

The European springboard for immersive storytellers  
since 2016

# THE BOOSTER

stere@psia

2017



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.



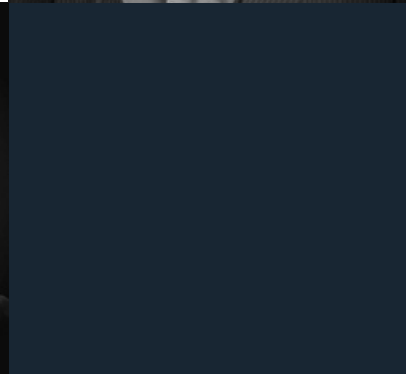
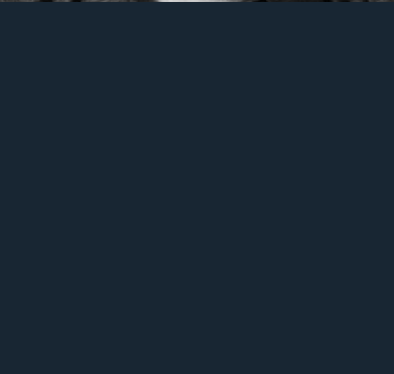
[LinkedIn](#) | [Instagram](#)





**2017**

11 projects selected  
from 8 countries  
2 mentors





# 2017 SHINES AGAIN



## Synopsis/Logline:

Twenty people locked in an old colonial house. They look like refugees. We managed to distinguish adults walking stealthily. Two old woman walk with a group of children. They all disappear. With the light of tiny lanterns, men and women begin to make up with pocket mirrors. Sunrise is approaching. Their voices rise in a powerful choir. The police violently penetrate the house.

## Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 15
- **Format:** 360
- **Countries of production:** Chile-France

## Team

- **Project holder:** Victor Fajnzylber
- **Director:** Victor Fajnzylber
- **Production:** RED CYAN

## Contact

- **Email:** victorfranksilva@gmail.com
- **Website:** www.parallellcinema.fr



# 2017 FREIHEIT



## Synopsis/Logline:

Freiheit is a thematic journey of sacrifice and hope told through a young Jewish boy entering a concentration camp in World War II. With his mother by his side, we follow the traumatic events that threaten their survival and hope to be together.

## Fact sheet

- **Genre:** Drama/Animation
- **Duration** (in minutes): 20
- **Format:** /
- **Country of production:** USA

## Team

- **Project holder:** Hansjeet Singh Duggal
- **Director:** Hansjeet Duggal
- **Production:** Duniya

## Contact

- **Email:** [h.duggal09@gmail.com](mailto:h.duggal09@gmail.com)
- **Website:** [hansjeetduggal.blogspot.com/2017/08/freiheit.html](http://hansjeetduggal.blogspot.com/2017/08/freiheit.html)



# 2017

## PASSAGES OF TIME

# ***PASSAGES OF TIME***

## ***A TRANS -TEMPORAL CRIMINAL INVESTIGATION THRILLER***

*Authors - Directors*

*Axel Clevenot - Christian Boustani*

### Synopsis/Logline:

Strolling; the proposition is made to me in interactive virtual reality within the space and memory of covered passages. Witnessing a murder, I panic. My stroll turns into an adventure. Paris, Milan, Moscow... a journey begins, intertwining different time periods in a maze of passages; I encounter real figures like Hugo, Dostoevsky, Dumas... as well as fictional ones. I make choices, the consequences of which I must face.

### Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 8x6 minutes, 15 one
- **Format:** 3D relief
- **Country of production:** France

### Team

- **Project holder:** Axel Clévenot
- **Director:** Axel Clévenot, Christian Boustani
- **Production:** /

### Contact

- **Email:** a.clevenot@orange.fr
- **Website:** /



# 2017 GRIFFONS

# G R I F F F O N S

Une fable  
en réalité virtuelle

Un projet de Romain Bonnin

## Synopsis/Logline:

Griffin is a political and poetical tale, exploring the topic of cultural and art razing in a totalitarian regime. The story takes us in a fantasised Paris, where the young Noah witnesses, powerless, the blast of the city and its inhabitants by the mysterious men with black scarf. On his journey, Noah will prove resilient, facing this dark army and giving the city its color and umanity back.

## Fact sheet

- **Genre:** Fiction/Animation
- **Duration** (in minutes): 10
- **Format:** /
- **Country of production:** France

## Team

- **Project holder:** Sarah Arnaud
- **Director:** Romain Bonnin&Mathieu Bétard
- **Production:** Webspider Productions

## Contact

- **Email:** [louise@webspiderproductions.fr](mailto:louise@webspiderproductions.fr)
- **Website:** [www.facebook.com/webspiderproductions/](http://www.facebook.com/webspiderproductions/)



# 2017 RADIKAL



## Synopsis/Logline:

A lonely Creature, rejected by villagers for its terrifying appearance, hides near a chalet and secretly helps its kind occupants, longing for their companionship. It reveals itself to a blind man, who shows compassion, but the returning farmers attack it in fear. Hurt and bitter, the Creature burns the now-empty chalet in despair.

## Fact sheet

- **Genre:** Psychological Drama
- **Duration** (in minutes): 15
- **Format:** /
- **Country of production:** France

## Team

- **Project holder:** Milosz Hermanowicz
- **Director:** Milosz Hermanowicz
- **Production company:** /

## Contact

- **Email:** [films@miloszhermanowicz.com](mailto:films@miloszhermanowicz.com)
- **Website:** /



# 2017 SEX BUYER EXPERIENCE

DAY FOR NIGHT  
PRODUCTIONS

## SEX BUYER

A VR/360° DOCUMENTARY EXPERIENCE  
1X25'

BY SONIA DELHAYE

### Synopsis/Logline:

This interactive experience delves into a European red-light district, exploring prostitution through real testimonies and expert insights. Users can "buy" or role-play as a prostitute, uncovering the harsh realities behind this globalized industry. Guided by those who live it, the experience highlights the commodification of humans, aiming to raise awareness of its complexities and impacts.

### Fact sheet

- **Genre:** Fiction/Documentary
- **Duration** (in minutes): 25
- **Format:** HD 360\_Stereoscopy
- **Country of production:** France

### Team

- **Project holder:** Eve-Marine Joly
- **Director:** Sonia Delahaye
- **Production:** Day for Night productions

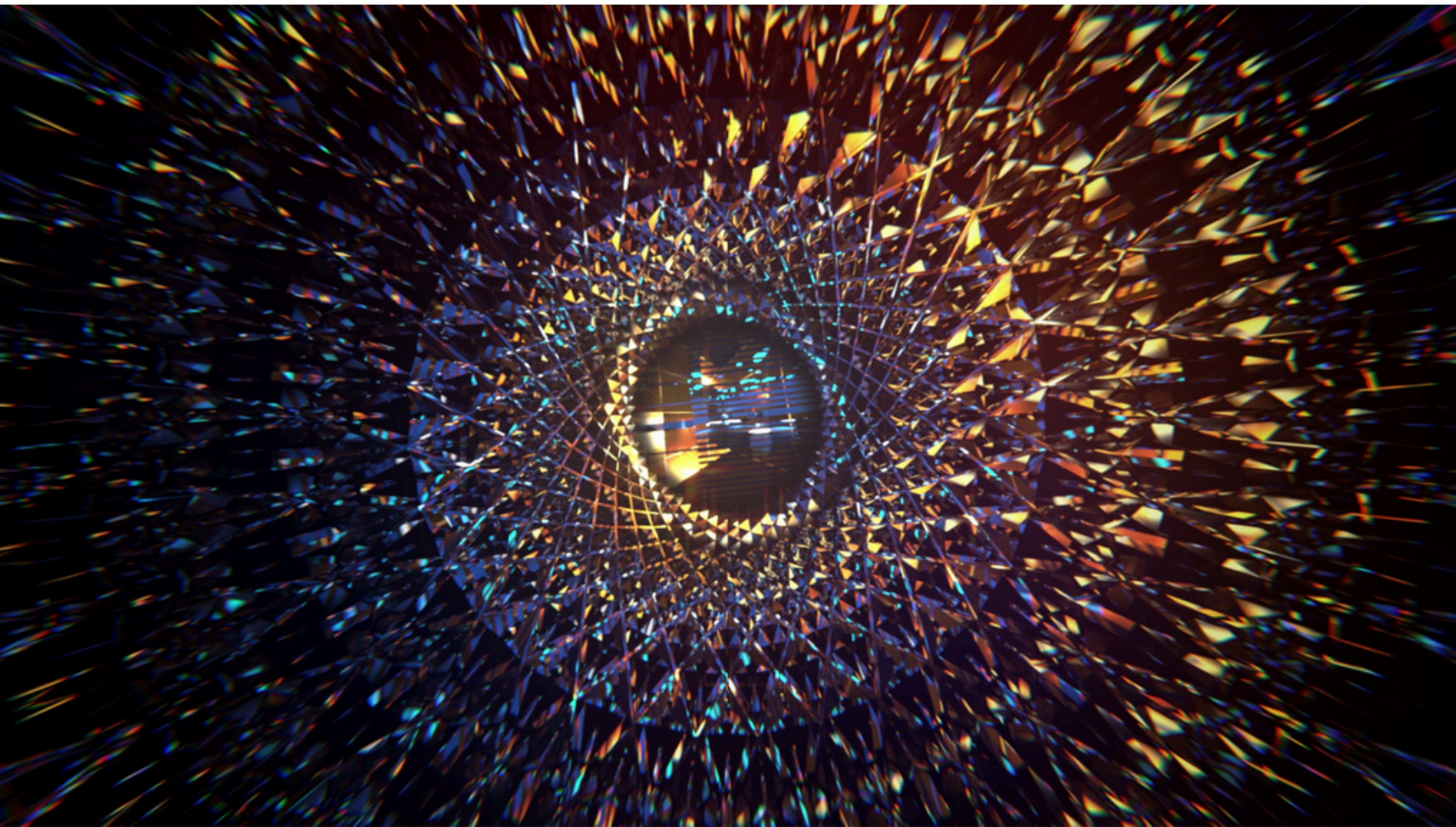
### Contact

- **Email:** [evemarine@dayfornight.eu](mailto:evemarine@dayfornight.eu)
- **Website:** /



# 2017

## AUDIENCE IS A PRESENT



### Synopsis/Logline:

We experience a group trapped in a limbo between fiction and reality, unsure how they got there. As they search for answers, they confront the director, who claims to be another victim of a conspiracy, and the producer, who offers no clarity. The group begins to sense the audience's presence, questioning if they are the true reason for their plight. The actors turn on the audience, shattering the simulation into an infinite metaverse.

### Fact sheet

- **Genre:** /
- **Duration** (in minutes): 15 (loop)
- **Format:** /
- **Country of production:** Germany

### Team

- **Project holder:** Alexander Herrmann
- **Director:** Jos Diegel
- **Production:** EXPANDING FOCUS

### Contact

- **Email:** alex@expanding-focus.de
- **Website:** www.expanding-focus.de



# 2017

## THE SOUND OF SILENT NIGHT



### Synopsis/Logline:

A 360° journey of discovery to the Austrian source of the world's favourite Christmas carol, using 3D reconstruction techniques to give the audience the first ever chance to hear the authentic sound of the first Silent Night.

### Fact sheet

- **Genre:** Documentary
- **Duration** (in minutes): 45
- **Format:** /
- **Countries of production:** Austria/United Kingdom

### Team

- **Project holder:** Frederick Baker
- **Director:** Frederick Baker
- **Production:** Filmbäckerei

### Contact

- **Email:** fb346@cam.ac.uk
- **Website:** www.filmbaekerei.at





# 2017

## THE WEREWOLF EXPERIENCE

# The Werewolf Experience



### Synopsis/Logline:

The clouds above your part revealing a full moon and your horrifying transformation begins. You must hunt the glorious white stag to satiate your hunger. You are a werewolf..and the townspeople are coming for you. The Werewolf Experience is an immersive cinematic 3-D VR with a unique interactive element: the player must use their own voice to HOWL to trigger decision points throughout the event.

### Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 10
- **Format:** /
- **Country of production:** Belgium

### Team

- **Project holder:** Christopher Morrison
- **Director:** Christopher Morrison
- **Production:** Reality+

### Contact

- **Email:** christophermorrison2@gmail.com
- **Website:** www.realityplus.org



# 2017

## UNDER THE SKIN



### Synopsis/Logline:

This is a VR documentary that immerses the viewer into the lives of three black residents of Rio de Janeiro's most infamous favela, as they struggle through their day and deal with a precarious, oppressive, and often violent environment.

### Fact sheet

- **Genre:** Documentary
- **Duration** (in minutes): 12-15
- **Format:** 360-degree live-action stereo 4K video
- **Country of production:** Brazil

### Team

- **Project holder:** João Inada
- **Director:** João Inada
- **Production company:** Sete Léguas Filmes

### Contact

- **Email:** joainada@gmail.com
- **Website:** www.seteleguas.com



# 2017

## MUSE OF THE UNDERWORLD



### Synopsis/Logline:

“Muse of the Underworld” is a 15-minute, virtual reality (VR) opera based on the half-woman, half-bird sirens of Greek mythology that used their beautiful voices to lure sailors to their deaths. This unique hybrid creature and the seaside atmosphere would be difficult to duplicate on a theater stage, but through the use of VR we transport an audience into the world of the story where the mythical is made real.

### Fact sheet

- **Genre:** Drama/Opera
- **Duration** (in minutes): 15
- **Format:** H.264
- **Countries of production:** USA/France

### Team

- **Project holder:** Karen Dee Carpenter
- **Director:** Karen Dee Carpenter
- **Production:** Bird Pictures

### Contact

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



# 2017

# THE EXPERTS

## Louis CACCIUTTOLO (Masterclass+Jury+Matchmaking+Award)

- **Society:** VRrOOm
- **Function:** CEO
- **Bio:** Louis Cacciuttolo is the founder of VRrOOm, a media platform dedicated to VR and published in 3 languages. Website [www.vrroom.buzz](http://www.vrroom.buzz) is one of the most influence one about VR worldwide. Former Vice-President of THX and former CEO of Ogilvy and Saatchi agencies in Asia, Louis is also the author, director and producer of VR short-film “The Last Footprint”, nominated to Animaze festival and presented at Cannes Film Festival 2017.
- **Town:** France
- **Activity:** News/Exhibitor
- **Website:** <http://www.vrroom.buzz/>

## Olivier PIASENTIN (Jury+Matchmake)

- **Society:** Nexus Forward
- **Function:** Chief Business Officer
- **Bio:** Olivier Piasentin is cofounder of Nexus Forward, Nexus Factory’s VR and innovative content division. Former business affairs in film financing, he has worked on several international features and as advisor to equity financier. Enthusiastic about new medias and their impact on narrative, his venture with Nexus Forward is to bring his expertise in entertainment financing and IP licensing into VR and game projects.
- **Town:** France/Belgium
- **Activity:** Production/Distribution
- **Website:** [www.nexus-forward.com](http://www.nexus-forward.com)

## Alexandre REGEFFE (Masterclass+Jury)

- **Society:** Neotopy
- **Function:** CTO
- **Bio:** With 25 years of experience in audiovisual post-production, Alexandre REFEFFE is now consultant in VR. He helped building the VR services at SYLICONE company and is collaborating on the development of NEOTOPY company. With skills in VR compositing and FX on After Effects, he’s specialized in creating post-production workflows for Cinematic VR. Alexandre considers himself as a VR evangelist and shares his passion as widely as possible.
- **Town:** France
- **Activity:** Production/Services
- **Website:** [www.neotopy.com](http://www.neotopy.com)

## Ivan MAUCUIT (Jury+Matchmaking)

- **Society:** Neotopy
- **Function:** Producer
- **Bio:** Ivan MAUCUIT is the CEO of Neotopy, a cinematic VR studio based in Paris. For the past 15 years, he has been working as sound mixer and documentary director. With Neotopy, Ivan has co-produced for ARTE 360: “Expedition Antrctica” directed by Luc Jacquet and Jeanne Guillot, “Mozart 360” directed by Colin Laurent, “The sharks Pack” directed bt Manuel Lefevre and Frédéric Gourdet. He’s currently developing two others VR experiences for the French-German broadcaster. In addition to these narrative Productions, he also produces VR films for major brands.
- **Town:** France
- **Activity:** Production/Services
- **Website:** [www.neotopy.com](http://www.neotopy.com)



# 2017

# THE EXPERTS

## Marine HAVERLAND (Jury+Matchmakine)

- **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.
- **Town:** Belgium
- **Activity:** Cinema/Media Fund
- **Website:** [www.screen.brussels](http://www.screen.brussels)

## Guy DALEIDEN (Jury+Matchmaking)

- **Society:** Film Fund Luxembourg
- **Function:** /
- **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 talents at home and abroad. Its support mechanisms include development, production and promotion support for short and feature films – fiction, documentar and VR film projects. It works in close cooperation with representatives of the 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.
- **Town:** Luxembourg
- **Activity:** Cinema/Media Fund
- **Website:** [www.filmfund.lu](http://www.filmfund.lu)

## Maren MAIER (Jury+Matchmakine)

- **Society:** Sola Media
- **Function:** /
- **Bio:** Maren Maier is part of the Sola Media team since 3 years now. Starting with the Delivery Management she is for over a year now also Acquisition Coordinator and therefore always Looking for new projects and for new developments in the international material requirements. Sola Media is a world sales agent specializing in high-quality children's films and family entertainment with a strong focus on Animation features for the big screen. Established in Stuttgart, Germany, in 2004 by Managing Director Solveig Langeland, Sola Media is small by choice. Its strategy to select only four to six new films every year allows Sola Media to devote a lot of individual attention to its films, develop a customized marketing strategy for them, and present them prominently at markets and festivals. Its portfolio of family films from all over the world which are both commercially and artistically appealing as well as the dedicated individual service of its small international team has gained Sola Media a reputation as one of the leading companies in its field.
- **Town:** Germany
- **Activity:** Distributor
- **Website:** /



# 2017

# THE EXPERTS

## Maxime MONTAGNE (Jury+Matchmaking)

- **Society:** Wide VR
- **Function:** International Sales & Production
- **Bio:** After completing a master's degree in Cinema and English studies, Maxime Montagne worked in International Sales for the last two Years and joined WIDE a year ago. WIDE is a leading independent sales company currently representing more than 500 fiction titles and 300 documentaries represented by the joint-venture WIDE HOUSE. Currently his work is focused in managing VR Festivals and finding new offline and online partners for WIDE VR Experiences in a fast growing and changing industry.
- **Town:** France
- **Activity:** Distribution
- **Website:** /

## Sonke KIRSHHOF (Jury+Matchmaking)

- **Society:** InVR.space
- **Function:** /
- **Bio:** Sönke Kirchhof is CEO and executive producer of award winning Full Service VR Studio INVR.SPACE. He works in the Fields of VR, stereoscopic filmmaking, VFX and CGI as well as Research & Development in arts and technology since more than 15 years. He is also founder of reallifefilm international, working as Producer and Stereographer. At INVR.SPACE he is in charge of all business related operations and decides on creative and technologic approaches.
- **Town:** Germany
- **Activity:** Production & Services
- **Website:** /

## Michael MADNICK

- **Society:** AIS & VR Society
- **Function:** /
- **Bio:** /
- **Town:** USA
- **Activity:** /
- **Website:** /

