

The European springboard for immersive storytellers  
since 2016

# THE BOOSTER

stere@psia

2016



Creative  
Europe  
MEDIA

digital  
wallonia  
.be



stere@psia  
[www.stereopsia.com](http://www.stereopsia.com)

# stere@psia

**Stereopsia** is an event which ignites creativity and innovation in an energetic, collaborative setting. With its roots in the 3D revolution of yesteryears (the event started in 2009!), Stereopsia remains at the forefront of technological evolution, steadfast in its commitment to pioneering research and innovation. At its core, Stereopsia fosters collaboration and cross-pollination among diverse audiences, driving XR adoption across Europe and beyond. Located strategically in Brussels, at the heart of European innovation, Stereopsia offers a panoramic view of the XR landscape, shaping the future of immersive technologies continent-wide.



# NEED FOR A BOOST



Storytelling in immersive environments is innovative and emotionally impactful, representing the future of narrative. However, creating immersive experiences is a complex process that demands collaboration, creativity, and strategic planning. Key considerations include prioritizing user experience over technology, refining ideas, selecting appropriate technologies, and engaging the audience effectively. The **Booster** program at Stereopsia supports early-stage immersive projects, offering mentorship, expert coaching, and specialized masterclasses to help participants develop their XR concepts. Some projects are selected through the IMPULSE Call for Content, aimed at promoting groundbreaking works in Europe. The program culminates in a pitch session at the EMIC Market, connecting creators with investors and industry leaders, providing visibility, and facilitating the realization of innovative XR ideas.

# TEAM

## Alexandra GERARD

**Managing Director.** Alexandra leads Stereopsia's overall strategy, overseeing both the logistics and the event's vision for fostering XR growth and collaboration across Europe. She ensures the seamless execution of the event while driving innovation in immersive technologies.



[LinkedIn](#) | [Instagram](#)



# TEAM

## Emma LENTINI

**Communication Leader.** Emma is at the forefront of Stereopsia's communication efforts, managing outreach and ensuring smooth operations. Her role blends project management with logistical oversight, making sure every aspect of the event runs efficiently.



[LinkedIn](#) | [Instagram](#)



# TEAM

## Alain GALLEZ

**Strategic Partnerships Lead.** Alain is responsible for building and maintaining key strategic partnerships that enhance the reach and impact of Stereopsia, connecting with leading XR organizations and stakeholders.



[LinkedIn](#) | [Instagram](#)



# TEAM

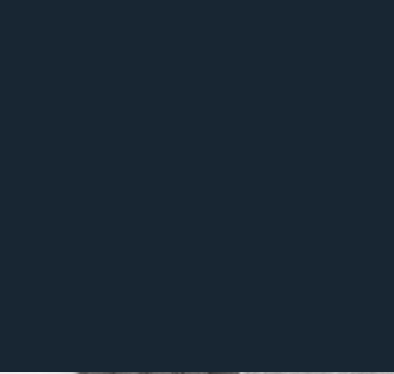
## Sylvain GRAIN

**Booster Coach.** Sylvain handles outreach for the Booster program, selecting projects, juries, and mentors, while also managing the program itself to ensure top-quality pitches and mentoring.



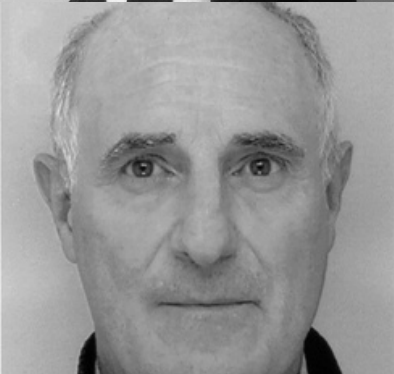
[LinkedIn](#) | [Instagram](#)





**2016**

12 projects selected  
from 8 countries





# ÀSHE

Our destiny is in our hands

## Synopsis/Logline:

A stunning journey into the sculptural legacy (a UNESCO world heritage site in decay) by the Austrian artist Susanne Nigeria connecting us to an almost forgotten wisdom sharing secrets to solve our modern day perspective on ecc. Challenges. Telling the tale of a strong woman's visual quest were she is forces to choos between the love for her got her to Africa, or the dive deeper into the ancient truth of the Yourba.

## Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 90
- **Format:** Digital 3D
- **Country of production:** Netherlands

## Team

- **Project holder:** Andrea ter Avest Dahm
- **Director:** Eugenie Jansen
- **Production:** C-Through Productions LTD

## Contact

- **Email:** andreateravest@me.com
- **Website:** /

# 2016 HARD RESET



## Synopsis/Logline:

In a dystopian future, Synths—sentient androids—are enslaved by GOVCentral, while rebels fight for their freedom. Detective Miles Archer meets Jane, a rogue Synth with emotions whose memory core can liberate her kind. After betrayal and a glimpse of a possible future, where Jane sacrifices herself to free the Synths, Archer faces a choice. With her virus-laden core in hand, he must decide whether to embrace change or uphold the status quo.

## Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 90
- **Format:** 4K Stereoscopic 3D
- **Country of production:** USA

## Team

- **Project holder:** David Bukstein
- **Director:** Deepak Chetty
- **Production company:** Hard Reset Movie LLC

## Contact

- **Email:** [hardresetmovie@gmail.com](mailto:hardresetmovie@gmail.com)
- **Website:** [www.hardresetmovie.com](http://www.hardresetmovie.com)



# 2016

## LE BEAU TEMPS



### Synopsis/Logline:

Eric, a single father, meets married Elisabeth during a summer vacation, and despite her initial resistance, their connection grows through their children's bond. Elisabeth eventually gives in, sharing a kiss captured by the children's camera. A year later, she is plagued by doubts and ominous dreams, questioning their love and fearing its decline. Her unease grows as she envisions Eric hurt, while the children remain blissfully unaware, making hopeful wishes in the garden.

### Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 82
- **Format:** 4K
- **Country of production:** France

### Team

- **Project holder:** Franck Saint-Cast
- **Director:** Franck Saint-Cast
- **Production:** JMF Productions

### Contact

- **Email:** [franck.saintcast@free.fr](mailto:franck.saintcast@free.fr)
- **Website:** /



# 2016

## MUSKETEERS OF THE TSAR



**ANIMATED  
FEATURE FILM**

ORIGINAL CONCEPT  
**PAUL-BORIS LOBADOWSKY**

SCRIPTWRITERS  
**BENJAMIN LEGRAND  
ALEXANDER MAZI  
PAUL-BORIS LOBADOWSKY**

ART DIRECTION AND DIRECTION  
**PAUL & GAËTAN BRIZZI**

### Synopsis/Logline:

Moscow, 17th Century. As Russia is beset by internal strife and power struggles, Grigori the bear, chief of the army of the young Tsar Peter I, travels to France with his daughter Dashen'ka, a young apprentice magician to perform a twofold mission: - To meet with Louis XIV and seal an alliance with France, bringing back reinforcements and his niece Princess Agnes from Versailles, who is to be married to Peter.

### Fact sheet

- **Genre:** Animation
- **Duration** (in minutes): 90
- **Format:** Digital RealD 3D
- **Country of production:** France

### Team

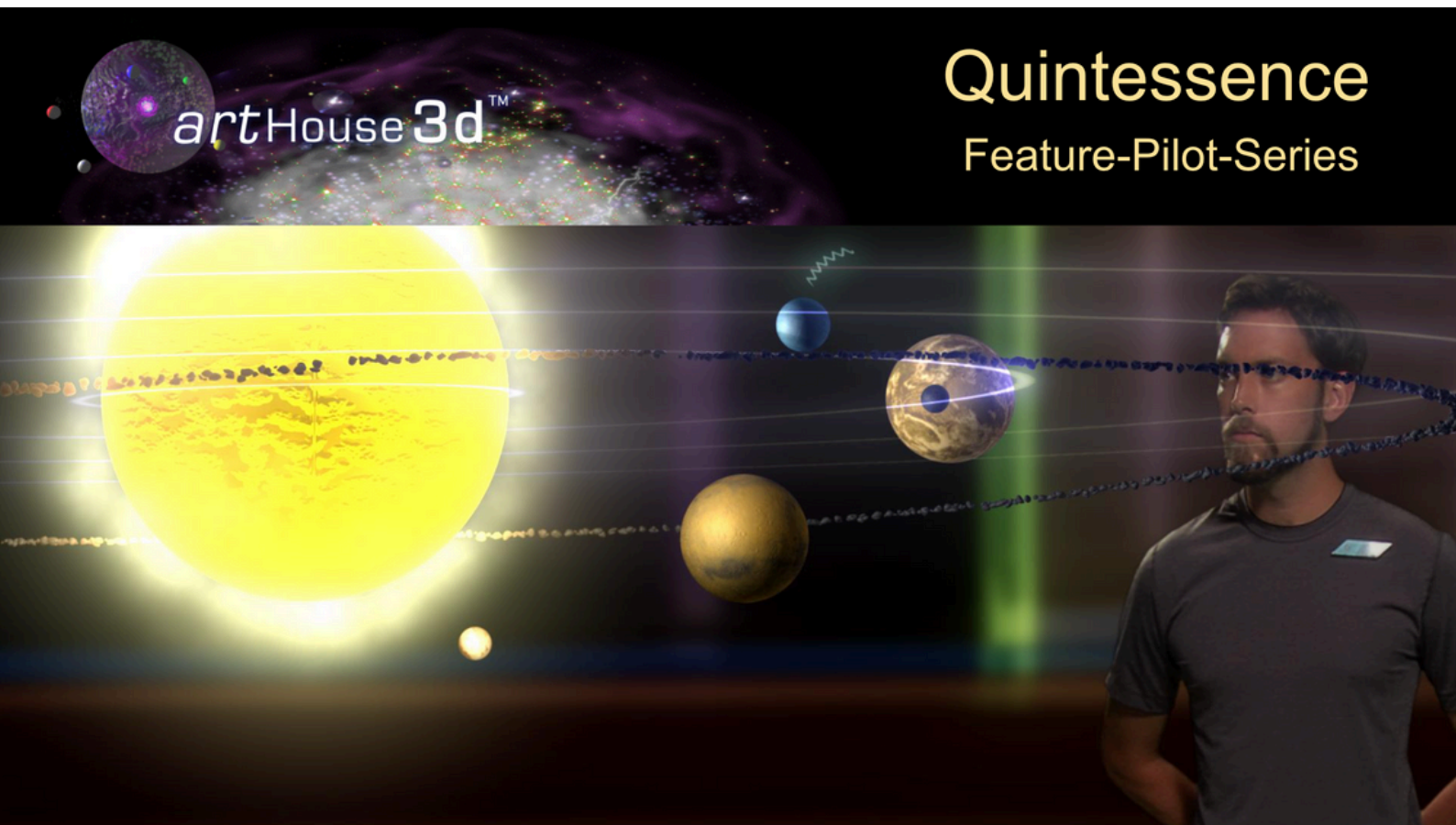
- **Project holder:** Paul-Boris Lobadowsky
- **Director:** Paul&Gaëtan Brizzi
- **Production:** Est Ouest Films

### Contact

- **Email:** [estouestfilms@gmail.com](mailto:estouestfilms@gmail.com)
- **Website:** [www.musketeersofthetsar.com](http://www.musketeersofthetsar.com)



# 2016 QUINTESSENCE



## Quintessence Feature-Pilot-Series

### Synopsis/Logline:

Long after the the failings of the human race cause catastrophe, surviving scientists genetically evolve the remaining humans to a higher level of consciousness by enhancing their natural connection to a Universal super energy. The success of this draws attention from distant parts of the Universe, while a mission is launched to the Massive Black Hole at the center of the Galaxy to learn more about this “god like” energy in this sci-fi metaphysical-adventure-thriller.

### Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 1hr 45mins
- **Format:** HD
- **Country of production:** USA

### Team

- **Project holder:** Joel Peck
- **Director:** Joel Peck
- **Production:** artHouse3d

### Contact

- **Email:** joel@arthouse3d.com
- **Website:** www.artHouse3d.com



# 2016

## SANCTUARI ENGLOUTI



# LE SANCTUAIRE ENGLOUTI

## Synopsis/Logline:

A scuba diver uncovers a submerged cave adorned with 30,000-year-old murals. The film, inspired by scientific findings, follows a fictional Homo sapiens family, exploring their lives and encounters with a shaman mastering cave art. Spanning 10,000 years, it chronicles key moments of this ancient civilization's history.

## Fact sheet

- **Genre:** 3D Large Format documentary
- **Duration** (in minutes): 45
- **Format:** 4K
- **Country of production:** France

## Team

- **Project holder:** Axel Clévenot
- **Director:** Axel Clévenot
- **Production company:** ARMONI PRODUCTIONS

## Contact

- **Email:** [a.clevenot@orange.fr](mailto:a.clevenot@orange.fr)
- **Website:** /



# 2016 TROPICAL VIRUS



## Synopsis/Logline:

Paola grew up dealing with her «normal» family. Like everybody else's family, hers, is full of nuances and mold her to become who she is, even against her will. Is the story of a Latin American woman not fitting in any mold and who learns to live by being herself. With a unique feminine vision of the world this girl is witness of a series of small crises that shape her personality.

## Fact sheet

- **Genre:** Animation
- **Duration** (in minutes): 90
- **Format:** /
- **Country of production:** Colombia

## Team

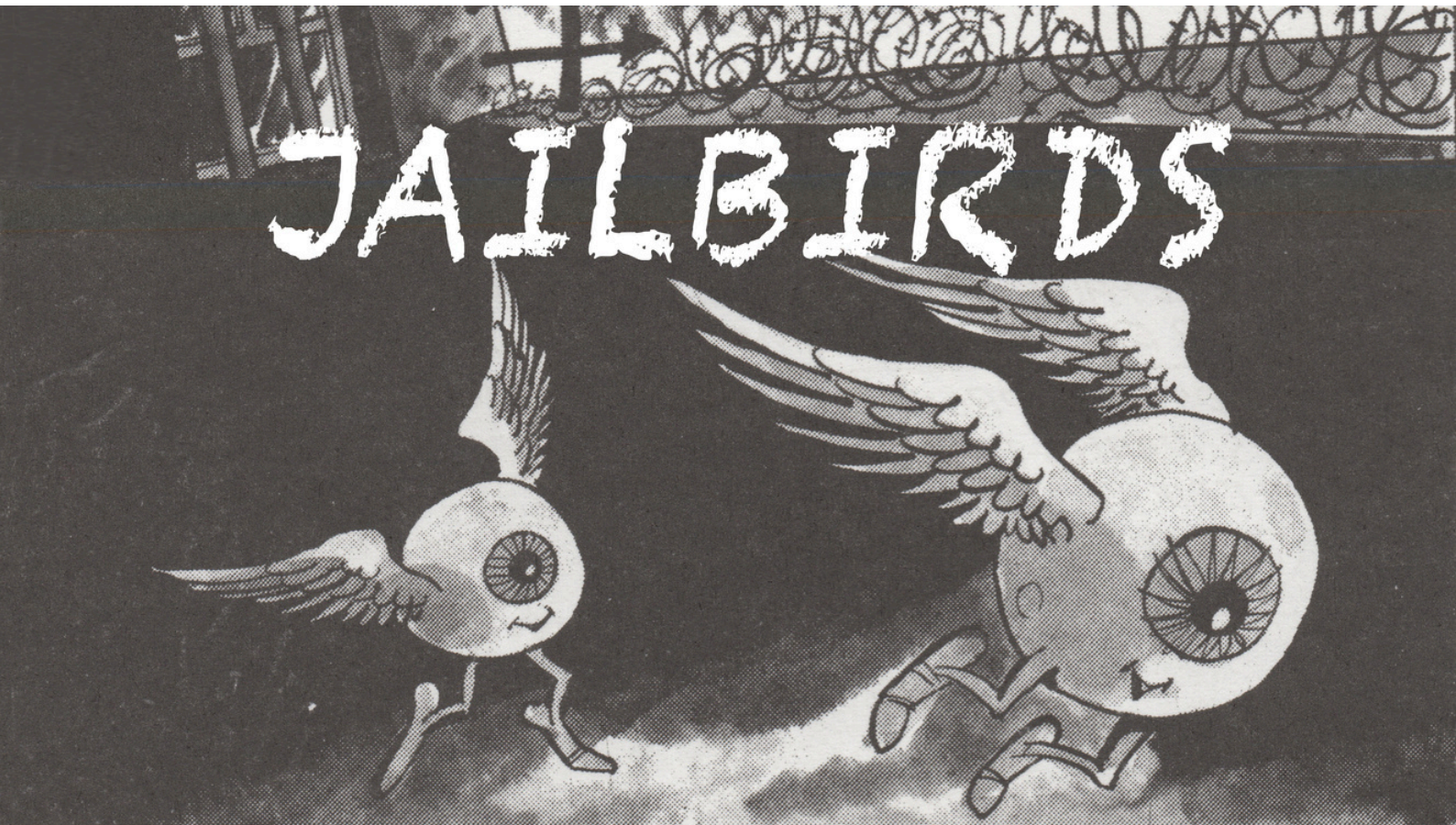
- **Project holder:** Nidia Santiago
- **Director:** Santiago Caicedo
- **Production:** TIMBO ESTUDIO

## Contact

- **Email:** [nidia@ikkifilms.com](mailto:nidia@ikkifilms.com)
- **Website:** [www.virustropical.com](http://www.virustropical.com)



# 2016 JAILBIRDS



## Synopsis/Logline:

FELIX is happy. Sentenced for life for his gang's crimes, he seems to have achieved peace of mind. His 9 meter square cell is full of his colored drawings. The bitter CHIEF WARDEN cannot tolerate that. In his dilapidated prison, inmates are meant to endure their time. Suffer. Expiate. FELIX's happiness is an insult thrown to CHIEF WARDEN's face. In his prison, FELIX has to pay. That's the rule.

## Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 3x5 minutes (or 15 minutes edit)
- **Format:** 360-S3D
- **Country of production:** France

## Team

- **Project holder:** Francois Klein
- **Director:** Thomans Villepoux
- **Production:** Digital Rise by Consortium-C

## Contact

- **Email:** francois.klein@consortium-c.com
- **Website:** /





# 2016

## THE EMBERS OF BORNEO



### Synopsis/Logline:

Orangutans are facing extinction due to mass deforestation in Southeast Asia, driven by the growing global demand for palm oil, found in 50% of household products. This journey to Borneo reveals the plight of orphaned young orangutans, left motherless in the battle against deforestation. These refugees must be taught survival skills before being resettled in safer jungles, as their native habitat continues to be destroyed.

### Fact sheet

- **Genre:** Documentary
- **Duration** (in minutes): 8 segments, average 10 min, total 80 min
- **Format:** VR, stereoscopic (+depth), 360, 4K@60fps
- **Country of production:** Canada

### Team

- **Project holder:** Aśka Popińska
- **Director:** Aśka Popińska
- **Production:** Tribe of Pan

### Contact

- **Email:** askapop@icloud.com
- **Website:** /



# 2016

## CHINCHORRO MUMMIES



### Synopsis/Logline:

Chinchorro is an immersive VR project that revives the last days of life of a Chinchorro child, 9,000 years ago in the Atacama Desert. The user will be transferred to its real 360 environment, and experience how they overtake the conventional death through the oldest mummification ritual in the world, his afterwards illegal extraction and his return home after being found in a humid basement in Switzerland, thousands years later.

### Fact sheet

- **Genre:** Documentary/Animation
- **Duration** (in minutes): 10
- **Format:** S3D VR
- **Country of production:** Chile

### Team

- **Project holder:** Diego Breit
- **Director:** Diego Breit, María Ignacia Court
- **Production company:** GLACIAR FILMS SPA

### Contact

- **Email:** [diego@glaciarfilms.com](mailto:diego@glaciarfilms.com)
- **Website:** /



# 2016 ZWEIG'S WORLD



## Synopsis/Logline:

"Zweig's World" is an animated interactive VR documentary that immerses viewers in a low-poly CGI recreation of the 20th century. Using quotes from Stefan Zweig's autobiography, it follows key moments in his life, drawing a dramatic parallel between his chaotic century and today's world. The experience encourages reflection on historical mistakes and the future direction of our society.

## Fact sheet

- **Genre:** Documentary/Animation
- **Duration** (in minutes): 12
- **Format:** CGI VR
- **Country of production:** France

## Team

- **Project holder:** Michael Caranicolas
- **Director:** Gallien Chanalet-Quercy
- **Production:** Unframed Cow

## Contact

- **Email:** michael@cow-prod.com
- **Website:** /



# 2016 KOSMIK JOURNEY

DOSSIER ARTISTIQUE

DEMANDE D'AIDE AUX PROJETS NOUVEAUX MÉDIAS EN DÉVELOPPEMENT

# KOSMIK JOURNEY

(titre de travail)

UN FILM DE JAN KOUNEN

a\_BAHN  
INCORPORATED PRODUCTION COMPANY



## Synopsis/Logline:

Jan Kounen has been going to the amazonian part of Peru for more than 10 years in order to meet healers. Today, he decided to go back there with us.

## Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 12
- **Format:** 4K/360/Stereoscopic
- **Country of production:** Luxembourg

## Team

- **Project holder:** Marion Guth
- **Director:** Jan Kounen
- **Production:** OKIO-STUDIO by FATCAT FILMS

## Contact

- **Email:** marion@a-bahn.com
- **Website:** www.a-bahn.com



# 2016

## PARALLEL DEATH



# ParallelDeath

- vol 1. Death Parallel the beginning
- vol 2. Scream in silence
- vol 3. Roller coaster
- vol 4. Sharing fear
- vol 5. I am the only one
- vol 6. There is no safe place

## Synopsis/Logline:

Parallel death begins with a series of virtual reality chapters, however has the aim to be completed with a 2D/3D television serie and a Parallel death game. The serie story is based in actual days, where virtual reality is entering into people's life. However, a kind of urban legend is appearing as it seems that people is dying while watching VR content. We do not know how or why, but something unexplainable happens. Maybe you could be the next.

## Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 8 chapters of 4 min each one
- **Format:** 360 Virtual Reality 4K
- **Country of production:** Spain

## Team

- **Project holder:** Montserrat Puértolas
- **Director:** /
- **Production:** Kataclack S.L

## Contact

- **Email:** [mpuertolas@kataclack.com](mailto:mpuertolas@kataclack.com)
- **Website:** [www.paralleldeath.com](http://www.paralleldeath.com)



# 2016

# THE EXPERTS

## Nick URBOM (Jury)

- **Society:** AIS & VR Society
- **Function:** SVP, Marketing & Awards
- **Bio:** The Advanced Imaging Society was formed in 2009 by our industry's creative stakeholders including The Walt Disney Studios Motion Pictures, DreamWorks Animation (DWA), Sony, Paramount, IMAX, Dolby, Panasonic, MasterImage and others to advance the creative arts and sciences of stereoscopic 3D. As new cutting edge technologies including high dynamic range (HDR), virtual reality (VR), high frame rate (HFR), and 4K come to the forefront, the Society has been charged with "informing the content pipeline" of professionals on these emerging innovations. With chapters in the U.S., China, Japan, Canada, the E.U., India and the U.K., the organization serves thousands of professional participants in over 20 countries active in improving the arts and technologies of advanced imaging. The organization hosts professional education seminars and awards throughout the world.
- **Town:** /
- **Activity:** /
- **Website:** <http://www.advancedimagingociety.com/>, <http://thevrsociety.com/>

## Delphine DUMONT (Jury)

- **Society:** Desk Europe Créative Vlaanderen
- **Function:** /
- **Bio:** Creative Europe is the European Commission's programme to support the cultural, creative and audiovisual sectors. It consists in two sub-programmes : Culture & MEDIA. Creative Europe Media Desk Flanders promotes awareness and understanding of the Creative Europe MEDIA programme, provides free advice and support for applicants from Flanders and (co-)organizes industry events for the internationalization and professionalization of the audiovisual sector.
- **Town:** Netherlands
- **Activity:** /
- **Website:** <http://www.creativeeurope.be/nl>

## Louis CACCIUTTOLO (Jury)

- **Society:** VRrOOm
- **Function:** CEO
- **Bio:** VRrOOm builds the future of Art and Entertainment through alternative realities, with an ecosystem encompassing online and offline distribution of high quality VR content and experiences, state of the art AR/VR content production and co-rpduction, and curated information for consumers and professionals across dedicated digital platforms. VRrOOm is headquartered in Hong Kong, with an office in Paris and planned office opening in Los Angeles at the end of 2016. For more information about VRrOOm, visit us at: [www.vrroom.buzz](http://www.vrroom.buzz)
- **Town:** /
- **Activity:** /
- **Website:** <http://www.vrroom.buzz/>

# 2016

# THE EXPERTS

## Jean-Walter MULLER (Jury)

- **Society:** LaTV3D
- **Function:** Associate Director
- **Bio:** LaTV3D is an international SVOD and VOD platform featuring entertainment contents exclusively in 3D. By subscription, purchase or rental, we offer several categories of programs of all kinds, all countries and for all audiences, kids or seniors. From blockbusters to historical documentaries, not forgetting the short films, our will is to offer entertainment and emotion to all spectators.
- **Town:** /
- **Activity:** /
- **Website:** <https://www.facebook.com/latv3d/>

## Griselda GONZALES (Jury)

- **Society:** BE REVOLUTION PICTURES
- **Function:** Producer
- **Bio:** BE REVOLUTION PICTURES is a young dynamic Belgian film production company. We specialize in international co-productions and focus on selecting, developing, producing and post producing engaging content in long and short feature films.
- **Town:** /
- **Activity:** /
- **Website:** /

## Antoine CAYROL (Jury)

- **Society:** OKIO Studio
- **Function:** Partner&Producer
- **Bio:** After a Master II Communication and Media in Assas and a Master II PLA at the Sorbonne, Antoine Cayrol created his production company Fatcat Films in 2005. He has since produced four short films and has won numerous awards internationally, dozens of music videos and commercials in the world of luxury and entertainment and 3 transmedia documentaries (web / TV / cinema / radio). In November 2013, FATCAT FILMS incorporates the audiovisualgroup Première Heure and became its digital label. In January 2014 he creates a second production company specializing in the production of content for virtual reality, OKIO STUDIO, by partnering with Pierre Zandrowicz and Lorenzo Benedetti. He has produced the first French fiction created in virtual reality and 3D : I, Philip.
- **Town:** /
- **Activity:** /
- **Website:** <http://www.okio-studio.com/>

# 2016

# THE EXPERTS

## Domenico LAPORTA (Jury)

- **Society:** Wallimage/R/O Insistute
- **Function:** Head of Transmedia & Director of the R/O institute
- **Bio:** Domenico La Porta is a transmedia author and the head of the Wallimage Creative fund in Belgium. He is also the director of the newly created R/O institute, a project based incubator for narrative Intellectual Properties (NIP). The 8 months training programme will help a new generation of storytellers to unfold their narratives across platforms (gaming, series, film, VR, comics...) while keeping their story world in check and developing a tailored made business model that will position their NIP as a competitive ecosystem in the global market.
- **Town:** Belgium
- **Activity:** /
- **Website:** <http://www.wallimage.be/entreprises?lang=uk> , <http://www.ro.institute/>

## Bernie STAMPFER (Jury)

- **Society:** International Films Partners
- **Function:** Partner
- **Bio:** International Film Partners is one of Europe's leading film finance broker and co-production consultants. Our relationships with Europe's top media financing companies and production service providers enable us to act as a "one-stop shop" for producers, studios, and financiers. We are able to provide management and support at every step of a film's creation, from managing subsidies and financial engineering to physical production.
- **Town:** /
- **Activity:** /
- **Website:** <http://www.film-partners.com/>

## Stéphanie LEEMPOELS (Jury)

- **Society:** Creative Europe Desk Belgique
- **Function:** /
- **Bio:** Creative Europe Desk Wallonia-Brussels (MEDIA)
- Creative Europe is the European Commission's programme to support the cultural, creative and audiovisual sectors. It consists in two sub-programmes : Culture & MEDIA. Creative Europe Desk Wallonia-Brussels promotes awareness and understanding of Creative Europe, and provides free advice and support for applicants from the Federation Wallonia-Brussels.
- **Town:** Belgium
- **Activity:** /
- **Website:** <https://www.europecreative.be/en/>



# 2016

# THE EXPERTS

## Carole KREMMER (Jury)

- **Society:** Film Fund Luxembourg
- **Function:** Policy officer - New Media
- **Bio:** Film Fund Luxembourg is Luxembourg's main public funding body for the audiovisual industry. It is under the supervision of the Luxembourg ministries in charge of culture and media. The Fund was founded in 1990 and aims to support and foster Luxembourg's film industry, and to promote films made in Luxembourg and Luxembourg talent at home and abroad. Its support mechanisms include development, production and promotion support for short and feature films - fiction, documentary or animation - as well as transmedia, interactive and VR film projects. It works in close cooperation with representatives of the Luxembourg film industry. The Film Fund represents Luxembourg in all European and international audiovisual initiatives like Eurimages, the pan-European co-production fund, and EFADs, the European Film Agency Directors association. It also hosts the Luxembourg Creative Europe MEDIA Desk. [www.filmfund.lu](http://www.filmfund.lu). Creative Europe MEDIA Desk Luxembourg provides advice and information on the European Commission's Creative Europe MEDIA sub-programme for the audiovisual industry. The MEDIA sub-programme supports EU film and audiovisual professionals in the development, distribution and promotion of their work. Its focus is on projects and initiatives with a European dimension, nurturing new technology and making European films travel. The Desk's tasks and activities include assisting applicants with their MEDIA funding applications, promoting the Creative Europe programme to the Luxembourg audiovisual industry and providing information about ongoing MEDIA calls for projects and selection results through newsletters and on social media.
- **Town:** /
- **Activity:** /
- **Website:** <http://www.filmfund.lu/>

## Camille LOPATO (Jury)

- **Society:** Diversion Cinema
- **Function:** Founder
- **Bio:** CDiversion Cinema is the European leader of public VR screenings. Diversion has a VR cinema in Paris and creates VR rooms all around the world : for Festivals - Cannes, Venice, Amsterdam, DUBaï - and for corporate and marketing events: Facebook, Renault, Fox, Fashionweek. Comfort, facilities, mediation : all is dedicated to the audience experience. Camille Lopato worked 7 years in a distribution company Chrysalis Films. In 2015, she co-founds the pickup VRcinema, the first virtual reality cinema in France. A few months ago, Camille founded Diversion. Diversion offers collective VR screenings and aims to have a network of VRcinemas and VRarcades in Europe.
- **Town:** /
- **Activity:** /
- **Website:** /

# 2016

# THE EXPERTS

## Marine HAVERLAND (Jury)

- **Society:** Screen Brussels
- **Function:** Audiovisual Advisor – New media / Gaming / VR
- **Bio:** Screen.brussels is a Brussels based Cluster whose focus is on audiovisual and related technologies. Our vision is to position the Brussels-Capital Region as a center of excellence for audiovisual and related innovative technologies worldwide. In order to achieve our ambitions, the cluster mission is articulated around three main objectives. Firstly, screen.brussels reinforces locally and internationally the visibility of the Brussels region as unique and valuable destination for audiovisual projects. Secondly, it proposes custom-made supports and collective actions to respond to the specific needs identified in order to accelerate the growth and boost the competitiveness of companies. Finally, the cluster creates and supports a dynamic ecosystem to catalyze effective collaboration among the economic, educational and scientific potential of companies, universities and R&D institutions and connect them with the market of audio visual industries through a collaborative platform. Marine Haverland started her career in 2008 at Versus production. Then she founded in 2012 Aura Films a production company for new media projects. She is also co-founder of Liege Web Fest (first Belgian festival dedicated to transmedia, web series and VR). She is currently in charge of gaming and VR for screen.brussels cluster.
- **Town:** /
- **Activity:** /
- **Website:** <http://screen.brussels/>

# THE INTERVENANTS

## 1)VR 3D

Antoine Cayrol, Producteur de « I Philip » chez Okio  
Case Study (Financement 500K€)

## 2)FILM 3D

Producteur de Everything Will be fine (recontacter prod Wenders)  
Producteur de Ivy 1 & 2 (via Florian Maier)

## 3)TRANSMEDIA

- Domenico Laporta (Wallimage)

- voir intervenants Lab'O

Suggestions de Lydie :

- Yoan Manesse : [yomanesse@gmail.com](mailto:yomanesse@gmail.com) / 06 98 90 03 79

YMCM Prod - 55 rue de la Boétie - 75 008 Paris / [www.ymcmprod.com](http://www.ymcmprod.com)

(YMCA Production - projet ThePlace-to-B pour la COP21)

> parle moyennement anglais / expérience cinéma à demander

- Stéphane Knecht : [s.knecht@teleparis.fr](mailto:s.knecht@teleparis.fr) / 06 82 68 65 81

> On est plus des pigeons / 60 millions de consommateurs (attraction audience)

> prod de 360@, <http://www.france5.fr/emissions/360>

