

# VR cinema



## PRESS RELEASE

### **The Digital Frontier of 360° Storytelling** ***The Festival and Seppia launch VR Cinema in Alsace***

**The Strasbourg European Fantastic Film Festival**, in partnership with the Shadok and Seppia Interactive, will launch 360° storytelling in a series of six programmes, running from 20 March to 18 December 2018. Screenings will be held at the Shadok, the Festival's long-standing collaborator in presenting innovative digital events.

VR is no longer the solitary experience it was in the past. Today's VR cinema has moved into a new frontier of collective viewing, as participants are immersed simultaneously into the dynamic 360° world of the story. Using full-circle swivel chairs, they can choose where they want to look in the world that surrounds them in this cinema without a screen.

VR cinema is developing rapidly. Many major artists, such as Alejandro Gonzales Inarritu and Terrence Malick have already engaged with it, and works from Stephen Spielberg and Gaspar Noé should soon be on the scene.

But whether VR cinema will ever seriously challenge the traditional screen, or settle down to the quiet life of 3D, remains to be seen.

#### **Our second VR cinema evening focuses on the theme of immersion.**

The Festival presents four films that will propel viewers into deep space, submerge them into the deep blue with a free diver, take them on a trip through a weird psychedelic earthscape, and immerse them in the world of the blind.

So sit back, take a deep breath, give your swivel chair a whirl and change dimensions.

**Tuesday, 17 April, the first screening at 7.15 pm**

*Ticket sales online : [www.billetweb.fr/vr-cinema](http://www.billetweb.fr/vr-cinema)*

## 17 APRIL

### VR CINEMA

The remaining four VR evenings will take place on 19 June, 28 September, 20 November and 18 December.

The programmes will be announced, but tickets can already be purchased online.

### INFO

#### **Le Shadok**

25 presqu'île André Malraux  
67100 Strasbourg  
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**Fistful of Stars** (5min.)*Directed by Eliza McNitt**Produced by Jess Engel, Courtenay Casey, Ross Marshall, Paola Prestini and Eliza McNitt*

The atoms that make up our bodies were forged in the furnace of the stars, making us stardust ourselves. Thanks to virtual reality, viewers will travel several thousand light years into the past to discover how humans are related to the stars. *Fistful of Stars* is an immersive encounter with the cosmos, enabling us to better comprehend the mysteries of the universe.

*Fistful of Stars***Planet ∞** (6min.)*Directed by Momoko Seto**Produced by Barberousse Films & Arte France*

In a world in ruin, only fungi and mould grow in the gigantic, dried carcasses of dead insects. In the aftermath of climate upheaval, rain irrigates this arid planet, slowly submerging it in water. From the water, a new ecosystem will form, populated by giant carnivorous tadpoles. *Planet ∞* is a multi-spatial and atemporal experience you won't forget.

*Planet ∞***Dolphin Man** (6min.)*Directed by Benoit Lichté**Co-produced by Seppia, Arte GEIE*

*Dolphin Man* draws viewers into the world of Jacques Mayon, the legendary pioneer of free-diving that influenced a generation of divers. A series of 3 episodes featuring three of the world's most accomplished free-divers, who will accompany viewers into the depths to discover the many facets of this discipline. Viewers will take a real-time plunge with William Trubridge, 14 times world-record holder, and experience firsthand the boundless passion of this explorer of the extreme.

*Dolphin Man***Notes on Blindness** (7min.)*Directed by Peter Middleton and James Spinney**Produced by Ex Nihilo, Archer's Mark and Audiogaming, in cooperation with Arte France**Narrated by John Hull, dubbed by Lambert Wilson*

In 1983, theologian and university professor John Hull went blind after years of suffering from failing eyesight. To better understand and accept this life-changing condition, he recorded a 16-hour audio diary over a period of three years – a first-person account, in six four-minute-parts, on how it feels to go blind and discover a world beyond sight. Each scene will address a memory, a moment and a specific location from John's audio diary, using binaural audio and real time 3D animations.

*Notes on Blindness*