



MOSTRA INTERNAZIONALE
D'ARTE CINEMATOGRAFICA
LA BIENNALE DI VENEZIA 2020
Venice VR Expanded
Satellite Programme



SOHO HOUSE
ISTANBUL



77. Venedik Uluslararası Film Festivali

VENICE VR

EXPANDED

2 - 12 Eylül 2020

Koç Üniversitesi KARMA Lab
Soho House İstanbul
işbirliğiyle



Organizasyon Partnerleri



KOÇ ÜNİVERSİTESİ TRANSLASYONEL
TIP ARAŞTIRMA MERKEZİ

Venice VR Expanded 2020

2 - 12 Eylül

Koç Üniversitesi KARMA Lab ve Soho House İstanbul işbirliği ile.

Koç Üniversitesi KARMA Gerçeklik Laboratuvarı ve Soho House İstanbul, 2-12 Eylül tarihleri arasında Venedik Bienali'nin "Venice VR Expanded 2020" seçkisine ev sahipliği yapıyor. Uluslararası etkinliğin İstanbul uydu etkinliğini KARMA Lab ve Soho House İstanbul, Raptor Dance Studios, Muse VR, X Topia işbirliği ile organize ediyor.

La Biennale di Venezia (Venedik Bienali) 125 yıllık tarihinde ilk kez programını programını çevrimiçi yayınlayacak ve dünya çapındaki seçkin mekanlarda izleyicilerle buluşacak. Böylece küresel salgın günlerinde fiziksel olarak bir araya gelme zorluklarına yaratıcılıkla uyum sağlayacak. Portland, Amsterdam, Barselona, Berlin, Kopenhag, Cenevre, Hangzhou, Modena, Montreal, Moskova, Paris, Taipei ve Venedik'te birlikte İstanbul da bu yaratıcı ağın bir parçası olacak.

Kısaca "Venice VR Expanded"

Venice VR Expanded 2020, Venedik Uluslararası Film Festivali çerçevesindeki resmi yaratıcı VR yarışmasıdır. Bir sanat formu olarak sanal gerçeklik (VR), merakı teşvik eder ve farklı deneyimlerin paylaşılmasına yardımcı olur. Sanal gerçeklik teknolojileri, hikaye anlatımının da yeni olanaklarını keşfetmemizi sağlar. Sinema zamanı manipüle ederken, sanal gerçeklik de mekanı/uzamı manipüle ederek; deneyimleyen izleyicilere görsel ve işitsel manzaralar aracılığıyla gerçekçi veya sanatsal 360 derecelik bir deneyim sunar.

Venice VR Expanded 2020, izleyicileri 24 ülkeden 44'ün üzerinde sanatçının Sanal Gerçeklik projelerinin dünya prömiyerleriyle buluşturuyor. Tüm eserler sanal gerçeklik teknolojilerinin en yaratıcı uygulamaları arasından seçilmiş ve Venedik Film Festivali'nde yarışıyor. Animasyon film yapımcılarından bağımsız yönetmenlere, sanatçı ve oyun tasarımcılarından hikaye anlatıcılarına, yaratıcılığın farklı alanlarından uzmanlar sanal gerçeklik yapımlarında buluşuyor.

Venice VR'ı Nasıl Deneyimleyebilirsiniz?

2-12 Eylül tarihleri arasında Soho House İstanbul'da deneyime sunulacak olan Venice VR Expanded biletleri bugece.co üzerinden satışa sunulmakta. Bilet satın alırken, size uygun tarih ve seansı seçerek bilet alma işlemini tamamlayabilirsiniz. Sizin için ayrılmış 45 dakikalık seans sırasında bu linkten ulaşabileceğiniz etkinlik programından seçtiğiniz içerikleri izleyebileceksiniz. Daha uzun süreli içerikleri deneyimlemek isteyen ziyaretçiler 2 bilet ile arkaya 2 seans rezerve edebilirler.

Etkinlik programında hangi içeriklerin hangi model VR gözlüklerde deneyimlenebildiği bilgisi yer almakta, bilet aldığınız VR gözlüğünün izlemek istediğiniz içerikle uyumlu olduğundan emin olun. Ne izlemek istediğinizden emin olamıyorsanız merak etmeyin, ekiplerimizin sizler için hazırlamış olduğu farklı menüleri mekana geldiğinizde seçebilirsiniz. Sizin için ayrılmış olan saatte en az 15 dakika önce gelmeyi unutmayınız. Tüm içerikler orjinal dilinde, bazıları İngilizce altyazılı sunulmakta olup, 14 yaş ve üstü seyirci kitlesine uygundur. Etkinlik alanına gelirken hijyen açısından kendi kulaklıklarınızı getirmenizi öneririz.

Hijyenik bir VR Deneyimi

Soho House İstanbul'un sinema katındaki geniş alanda, her bir kişi arasında en az 2,5 metre mesafe olacak şekilde aynı anda mekanda en fazla 18 kişi bulunacak. Bu kapsamda rezervasyon sistemi ile çalışılacak ve her bir ziyaretçi 45 dakika boyunca kendileri için ayrılmış bölümde, temizlenmiş ve maskeli VR cihazları ile içeriği deneyimleyecekler. Her cihaz deneyim sonrası uluslararası standartlara uygun şekilde temizlenecektir.

Koç Üniversitesi KARMA Lab Kimdir?

Koç Üniversitesi KARMA Gerçeklik Laboratuvarı, 2019 yılında İstanbul Kalkınma Ajansı (İSTKA) desteği ile KUAR Araştırma Merkezi bünyesinde yeni nesil etkileşimli medya teknolojileri (AR/VR/MR=XR) alanında sosyal fayda yaratmak ve araştırma faaliyetleri yürütmek misyonu ile kurulmuştur. KARMA Lab çatısı altında grafik ve anlatı sanatçıları, XR geliştiricileri, psikoloji ve nörobilim uzmanları, mühendisler ve bilgisayar bilimcilerinden oluşan çok disiplinli ekipler bir araya gelmektedir.

XR ile fark yaratmak amacıyla araştırma yapılan ve özel çözümler tasarlanan alanlar arasında; yeni hikaye anlatı biçimleri, kapsayıcı deneyimler üzerinden yaparak öğrenme yöntemleri, veri ve bilgi görselleştirme teknikleri ile akıl, beden ve ruh sağlığı farkındalık uygulamaları yer almaktadır. Bu uygulamalar sağlık, kültürel miras, eğitim ve endüstri alanlarında sıçrama ve çarpan etki yaratma amacı taşımaktadır. KARMA Lab'ın çalışma alanı içerisinde; yaratıcı endüstrilerde faaliyet gösteren bireyler, karar verici ve politika yapıcılar, veya çeşitli endüstrilerde faal tasarımcı ve geliştiricilerin farklı ihtiyaçları göz önüne alınarak, özel olarak geliştirilmiş eğitim programları açmak, XR projeleri için tasarım, geliştirme danışmanlığı ve geliştirme hizmeti sağlamak ve geleceğin özgün XR deneyimleri için araştırma faaliyetleri yürütmek yer alır.

Soho House & Co hakkında

1995 yılında CEO'su Nick Jones tarafından kurulan Soho House, film, medya ve kreatif sektörlerde çalışan kişilere özel bir üyelik kulübü olarak yola çıktı. Grup zamanla restaurant, sinema, spa ve otelleri de sunduğu hizmetler arasına ekledi. Dünyanın dört bir yanındaki 27 kulübünün hepsi tek bir amaca hizmet ediyor: benzer hayat tarzı ve görüşlerine sahip olan üyeleri ve misafirleri için rahat ve her zaman kendilerini evlerinde hissedebilecekleri bir ortam yaratmak.

Soho House, İstanbul'daki kulübünün kapılarını 2015 Mart'ta açtı. Şehrin yaratıcılık merkezi Beyoğlu'nda bulunan ve 1873 yılından kalma Palazzo Corpi'nin tarihi yapılarına ve bahçesine yayılan Soho House'ın bünyesinde; kulüp alanı (Palazzo Corpi), 87 adet otel odası, The Allis ve Cecconi's restoranları, Cowshed spa, Cowshed Active gym, sinema salonu ve özel etkinlik alanları yer alıyor.

Üyelik hakkında bilgi almak için sohohouse.com sitesini ziyaret edebilir ve [@sohohouseistanbul](https://www.instagram.com/sohohouseistanbul) hesabını takip edebilirsiniz. +90 212 377 71 00

Program

Title	Country	Duration
HTC Vive İçerikleri (Etkileşimli)		
HERE	USA, UK	5'
SILTOJEN ALTA TULEVAISUUDEN IHMISELLE (MAN UNDER BRIDGE)	Finland	7'
IL DUBBIO – EPISODIO 1	Italy	7'
MIRROR: THE SIGNAL	France	9'
HAVFOLKET KALDER MØRKNET VAND (HUSH)	Denmark	10'
AGENCE	Canada	10'
BEAT	Japan	12'
GRAVIDADE VR (GRAVITY VR)	Brazil, Perù	15'
AJAX ALL POWERFUL	USA, China	15'
QUEERSKINS: ARK	USA	17'
GREAT HOAX: THE MOON LANDING	Taiwan, Argentina	17'
DREAMIN' ZONE	Fr., Sw., Ger., S. Kor.	18'
SHA SI DA MING XING (KILLING A SUPERSTAR)	China	20'
MINIMUM MASS	N. Zel., Fr., USA	20'
ONCE UPON A SEA	Israel, Canada	22'
VAJONT	Italy	
KINSHASA NOW	Belgium, Congo	
THE BOOK OF DISTANCE	Canada	25'
THE HANGMAN AT HOME	Den., Fr., Can.	25'
AFRICAN SPACE MAKERS	Kenya, Germany	50'
GNOMES AND GOBLINS	USA	up to 120'
THE ROOM VR: A DARK MATTER	UK	up to 180'
DOWN THE RABBIT HOLE	Sweden	up to 300'
BLIND SPOT	China	up to 360'

HTC Cosmos İçerikleri (360 Film)

AU PAYS DU CANCRE MOU (IN THE LAND OF FLABBY SCHNOOK)	Canada	6'
RECODING ENTROPIA	France	8'
PENGGANTIAN (REPLACEMENTS)	Jap., Ger., Ind.	12'
MEET MORTAZA VR	Fr., Bel.	13'
1ST STEP - FROM EARTH TO THE MOON	Germania	14'
4 FEET HIGH	Argentina, France	15'
JIOU JIA (HOME)	Taiwan	18'
OM DEVI: SHEROES REVOLUTION	Italy, India	23'
WO SHENG MING ZHONG DE 60 MIAO (ONE MORE MINUTE)	China	26'

Oculus Quest İçerikleri (Etkileşimli)

GOODBYE MISTER OCTOPUS	France, USA	8'
WE LIVE HERE	USA	12'
BABA YAGA	USA	15'd
SMAGEN AF SULT (A TASTE OF HUNGER)	Den., Swe., Fr.	15'
PAPER BIRDS	Argentina	19'

HTC Vive İçerikleri (Etkileşimli)

Lysander Ashton
HERE

Synopsis HERE presents an immersive adaptation of Richard McGuire's ground-breaking graphic novel. This unique experience is a grand biopic – where the main character is place rather than person. Through volumetric capture and virtual reality technology, we join the myriad characters throughout time who have called this particular room home. Viewers witness the echoes and reverberations of human interactions that ripple through time, connecting with those who have come before, as well as those yet to come. The innovative VR narrative invites audiences to reflect on the nature of human experience across generations.



Hanna Västinsalo
Siltojen Alta Tulevaisuuden Ihmiselle

Johan Knut Harju (1910-1976) was a self-taught writer and historian, but also a homeless alcoholic. Harju had a unique talent to document his and his peers' lives with a personal voice that invites the person in and see the world from his point of view. Harju collected his stories for you, a future person, so that the people living under the bridges would not be forgotten. The virtual reality experience combines the Helsinki City Museum photo archives, recordings of Harju's voice, 360 degrees footage inside a historical tram with animation that is inspired by Harju's drawing style, into an experience that allows the audience to have a moment with Harju in 1960's Helsinki.



Matteo Lonardi
Il Dubbio, episodio 1

Have you ever questioned your worth? Have you ever tried to prove yourself to an invisible force? The greatest masters of all time have lacked conviction and doubted themselves. But what if doubt was the key to their genius? Il Dubbio is a VR interactive experience that explores doubt in the creative process and how it shapes ideas into form. It is a journey into the minds and studios of Leonardo da Vinci and three contemporary artists who use doubt in their practice. The experience brings to light that infamous feeling we don't speak of but which often defines some of the secrets of creativity.



Pierre Zandrowicz
Mirror: The Signal

Sent to an unknown planet young exo-biologist Claris is alone aboard her pod when she violently crash lands. While trying as best she can to find the other members of her team, she receives the first 'signal' generated by the planet itself. Mirror is a journey to another planet. It is also, above all, the journey through the sentimental landscape of a woman who has experienced a tragedy. We retrace the main protagonist's history through her memories to understand her quest. Her loneliness.



Vibeke Bryld
Havfolket Kalder Mørknet Vand

Havfolket Kalder Mørknet Vand is an immersive Virtual Reality experience rooted in the Northern myths of the merpeople, who lured sailors and longing souls to sea. Like the lost ones of the past, you begin by the seaside. The world around you dissolves as you hear the calling from the sea, and you are submerged in a suggestive underwater world, where the distinction between reality and imagination, man and nature, disappears.



Pietro Gagliano
Agence

Would you play god to intelligent life? Agence is an interactive experience that places the fate of artificially intelligent creatures in your hands. In their simulated universe, you have the power to observe, and to interfere. Maintain the balance of their peaceful existence or throw them into a state of chaos as you move from planet to planet. Watch closely and you'll see them react to each other and their emerging world. Once you meet the Agents, their story will never be the same.



Itoh Keisuke
Beat

Beat is a story elaborated from your "Heart". It can be experienced with their own heart in their hands. The heart vibrates with their heartbeat. Then, viewers encounter a rusted robot showing no signs to move. The robot doesn't have the heart to initiate any movements. When the viewer holds his or her own heart on the robot, the robot acquires a new heart. After that, it stands up and starts to move to express joy to live out all its strength. However, when it meets someone who could be its precious friend, it doesn't know how to communicate. "Heart = Beat" becomes the key to move the story forward. It is a story aiming to arouse consciousness of "Heart" via the growth of the robot.



Fabito Rychter
Amir Admoni
Gravidade VR

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



Ethan Shaftel
Ajax All Powerful

Ajax is a foul-mouthed, double-crossing genie addicted to the human souls he collects in exchange for granting wishes to gullible humans. However, something is different about the naive young girl who rubbed the lamp this time: she's hired a straitlaced lawyer to negotiate her wishes, and they might have a trick or two up their sleeves... Ajax All Powerful is an innovative VR comedy utilising behind-the-scenes interactive triggers to create a fluid world of changing sizes and perspectives as the story progresses from the lamp to the real world, and beyond.



Illya Szilak &
Cyril Tsiboulski
Queerskins: ARK

Reading a diary left by the estranged son she has lost to AIDS, a Catholic mother living in rural Missouri finds a way to transcend her self and her grief by imagining him alive and in love. With heart-wrenching performances in volumetric video and the storytelling potential of spatial sound, Ark allows you to enter her imagination and co-create the lovers' intimate dance through your body position and movements.



John Hsu
Marco Lococo
Great Hoax:
The Moon Landing

In 1969, Apollo 11 landed on the moon. Despite all the conspiracy that popped up around it, The USA successfully showed the world what a powerful a country could accomplish. 50 years later, people in Taiwan are struggling between an identity crisis and economic fluctuations, hoping for something or someone that would show up and save the day. This desire is why you are hired as to be a national hero, the very first Taiwanese who lands on the moon. However, space travel is extremely expensive, so lacking the actual budget for space exploration, a fake moon-landing video will need to be made, just like in the famous Kubrick conspiracy.



Fabienne Giezendanner
Dreamin' Zone

Yuri, a 67-year-old Korean woman, remembers the first day of spring when she had just turned 8. She had decided to go away from her mother's home in South Korea to know if her father is still alive, a violinist soldier, held up in the North. A formidable adventure awaits her in the demilitarised zone at once heavenly and terrifying, where she will meet strange birds, mysterious spirits, but also traces of the war... Will she join her father?



Fan Fan
Sha Si Da Ming Xing

Lisa, an actress, has recently been caught in a scandal and even received death threats from some crazy fans. Lisa's agent Bin invited the well-known host Shan to her villa for a live interview. Before the live show started, various threatening signals appeared, causing Lisa to become more uneasy, but Shan insisted on continuing the show, aiming to take the chance of news hype. Unexpectedly, someone died at the scene at the beginning of the show. However, nobody else but Lisa's colleagues and the show staff stayed in the villa. Was it an accident or a murder? Now it's up to you to find out the truth.



Raqi Syed
Areito Echevarria
Minimum Mass

Love, loss, and black holes. Minimum Mass is the story of couple who experience a series of miscarriages and come to believe their children are being born in another dimension. Set in contemporary Rotorua, New Zealand and the speculative world of black holes, it is a 20 minute interactive narrative virtual reality. Minimum Mass takes place in a realtime, photorealistic computer generated story world and has been developed as an in-headset experience.



Adi Lavy
Once Upon a Sea

Once Upon a Sea is a poetic, interactive XR documentary telling the tragic tale of the legendary Dead Sea. Through a physical exploration of the sea's forbidden, moonlike landscapes, to intimate encounters with local characters, the user gets a rare glimpse into one of the world's most dangerous, soon to be extinct, wonders. Centuries of human intervention and political neglect have turned the Dead Sea into a precarious place. Its water levels have dropped dramatically, leaving behind sinkholes and collapsing beaches. The experience offers a deep insight into the complexity and very human impact of this ecological and geopolitical crisis. Once Upon a Sea is our call to action.



Jolanda Di Bonaventura
Vajont

Vajont is an interactive first-person VR experience set in the Italian valley of the same name. The story takes place a few hours before a disaster - one of the greatest Italian tragedies since the end of the Second World War. On October 9th, 1963, a landslide slipped into an artificial lake above the valley and generated a devastating wave, almost completely destroying the nearby villages. The experience focuses on a dialogue between a husband and his wife. The woman senses the risk and wants to leave, the husband who refuses any idea of danger. What is preventing us from leaving the places that we feel we belong to? The participant's choices will influence the couple's future.



Marc-Henri Wajnberg
Kinshasa Now

35.000 children accused of witchcraft and rejected by their families are trying to survive in the streets of Kinshasa, DRC. Mika, 14 years old, finds himself in this terrifying predicament overnight. To face this transition, he has to learn the street codes, find a way to eat and sleep, but also to protect himself by joining a street gang. How will he cope with this new life? As the story unfolds, choices are presented to you. Which path would you choose?



Randall Okita
The Book of Distance

In 1935, Yonezo Okita left his home in Hiroshima, Japan, and began a new life in Canada. Then war and state-sanctioned racism changed everything—he became the enemy. Three generations later, his grandson, artist Randall Okita, leads us on an interactive virtual pilgrimage through an emotional geography of immigration and family to recover what was lost.



Michelle and Uri Kranot
The Hangman at Home
An immersive single user experience

What does the hangman think about when he goes home at night from work? The Hangman at Home is an interactive animated experience exploring themes surrounding acknowledgement and the awkward intimacy of humanness. Told in five interwoven stories; each situation presents a person, or persons in a delicate moment: fragile, playful, terrified, contemplated, confused, curious. We are all very much alike in these moments, alerting us to question our own responsibility and responses. Based on the poem by the iconic Carl Sandburg from Smoke & Steel (1922).



The Nrb Bus collective
African Space Makers

Our journey starts in Nairobi, one of the most vibrant metropolises of Africa. Your mission is to discover five creative spaces through the eyes of five unique collectives. You will choose your gender and the order in which you will be able to visit these spaces, and in each one of them, you will have to choose what to do and where to go next. You will end up in the biggest dumping site in Africa in search of human objects, in the gentrified Savannah in search of wildlife bones, escaping drones, running away from the data police or the religious fanatics, skating, drinking Jaba juice on top of a roof terrace, and if you make it, fly over a khat plantation, are you ready? Let's go!



Jon Favreau
Jake Rowell
Gnomes and Goblins

Embark on a dream-like journey in this fantasy adventure VR simulation. Encounter goblin inhabitants, become part of their society, and save them from their foe. Freely roam the enchanted forest to discover deeper layers of their mysterious ways and reap the rewards of this magical world.



Fireproof Games
The Room VR: A Dark Matter

The British Institute of Archaeology, London, 1908: The disappearance of an esteemed Egyptologist prompts a Police investigation into the unknown. Explore cryptic locations, examine fantastic gadgets and enter an otherworldly space which blurs the line between reality and illusion. Designed from the ground up for the unique capabilities of virtual reality, players can inhabit the spine-tingling world of The Room and interact with its strange contraptions in this compelling new chapter.



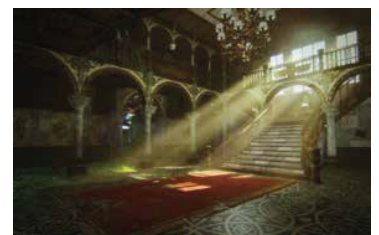
Ryan Bednar
Down the Rabbit Hole

Down the Rabbit Hole is an amazing VR adventure that serves as a prequel story to Lewis Carroll's classic Alice in Wonderland tale. In the game, the player discovers a girl in search of her lost pet Patches that has wandered into Wonderland. Players must guide her as she moves through the mysterious world looking for her missing pet. But which way? Players control her fate by plotting her journey through an immersive diorama that wraps around them. Through the game's many twists and turns, players find themselves exploring the wondrous corners of Wonderland, solving puzzles, uncovering secrets and making choices, for the girl and other characters, along the way.



Hu Zhangyang
Blind Spot

Blind Spot is a story-driven VR adventure game. Solve various puzzles all over the room to proceed, and explore every detail of surroundings to find what really happened.



HTC Cosmos İçerikleri (360 Film)

Francis Gélinas

Au pays du cancre mou

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



François Vautier

Recoding Entropia

A metallic tetrahedron floats through a milky abyss. All is calm—until this geometric form suddenly deconstructs, atomizing into billions of fragments. What was once a negative space is now dense with chaos. All that was rational and understood has come undone. This is the beginning of a journey: one of creative destruction where everything solid melts into air, then condenses once more. It's the hypnotic allegory of the eternal return, a spiritual journey where life and death are infinitely interchangeable. Through purely abstract forms and movement, *Recoding Entropia* questions the spectator's place in the universe, offering an immersive journey into the mysteries of extinction and rebirth.



Jonathan Hagard

Penggantian

Penggantian depicts a Javanese family living in a fictional neighborhood in Jakarta, the capital city of Indonesia. Inspired by people and places that truly exist, they are witnesses of this congested metropolis's urban, environmental, political, and cultural transformations from about 1980 to 2020. A praise of the satisfaction of impermanent things, it tells about the dented yet peaceful transition of an old traditional village to an uprooted megapolis through three generations. This experience aims to appreciate and introspect Jakarta's recent history through the eyes of an ordinary family that most of Indonesians can identify with.



Joséphine Derobe

Meet Mortaza VR

At the age of 24, Mortaza had to flee his own country, Afghanistan, because he was sentenced to death by the religious authorities. Forced into exile, through a dangerous and clandestine road, Mortaza will reach Europe to join the country he wished to ask for asylum: France. *Meet Mortaza VR* tells the twelve-year-journey of a young man who wanted to live free. The experience plunges the audience into Mortaza's recollections, sharing his intimacy, dreams, doubts and fights for freedom.



Jörg and Maria Courtial

1st Step – From Earth to the Moon

1st Step is at once both a VR documentary and a fairy tale, telling the magical story of a dream come true: the Apollo missions. Experience the elevator ride as you rise up alongside the steaming rocket and then, have a look inside the cramped capsule of the command module. After landing on the moon, viewers find themselves gazing at lunar panoramas in 3D—thoroughly re-created from archive photos of the former Apollo 17 mission. Told from a narrator's perspective who can hardly believe the miraculous nature of this incredible venture. See the missions, from their impressive launch all the way through to their return, in a new way—through the eyes of the astronauts.



María Belén Poncio

Rosario Perazolo Masjoan 4 Feet High

Juana, a 17 year-old wheelchair user, aims to explore her sexuality but is ashamed of her body. Trying to find her place in a new high school, she will go through failure, friendship, fear and politics until she builds her own pride.



Chih Yen Hsu
Jiou Jia

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



Claudio Casale
**Om Devi:
Sheroes Revolution**

This VR is a journey through India today, through the eyes of three women who have all experienced the vindication of gender equality in different ways. Anjali, Shabnam and Devya Arya continue their everyday battles, combining the social idealism with the spirituality they grew up with, in a harmonious synthesis of activism and tradition. The spirit of Devi, the much-celebrated Indian deity symbolising female energy symbolically weaves her way into their tales, accompanying them on their path to emancipation and self-discovery and, like an invisible thread, embracing them in a country that is of immense size.



Daming Wan
**Wo Sheng Ming
Zhong De 60 Miao**

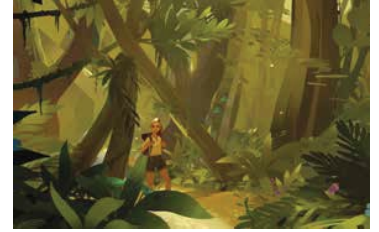
Wo Sheng Ming Zhong De 60 Miao is a VR documentary about the stories that happened to individuals and families during Covid pandemic period across China. It is filmed by over 100 individuals, including professional VR creators and people who just learnt about VR filming. Produced by VeeR and MeDoc, the documentary collects different stories that happened exactly at 10:00 a.m. on February 20th, 2020 in multiple Chinese cities, documents the time, the space and the emotion at that moment of various lives. Through this piece collectively filmed by different people, we want to spread out the message that we are in this situation together even though we are physically apart.



Oculus Quest İçerikleri (Etkileşimli)

Amaury Champion
Goodbye Mister Octopus

Stella lives alone with her overprotective father Leonard. Her mother hardly raised her as she is an accomplished anthropologist and biologist star living and working on the other side of the world. On her birthday, Stella's father refuses to let her participate in a football tournament in Australia. Upset, she is ready to give up, when she gets help in the most unexpected way: a letter from her mother.



Rose Troche
We Live Here

We Live Here introduces us to Rockey, a 59 year-old woman who has been living in a tent, in a park for almost three years. In this interactive VR experience you will be asked to interact with Rockey's objects and through them learn of her life, her stories. You will come to understand you are not so different than Rockey. You will understand that even you, through a series of misfortunes, could find yourself like Rockey - homeless.



Eric Darnell
Mathias Chelebourg
Baba Yaga

Sometimes a force for evil, sometimes a force for good, the enigmatic witch Baba Yaga uses her powers to stop the villagers whose settlement encroaches upon her enchanted forest. When the viewer's mother, the village chief, falls deathly ill, it is up to them and their sister Magda to enter the forest, uncover its hidden mysteries and get the cure from Baba Yaga. Every decision the viewer makes matters...even whether humanity and nature can live in balance.



Christoffer Boe
David Adler
Smagen af sult

Space and time distorts as you follow Maggie who is married to Carsten. Together they share a common dream of a family and a Michelin-starred restaurant. But a taste of hunger is building in Maggie. A hunger that must be fed.



German Heller
Federico Carlini
Paper Birds

Paper Birds is the story of a short-sighted child with an exceptional talent for music. He must find his way through the world of darkness to bring back his sister, taken away by the shadows. He'll use the depth of music to open portals to the invisible world. He'll confront the shadows, and they'll reveal their purpose. This journey uses the senses to evoke our inner darkness, and the mystery that lies within it. The unknown that we're often afraid to see. A story about inspiration, intuition, emotion and how these qualities are invoked by the music.

