron VR motion chair is so real, it's as close as you can get to going to the moon without leaving Earth. Now experience a feeling that only a handful of astronauts have experienced with the FirstMan VR Experience. It is a testament to the limitless potential VR storytelling holds for the future of Immersive Cinema entertainment.

Contact: Ravi VELHAL – ravindra.velhal@intel.com

GREASE: IMMERSIVE CINEMA EXPERIENCE IN FULL VOLUMETRIC VIDEO

Drama, Musical – English – 360 Video, Installation, Augmented Reality, volumetric, Free-roam, 6DoF, For LBE



Company: Intel, Paramount Pictures

Country: USA

Running time: 0h03

Grease is an iconic 1978 blockbuster musical from Paramount Pictures. Now 40 years later, immerse yourself in Grease 40th Anniversary - Immersive Cinema Experience of You're the One That I Want. This is the world's first volumetric Hollywood Cinema experience produced at Intel Studios, the world's largest volumetric studio imagined with Intel technologies. In collaboration with Paramount Pictures and the original Grease movie director Randal Kleiser, this experience will immerse the audience in the interactive song and dance to unleash the possibilities of volumetric storytelling.

Touted as a future of cinema production, this Volumetric Cinema experience brings you the limitless potential of storytelling based on "Data Powered Entertainment" to create the future of Immersive Cinema entertainment industry.

Contact: Ravi VELHAL – ravindra.velhal@intel.com

SCENT OF A SONG FROM LE MUSK IMMERSIVE CINEMA EXPERIENCE

Drama, Musical, Thriller – English – 360 Video, Installation, Mixed Reality, For LBE



Directed by: A R Rahman

Produced by: Karan GROVER, Ravindra VELHAL, Viviane CHAIX (Executive Producers)

Company: YM Movies, Intel, Ideal Entertainment

Country: USA

Running time: 0h07

Scent of a Song from Le Musk, is an abstract glimpse into the world of 'Le Musk', an upcoming feature length musical sensory experience produced, directed and scored by two time Oscar and Grammy winning composer, A.R. Rahman. The narrative feature revolves around an orphaned heiress, Juliet Merdinian (played by French actress Nora Arnezeder), a part time musician, who is on the trail of three mysterious men with distinct scents.

Shot in Rome, the film co-stars Guy Burnet, Munirih Grace and Mariam Zohrabayan in lead roles. To be showcased in three episodes, the story takes the audience on a visceral journey that weaves through the past, the present and the abstract mindscape of the protagonist with the use of scent and sound to enhance the motion based immersive Virtual Reality Cinema experience.

Contact: Ravi VELHAL – ravindra.velhal@intel.com

XINHUANET (Palais -1, booth 16.02)



HUI ARCHITECTURAL STYLE

Art-Culture – 360 video, Free-ram, 3DoF



Directed by: Yanchang Wang
Produced by: Jingfei CUI (BEIJING Vision Engine Technology Co., LTD)
Budget: \$12,000
Running time: 0h07s30

As you enter the land of Huizhou your eyes are naturally drawn to the unique folk architectural complex, with its black tiles and white walls. Its distinctiveness is clear at first glance, yet it draws on a long and mysterious cultural and aesthetic tradition.

The ancient Hui architectural style locates itself between the mountains and rivers, and its distinctive feature is an emphasis on natural beauty and inspiration. Local people attach great importance to coordinating the layout of the building in relation to its surroundings.

The design of a Rain Quad is one of the main features of Hui architectural style. In traditional Chinese philosophy, the open patio is associated with “wealth and fortune”. Hui merchants’ approach to business focuses on being economical. This is why they traditionally build an open patio, seeking to accumulate both rain and wealth. For the Hui, money is symbolized by the rain, so wealth can be collected by building a Rain Quad in their halls. It is believed that, like the rain, great profits and fortune will flow into the house.

Hui architectural style is incomparable within the history of Chinese architecture, and has had a profound cultural impact. Even today, the Hui architectural style is still regarded as one of Chinese architecture’s true gems.

Contact: Guo XIAODONG

FLYOVER ASCENDING THE RIVER AT QINGMING FESTIVAL

Art-Culture – 360 video



Directed by: Qi Zhang
Produced by: Shubin TIAN & Zheng WU
Budget: \$1,000,000
Running time: 0h06

Scent of a Song from Le Musk, is an abstract glimpse into the world of ‘Le Musk’, an upcoming feature length musical sensory experience produced, directed and scored by two time Oscar and Grammy winning composer, A.R. Rahman. The narrative feature revolves around an orphaned heiress, Juliet Merdinian (played by French actress Nora Arnezeder), a part time musician, who is on the trail of three mysterious men with distinct scents.

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Contact: Guo XIAODONG

Exhibitors



360 FILM FESTIVAL

XR/INT

55 rue Henri Barbusse – 92190 MEUDON – France

☎ 33 1 76 64 16 11 – Email: sebastien@genum.fr – Web: <https://www.satis-expo.com/en/events/360-film-festival.html>

Cannes office: PALAIS -1 14.14 (Cannes XR)

Sébastien LEFEBVRE • Délégué Général 360 Film Festival • Cell.: 33 0681793381



FUNIQUE

INV/ORG

2F., No.46, Ganzhou St., Datong Dist., Taipei City 103 – Taiwan (R.O.C.)

☎ +886-2-2557-3601 – Email: funique360@gmail.com – Web: www.funique.tv

Cannes office: PALAIS -1 14.12 (Cannes XR)

Pu-yuan CHENG • CEO Funique VR

Ellen KUO • International Marketing Director

Kevin YU • Program Manager



IMMERSIFY

IMMERSIFY

INT/XR

PSNC - Ul. Zygmuntą Noskowskiego 12/14 – 61-704 Poznań – Poland

☎ 48 618585010 – Email: mac@man.poznan.pl – Web: www.immersify.eu

Cannes office: PALAIS -1 14.02 (Cannes XR)

Maciej GLOWIAK • PSNC - Project coordinator • Cell.: 48 500 287 951

Diego Felix DE SOUZA • Spin Digital - Software Developer • ☎ 49 30 2700 4942

Roland HARING • Ars Electronica - Technical Director Futurelab • ☎ 0043 664 812 6166

Sergio SANZ • Spin Digital - Senior Engineer • ☎ 49 30 2700 4942

Eryk SKOTARCZAK • PSNC - 8K Media Specialist



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☎ 1 469 667 7487 – Email: ravindra.velhal@intel.com – Web: www.intel.com/workstations

Cannes office: PALAIS -1 14.18 (Cannes XR)

Ravindra VELHAL • Cell.: 1 503 621 8201

Abdul Haiyum MAHADDOOM • Music Coordinator

A R RAHMAN • Writer - Director - Producer

Anand Kishore THAIKKENDIYIL • Project Supervisor



Viviane Genevieve Odette CHAIX • Production Coordinator

Kevin James DOUCETTE • Music Supervisors

Sreerag Veera RAGHAVAN • VR Technologist

Karan GROVER • Executive Producer





KALEIDOSCOPE

INV/ORG

7608 SE Clay Street – OR 97215 PORTLAND – USA
 ☎ 1 512 924 5820 – Email: rene@kaleidovr.com – Web: www.kaleidoscope.fund
Cannes office: PALAIS -1 14.06 & 14.08 (Cannes XR)

René PINNELL • CEO
 Ruben CAMPOS • CTO & co-founder
 Sophie ANSEL • VR filmmaker • ☎ 61 426481411 • Cell.: 33 688155322



Onirix ONIRIX

XR/INT

510avenue de Jouques – 13400 AUBAGNE – France
 ☎ 33 1 76 64 16 11 – Email: yohan.bouche@onirixvr.com
Cannes office: PALAIS -1 14.14 (Cannes XR)

Yohan BOUCHÉ • COE • Cell.: 06 62 97 07 35

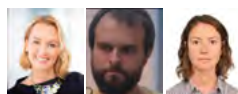


SPHERICA, INC.

INT/XR/SERV

217 Ada Ave, 22 – CA 94043 MOUNTAIN VIEW – USA
 ☎ 1 631 480 3811 – Email: contact@spherica.com – Web: www.spherica.com
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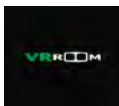
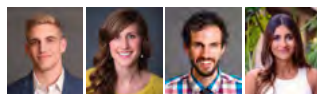


SPRINGBOARD VIRTUAL REALITY INC.

INT

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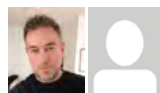


VRROOM

INT/FEST/VODP

108, rue Saint Honore – 75001 PARIS – France
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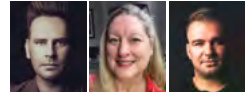
EXHIBITORS



VRTL

PROD/DIS/XR

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Social Events

TUESDAY 14

18:00 (2h00)

Plage des Palmes
CANNES XR OPENING COCKTAIL

Inv

CANNES XR

WEDNESDAY 15

17:30 (1h30)

Cannes XR Hub
COCKTAIL LBE SUMMIT

Inv

 springboardVR

THURSDAY 16

17:30 (1h30)

Cannes XR Hub
COCKTAIL EAST / WEST SUMMIT

Inv

 Serendipity
同聲同語

19:30 (4h30)

Orange Terrace
ORANGE PARTY

Inv

 orange

FRIDAY 17

17:30 (1h30)

L'Atelier du Festival (Pantiero)
COCKTAIL FINANCING SUMMIT

Inv

 AMILUX
FILM

 **ICONICENGINE**
Powered by Digital Domain

SATURDAY 18

10:00 (2h00)

La Terrasse UniFrance
UNIFRANCE XR BREAKFAST

Inv

 70th

17:30 (1h30)

Cannes XR Hub
COCKTAIL following Volumetric capture and
imaging: The Emergin Tool for
Filmmaking and Immersive Storytelling

Inv

 XR
FALL

22:00 (3h00)

Arte Booth
ARTE PARTY

Inv

 arte

SUNDAY 19

17:30 (2h00)

Cannes XR Hub
COCKTAIL AR STORYTELLING SUMMIT

Inv

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Inv By Invitation

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Conception, mise en page & traitement informatique

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Réalisation & impression

Global Rouge, Les Deux-Ponts

Design graphique

★ Bronx agence

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FESTIVAL DE CANNES

THE MOST INSPIRING DAYS

CANNES XR

14 – 19 May - *Palais -1, aisle 14*

NEXT

14 – 23 May - *Palais -1, aisle 18*

ANIMATION DAY

19 May - 9:30 - *Olympia 1*

FANTASTIC FANATICS MIXER

19 May - 18:00 - *Plages des Palmes*

DOC DAY

21 May - 9:30 - *Plage Gray d'Albion* - 15:30 - *Olympia 1*

DOC LOVERS MIXER

21 May - 18:00 - *Plages des Palmes*

SHOOT THE BOOK

21 May - 10:30 - *Palais +4, Ambassadeurs*

FESTIVALS & SALES AGENTS MIXER

22 May - 18:00 - *Plages des Palmes*

www.marchedufilm.com/en/global-events



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