

21.02 - 4.03



FILM FUND
LUXEMBOURG

PAVILLON



Digital
Luxembourg

LUXEMBOURG CITY FILM FESTIVAL HEADQUARTERS
CASINO LUXEMBOURG – FORUM D'ART CONTEMPORAIN



THE FUTURE
WILL BE VIRTUAL
OR
WILL NOT BE



21/02 - 18:30 - CASINO LUXEMBOURG
OPENING RECEPTION /
RÉCEPTION D'INAUGURATION

IN THE PRESENCE OF M. XAVIER BETTEL, PRIME MINISTER,
MINISTER OF CULTURE, MINISTER FOR COMMUNICATIONS AND MEDIA
AND GUY DALEIDEN, CEO, FILM FUND LUXEMBOURG

Join us to celebrate the official opening
of the Virtual Reality Pavilion and find out more
about this year's programme and upcoming
VR initiatives in Luxembourg.

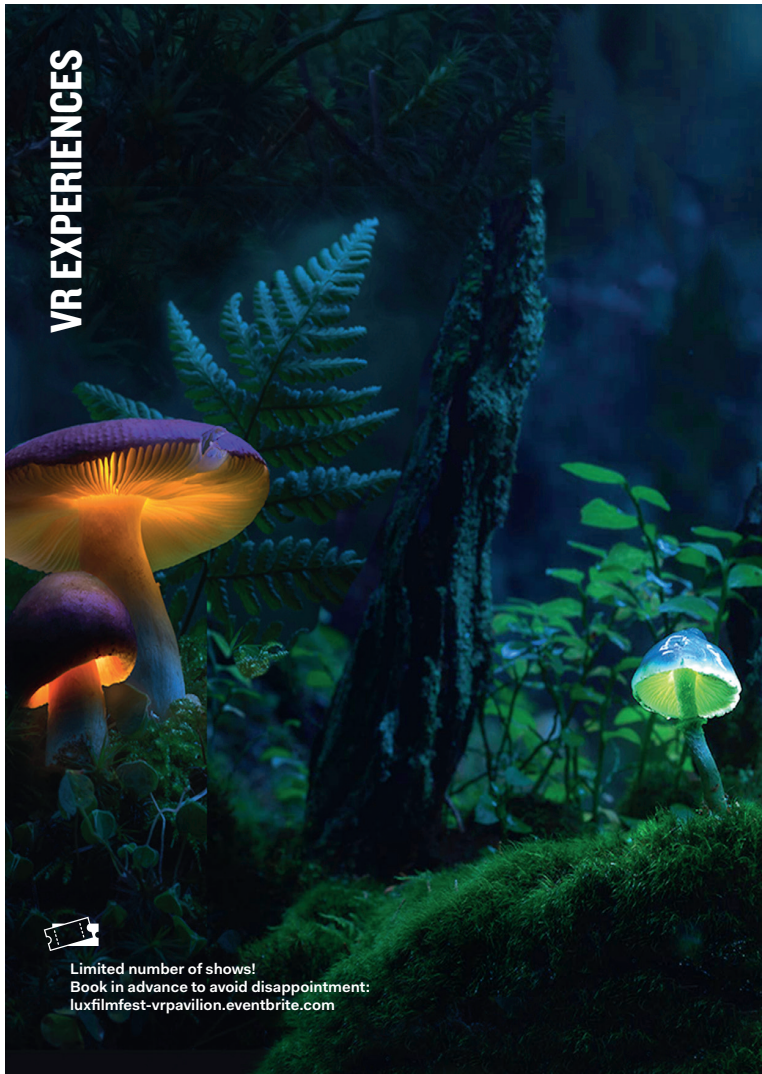
Rejoignez-nous pour l'inauguration officielle
du Pavillon Réalité Virtuelle et découvrez
la programmation 2018 ainsi que d'autres
initiatives en matière de VR au Luxembourg.

FREE ENTRY
ENTRÉE GRATUITE

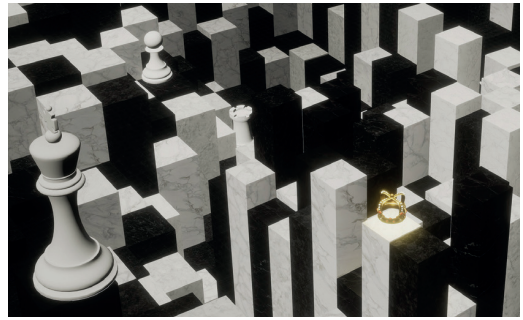
After a very successful first run in 2017, the Virtual Reality Pavilion will return to Casino Luxembourg – Forum d'art contemporain with a diverse and ambitious new programme. In a Luxembourg first, the Pavilion will feature two internationally acclaimed VR experiences that blend live performance with immersive technology, showcasing the dazzling creative opportunities of this new artistic medium. Round table discussions with local and international artists and VR experts will celebrate and explore these opportunities as well as the skills, distribution platforms and funding they require to thrive. In another first, the Pavilion will premiere Luxembourg VR thriller *Finding Jakob* (director: Olivier Pesch, production: Samsa Film), an interactive short film supported by Film Fund Luxembourg. A colourful selection of VR films of all genres, on display on state-of-the-art headsets, will round off the programme of the Pavilion.

Couronné de succès en 2017, le Pavillon Réalité Virtuelle reprendra, en 2018, ses quartiers au Casino Luxembourg – Forum d'art contemporain avec un nouveau programme original et audacieux. Pour la première fois au Luxembourg, le Pavillon hébergera deux expériences mixant réalité virtuelle, immersion sensorielle et théâtre. Ces expériences applaudies par la critique internationale permettront de découvrir les opportunités créatives qu'offre le nouveau media artistique des réalités étendues. Deux tables rondes alliant intervenants locaux et internationaux exploreront le potentiel innovant de ce nouveau modèle ainsi que le savoir-faire, les financements et les modes d'exploitation requis pour le faire prospérer. Autre première du Pavillon : la programmation du thriller interactif luxembourgeois en VR *Finding Jakob*, réalisé par Olivier Pesch, produit par Samsa Film et soutenu par le Filmfong. Une sélection éclectique de films immersifs complètera l'offre du Pavillon.

VR EXPERIENCES



Limited number of shows!
Book in advance to avoid disappointment:
luxfilmfest-vrpavilion.eventbrite.com



VR EXPERIENCE
ALICE, THE VIRTUAL REALITY PLAY

DIRECTOR MATHIAS CHELEBOURG

AUTHOR AND CREATIVE DIRECTOR

MARIE JOURDREN

INNOVATION DIRECTOR ANTOINE CARDON

ACTORS ROBIN BERRY, JIM FISH

PRODUCTION DVGROUP

CO-PRODUCTION SYNERGY CINEMA

RUNTIME 30'

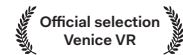
LANGUAGE ENGLISH

"Late! You're late to your own crowning, Alice!"

Let *Alice, the Virtual Reality Play* take you down the virtual rabbit hole! Alice is an ambitious, unique VR theatre production that plunges viewers into Lewis Carroll's classic tale and lets them interact with characters and objects in real time, in a virtual environment. Mixing live performance and immersive technology, and relying on production methods from both the film and the game industry, *Alice* is an experience unlike any other.



ANTOINE CARDON
Innovation Director
22.2. → VR Day



VR EXPERIENCE
SEPARATE SILENCES 16+

DIRECTOR DAVID WEDEL

EXPERIENCE DESIGNER

MARIA H. ENGERMANN

TECHNICAL ARTIST SIGNE UNGERMANN

PRODUCTION MANNO CINEMATIC

VIRTUAL REALITY, DENMARK

RUNTIME 21'

LANGUAGE ENGLISH

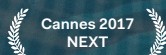
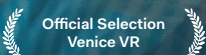
Separate Silences is a two-person hybrid cinematic virtual reality experience. The story revolves around two siblings who have been involved in a traffic accident. As their state worsens, they hover between a state of coma, dreams and close to consciousness at the hospital they are admitted to. As an audience, you will be invited into the physical hospital bed to see and feel their story from each of the two perspectives. The experience does not only stimulate sight and hearing, but also attempts to involve the viewers' corporeal body through physical stimulation to enhance a unique sense of presence and embodiment.



D. WEDEL, S. UNGERMANN,
M. H. ENGERMANN
22.2. → 4.3



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luxfilmfest-vrpavilion.eventbrite.com



10h
Coffee

10h30
Welcome by Guy Daleiden,
CEO, Film Fund Luxembourg

Opening remarks by Myriam Achard,
Phi Centre Montréal/VR consultant

VR DAY

→ 10h30 **PANEL 1**

VR INSTALLATIONS AND EXPERIENCES – A NEW FRONTIER IN CULTURAL CREATION? INSTALLATIONS ET EXPERIENCES EN VR – UNE NOUVELLE FRONTIÈRE POUR LA CRÉATION CULTURELLE ?

As art and technology become ever more connected, artists increasingly look beyond their field of expertise for inspiration and input for the stories they would like to tell. New partnerships between creatives with backgrounds in VR, theatre, film, dance, visual arts, game development or technology emerge and generate new cultural experiences. Our panelists will share their thoughts on approaching this new playground for artistic expression and curation, and on developing new toolkits for virtual worlds by embracing technology and immersive media to encourage audiences to engage with culture, and the world, by transcending or re-imagining reality as they know it.

SESSION MODERATED BY

MICHEL REILHAC
HEAD OF SUBMARINE CHANNEL (AMSTERDAM),
CURATOR VENICE FILM FESTIVAL VR COMPETITION
"VENICE VR", HEAD OF STUDIES VENICE BIENNALE
COLLEGE CINEMA AND CINEMA VR, VR FILMMAKER

PANELISTS TOBY COFFEY (HEAD OF DIGITAL

DEVELOPMENT, NATIONAL THEATRE, UK),
MADS DAMSBO (FOUNDER & PRODUCER,
MAKROPOL, DK), KAROLINA MARKIEWICZ
& PASCAL PIRON (INDEPENDENT ARTIST
DUO, LUX), SIGNE UNGERMANN (FILMMAKER,
MANN, DK)

→ 14h30 **PANEL 2**

DEVELOPING AND DISTRIBUTING IMMERSIVE VR IN 2018 AND BEYOND LE DÉVELOPPEMENT ET LA DISTRIBUTION DES CONTENUS EN RÉALITÉ VIRTUELLE IMMERSIFS EN 2018 ET AU-DELÀ

As we see VR ushering in exciting times for interdisciplinary cooperation across artistic fields, is public arts funding sufficiently flexible to keep up with these developments? What new, sustainable distribution models are likely to emerge from lessons learnt over the past two years? What other channels, beyond marketing commissions, can producers harness to fund immersive entertainment formats? Hear experienced VR producers and financiers discuss their funding and distribution strategies, success stories and challenges in this fledgling market.

SESSION MODERATED BY

MONIQUE SIMARD, PRODUCER,
FORMER PRESIDENT AND DIRECTOR OF SODEC
(SOCIÉTÉ DE DÉVELOPPEMENT DES ENTREPRISES
CULTURELLES DU QUÉBEC)

PANELISTS: MARIE BLONDIAUX (PRODUCER,

RED CORNER, FR), ANTOINE CARDON (INNOVATION
DIRECTOR, DVGROUPE/ALICE, THE VIRTUAL REALITY
PLAY, FR), MARION GUTH (PRODUCER, A_BAHN,
LUX), STÉPHANE CARDIN (VP, INDUSTRY & PUBLIC
AFFAIRS, CANADA MEDIA FUND)



walk-in system,
no bookings. /
Pas de réservations,
premier arrivé
premier servi



ALTERATION

BY JÉRÔME BLANQUET
FR 2017 – 18' – VERSION FR & EN – FUTURISTIC
VR SHORT

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

Alexandro se porte volontaire pour une expérience sur l'étude des rêves. Il ne se doute pas qu'il va subir l'intrusion d'Elsa, une intelligence artificielle qui va numériser et assimiler son inconscient pour s'humaniser.



BLIND VAYSHA

BY THEODORE USHEV
CAN 2017 – VERSION FR & EN – 8' – VR
ANIMATION CO-PRODUCTION NATIONAL FILM
BOARD OF CANADA

Vaysha is not like other little girls. Her left eye sees only the past. Her right, only the future. Blind Vaysha, they called her. Based on the short story of the same name by Georgi Gospodinov.

Vaysha n'est pas une fille comme les autres. Elle ne voit que le passé de l'œil gauche et le futur de l'œil droit. Vaysha l'aveugle, c'est ainsi que tout le monde l'appelait.



CIRQUE DU SOLEIL – THROUGH THE MASKS OF LUZIA

BY FELIX & PAUL STUDIOS
CAN 2017 – SILENT/SANS PAROLES – 15'
CO-PRODUCTION CIRQUE DU SOLEIL

Through the Masks of Luzia, based on the acclaimed Cirque du Soleil production, is a vibrant celebration of Mexican culture, shrouded in surrealism and dreamlike fantasy.

Basé sur l'œuvre de renom du Cirque du Soleil, *Through the Masks of Luzia* est un rêve éveillé vous transportant dans une célébration dynamique et surréaliste de la culture mexicaine.

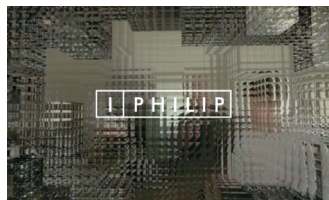


THE DREAM COLLECTOR

BY LI MI
ZH 2017 – SILENT/SANS PAROLES – 11' – ANIMATION
PRODUCTION PINTA STUDIOS

An old man and his dog live in a garbage dump, where they spend their days sorting through the trash, every piece of trash representing someone's abandoned dream. What if mending these objects could those dreams?

Un vieux monsieur et son chien vivant sur une décharge passent leur journée à trier des objets délaissés qui représentent chacun un rêve abandonné. Et si réparer ces « ordures » pourrait faire revivre ces rêves ?



I, PHILIP

BY PIERRE ZANDROWICZ
FR 2016 – VERSION FR & EN – 14' – VR FICTION

23 years after Philip K. Dick's death, robotics engineer David Hanson revealed his first humanlike android, "Phil". *I, Philip* immerses you in the memories of what could be the writer's last love affair. But are these memories not the fruit of the imagination of an android that over time has learned to be human?

23 ans après la mort de Philip K. Dick, l'ingénieur en robotique David Hanson dévoile son premier androïde à forme humaine "Phil". *I, Philip* vous immerge dans les souvenirs de ce qui pourrait être la dernière histoire d'amour de l'écrivain. Mais ces souvenirs ne sont-ils pas le fruit de l'imagination d'un androïde qui a peu à peu appris à être humain ?



FINDING JAKOB

BY OLIVIER PESCH
LUX 2018 – ENGLISH OV – 8-12' – INTERACTIVE VR THRILLER
PRODUCTION SAMSA FILM (BERNARD MICHAUX)
CAST ELISABETH JOHANNESDOTTIR, PITT SIMON, MIKE TOCK
MADE WITH VIRTOLIO BY REALAB

Imagine opening your eyes and finding yourself in the middle of a Mexican Standoff! 4 people including you, 4 guns and a confrontation from which no participant can retreat without being exposed to danger. Who is your friend, who your foe? Are you willing to help the girl in front of you find her baby, Jakob? Can you trust her? How will you get out of this situation?

Finding Jakob is an interactive VR film: The way you watch it will influence the storyline! It was edited with Virtelio, an interactivity software for VR content developed by Luxembourg startup realab that allows filmmakers to create different versions of the same film for an interactive viewing experience. When seeing the film, viewers will not be aware that their unconscious behavior and interests generate a unique version of events. Watch the same film several times without watching the same film!



Finding Jakob is a VR film supported by Film Fund Luxembourg



THE LITTLE PRINCE VR

DEVELOPMENT **RED ACCENT STUDIOS**

USA, ZH 2017 – VERSION FR & EN – 10-15' – INTERACTIVE ANIMATED VR ADVENTURE

An episodic adventure game allowing viewers to accompany the protagonist on his journey and to connect with Saint-Exupéry's masterpiece at a deep emotional level – each episode a new encounter; each encounter an allegory of human nature.

Une aventure interactive qui retrace les événements du chef-d'œuvre de Saint-Exupéry. Le joueur accompagne *Le Petit Prince* dans son voyage initiatique. Chaque épisode est une rencontre avec une planète et ses habitants; chaque rencontre une allégorie de la nature humaine.



MIYUBI

BY **FELIX & PAUL STUDIOS**

USA 2017 – ENGLISH OV – 40' – VR SCRIPTED COMEDY

COLLABORATION **FUNNY OR DIE**

WITH JEFF GOLDBLUM, P.J BYRNE, EMILY BERGL, OWEN VACCARO, RICHARD RIEHL, TED SUTHERLAND, TATUM KENSINGTON BAILEY

MIYUBI is a 40-minute VR scripted comedy about a Japanese toy robot – inhabited by you, the viewer – gifted to a young boy on his birthday in 1982 suburban America. Over the course of a year, as the boy's family begins to fracture, you experience love and your inevitable obsolescence through an intimate, hilarious and endearing interactive story. A virtual reality experience by Felix & Paul Studios, in collaboration with Funny or Die.



THE PEOPLE'S HOUSE INSIDE THE WHITE HOUSE WITH BARACK AND MICHELLE OBAMA

BY **FELIX & PAUL STUDIOS**

CAN 2017 – ENGLISH OV – 22'

An intimate tour of the White House that gives the viewer extraordinary access to explore the iconic institution's profound history - from the past eight years of the Obama administration to defining events of the last two centuries.



PLANET ∞

BY **MOMOKO SETO**

FR 2017 – SILENT/SANS PAROLES – 6' – EXPERIMENTAL VR FILM

Plunging viewers into an arid, then aquatic space, *Planet ∞* is a mesmerizing multi-spatial and timeless experience that is at once beautiful and strange; an organic tale in Virtual Reality.

En plongeant le public dans un espace aride puis aquatique, *Planet ∞* propose de vivre une expérience multispatiale et intemporelle inouïe dans un monde magnifique et étrange; une fable organique en réalité virtuelle.



V

VIRTUAL REALITY FILMS

VR FILMS SCHEDULE PROGRAMMATION

21.2.
APD
18H30

I, PHILIP
BLIND VAYSHA
PLANET ∞

22.2.
DREAM COLLECTOR
ALTERATION
MIYUBI

23.2.
I, PHILIP
PEOPLE'S HOUSE
CIRQUE DU SOLEIL

24.2.
PETIT PRINCE
BLIND VAYSHA
ALTERATION

25.2.
DREAM COLLECTOR
FINDING JAKOB
MIYUBI

26.2.
I PHILIP
PEOPLE'S HOUSE
MIYUBI

27.2.
ALTERATION
BLIND VAYSHA
PLANET ∞

28.2.
PETIT PRINCE
PEOPLE'S HOUSE
MIYUBI

1.3.
DREAM COLLECTOR
FINDING JAKOB
ALTERATION

2.3.
I, PHILIP
PEOPLE'S HOUSE
CIRQUE DU SOLEIL

3.3.
PETIT PRINCE
FINDING JAKOB
BLIND VAYSHA

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PARTNERS

ORGANISATION & COORDINATION

FILM FUND LUXEMBOURG

IN PARTNERSHIP WITH

DIGITAL LUXEMBOURG

CURATOR

MYRIAM ACHARD, PHI CENTRE MONTRÉAL, VR CONSULTANT

COLLABORATION

LUXEMBOURG CITY FILM FESTIVAL
CASINO LUXEMBOURG – FORUM D'ART CONTEMPORAIN



PRACTICAL INFORMATION

VENUE/LIEU

Casino Luxembourg – Forum d'art contemporain
41, rue Notre-Dame
L-2240 Luxembourg

Free entry,
subject to availability.

Opening Hours
22.2.-4.3.201
Daily from 11am-7pm,
Thurs 11am-11pm

CONTACT

promotion@filmfund.etat.lu

BILLETTERIE / BOX OFFICE

“Alice, the Virtual Reality Play” & “Separate Silences”
↓
luxfilmfest-vrpavillon.eventbrite.com

VR Films

Walk-in system – no bookings
Pas de réservations.
Premier arrivé, premier servi

LANGUAGES

Owing to the country of origin of the artists, the VR experiences are only available in English. / En raison de la nationalité des artistes, les expériences VR sont disponibles

uniquement en anglais. A number of VR films are available in two languages - English and French. Please refer to the relevant section for further information. / Plusieurs films VR sont disponibles en deux versions – français et anglais. Veuillez vous reporter à la rubrique correspondante pour de plus amples informations.

FULL PROGRAMME / PROGRAMMATION DÉTAILLÉE :

luxfilmfest.lu
 [LuxFilmFestival](https://www.facebook.com/LuxFilmFestival)
 [luxfilmfest](https://www.instagram.com/luxfilmfest)

Programme may be subject to unforeseen changes.

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<p>AGE RESTRICTIONS & HEALTH WARNINGS</p> <ul style="list-style-type: none"> The use of VR headsets is not recommended for children under the age of 13. This age restriction is imposed VR headset manufacturers. Some VR content on display at the Pavillon is suitable for viewers aged 16 or over, and is marked as such in the description. It is recommended that pregnant women, seniors, and individuals suffering from mental illnesses, epilepsy, binocular vision anomalies, heart disease, or other serious illnesses consult a doctor before using a VR headset. The use of VR headsets may cause motion sickness in some viewers. 	<p>RESTRICTIONS D'ÂGE & PRÉCAUTIONS</p> <p>L'utilisation de casques de réalité virtuelle est déconseillée aux personnes de moins de 13 ans. Cette restriction est imposée par les fabricants de casques VR.</p> <p>Certains des contenus du Pavillon sont classés dans la catégorie « admis à partir de 16 ans » et sont signalés comme tel dans le descriptif.</p> <p>Il est recommandé aux femmes enceintes, aux personnes âgées et aux personnes atteintes de troubles psychiques, d'épilepsie, d'anomalies de la vision binoculaire, de maladies cardiaques ou d'autres maladies graves de consulter un médecin avant d'utiliser un casque VR. L'utilisation des casques VR peut provoquer le mal des transports chez certains utilisateurs.</p>
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