

The European springboard for immersive storytellers
since 2016

THE BOOSTER

stere@psia

2019



Creative
Europe
MEDIA

digital
wallonia
.be



stere@psia
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.



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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.



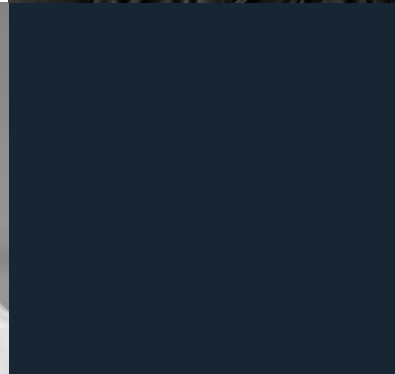
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2019

11 projects selected
from 11 countries
3 mentors



2019

AFRICAN SPACE MAKERS

African Space Makers



Synopsis/Logline:

The only way to understand Urban Storytelling it's by experience it. Choose which film director you want to be and experience urban Africa with your own crew. This is your assignment, and this is how you are going to understand what does it mean to be an African Space Maker, a real urban hero!

Fact sheet

- **Genre:** Documentary-Fiction
- **Duration** (in minutes): 5 episodes of 7 minutes each
- **Format:** 8K 360
- **Countries of production:** Kenya-Germany

Team

- **Project holder:** Sonke Kirchhof
- **Director:** Vincenzo Cavallo Faras
- **Production:** Cultural Video Production

Contact

- **Email:** vincenzo@culturalvideo.org
- **Website:** www.culturalvideo.tv



2019

BIOLUMINESCENCE-FIRST CONTACT



Synopsis/Logline:

Bioluminescence - First Contact is a cinematic VR experience that thrusts you into the role of a diver in the ocean abyss under invasion by extraterrestrial bioluminescent creatures. Will you make an escape or be absorbed into a shared consciousness?

Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 25
- **Format:** VR
- **Countries of production:** France-Germany

Team

- **Project holder:** Igal Kohen
- **Director:** Abel Kohen
- **Production:** IKO

Contact

- **Email:** igal@i-k-o.fr, margaux@i-k-o.fr
- **Website:** www.i-k-o.fr



Digital Rise presents

CARE

by Cédriane FOSSAT

Synopsis/Logline:

You are sitting in a cozy, reassuring place, facing a young woman who seems to want to take care of you. Yet, little by little, inconsistencies creep into her remarks, the reassuring sounds she produces with her material become more disturbing. Without ever losing the honey in her voice or the smile on her lips, the young woman straps you: you are trapped. Her intentions are revealed, she intends to take your organs one by one to sell them.

Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): 12
- **Format:** 8K 360
- **Country of production:** France

Team

- **Project holder:** Cédriane Fossat
- **Director:** Thomas Villepoux
- **Production:** Digital Rise

Contact

- **Email:** francois.klein@digital-rise.com
- **Website:** www.digital-rise.com/portfolio/care



2019

FALL OF BERLIN WALL



Synopsis/Logline:

In “Fall of the Berlin Wall,” we find ourselves at GDR checkpoints on the night of November 9, 1989. Surrounded by the ghostly figures of Berliners, frozen in time at their emotional and visual peak, we explore the story through the soundscape of that night, short guiding dialogues and eyewitnesses’ memories.

Fact sheet

- **Genre:** Documentary
- **Duration** (in minutes): 14
- **Format:** Engine-based 3D interactive experience
- **Country of production:** Ukraine

Team

- **Project holder:** Sergiy Polezhaka
- **Director:** Alexey Furman
- **Production:** NEW CAVE MEDIA

Contact

- **Email:** s.polezhaka@newcavemedia.com
- **Website:** www.newcavemedia.com



2019 GUARDIAN



Synopsis/Logline:

At the end of the 11th century an alien vessel crash lands in the midst of Northern France's wilderness. Its lone survivor - an artificial humanoid being equipped with the physical and cognitive capabilities of a superhuman.

Fact sheet

- **Genre:** Science Fiction, Adventure, History
- **Duration** (in minutes): 3x12
- **Format:** S3D 360
- **Country of production:** Austria

Team

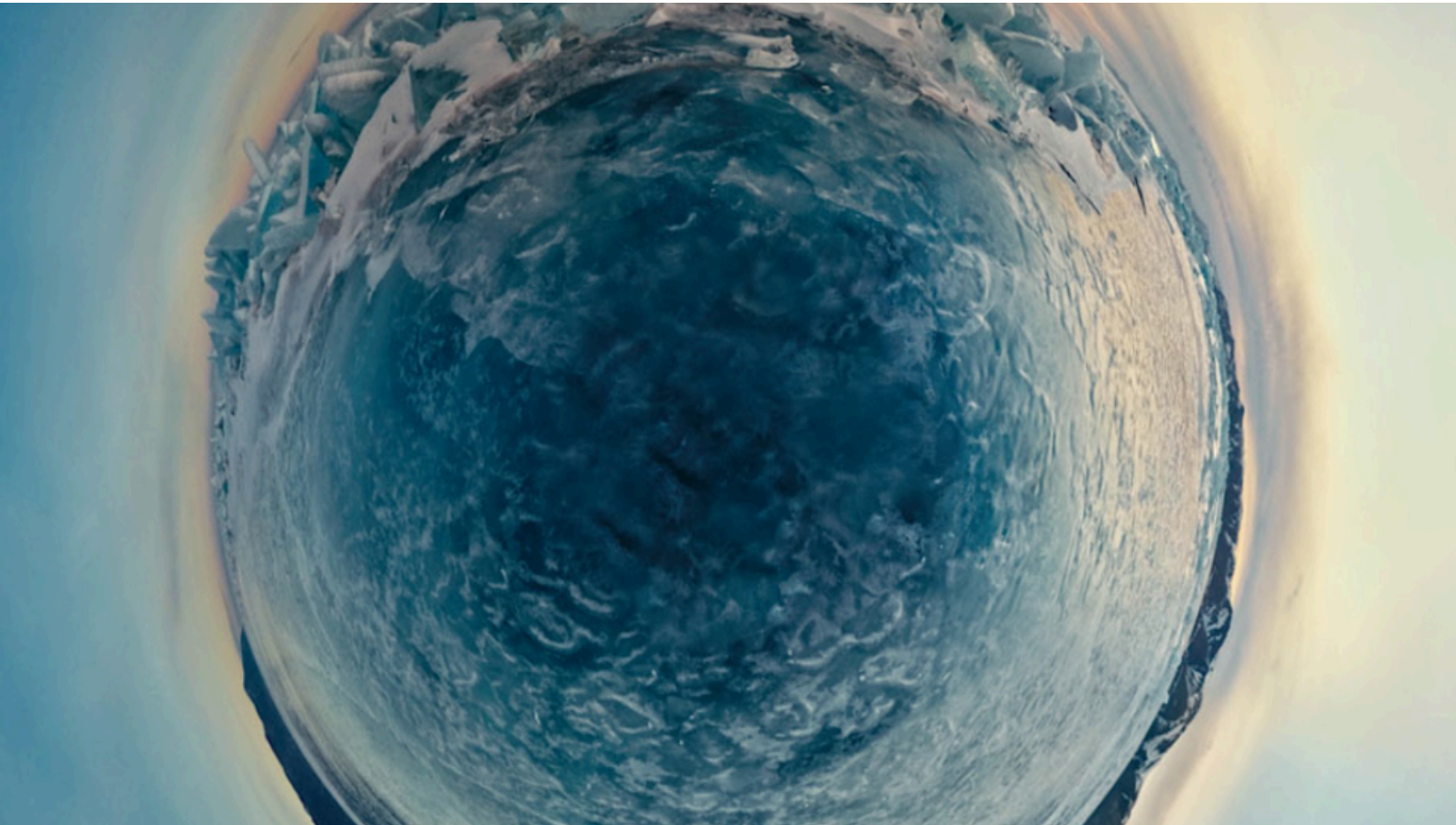
- **Project holder:** Gero A.E.E
- **Director:** Gero A.E.E
- **Production:** GO! Pictures KG

Contact

- **Email:** gero.egger@gopictures.at
- **Website:** www.goinsidevr.com



2019 LAKE BAIKAL



Synopsis/Logline:

Directors Georgy Molodtsov and Michael Owen intend to combine classical film storytelling with the latest 3D VR and interactive technologies to create an immersive media experience that's both entertaining and scientific to introduce the wonder of Lake Baikal to worldwide audiences and emphasize the need for sustainable practices for safeguarding freshwater resources everywhere.

Fact sheet

- **Genre:** Documentary
- **Duration** (in minutes): Approximately 20 minutes
- **Format:** 3D 360 material shot with 12-camera GoPro system
- **Countries of production:** Russia, USA

Team

- **Project holder:** Michael Owen
- **Director:** Georgy Molodtsov & Michael Owen
- **Production:** MEDIA COMBO

Contact

- **Email:** michael@mediacombo.net
- **Website:** www.baikalvr.mediacombo.net



2019

LONDON 1888



Synopsis/Logline:

A 3D 360 degrees interactive experience that put you in the shoes of Jack the Ripper, Dr Jekyll and Mr. Hyde, during those dark victorian times.

Fact sheet

- **Genre:** Fiction
- **Duration** (in minutes): Variable, 12-18 minutes
- **Format:** /
- **Country of production:** Switzerland

Team

- **Project holder:** Olivier Beguin
- **Director:** Olivier Beguin
- **Production:** CHAOTICLOCK FILMS

Contact

- **Email:** olivier@chaoticlock.com
- **Website:** www.chaoticlock.com



2019

ONCE UPON A SEA



Synopsis/Logline:

The Dead Sea, one of the world's greatest wonders, is dying. Through VR exploration of the landscape and encounters with local characters the user will experience the Sea's mesmerizing moon-like landscape, as well as the myriad of ecological and political issues on its shores.

Fact sheet

- **Genre:** Documentary/Animation
- **Duration** (in minutes): 30
- **Format:** Stereo 360
- **Countries of production:** Israel/Canada

Team

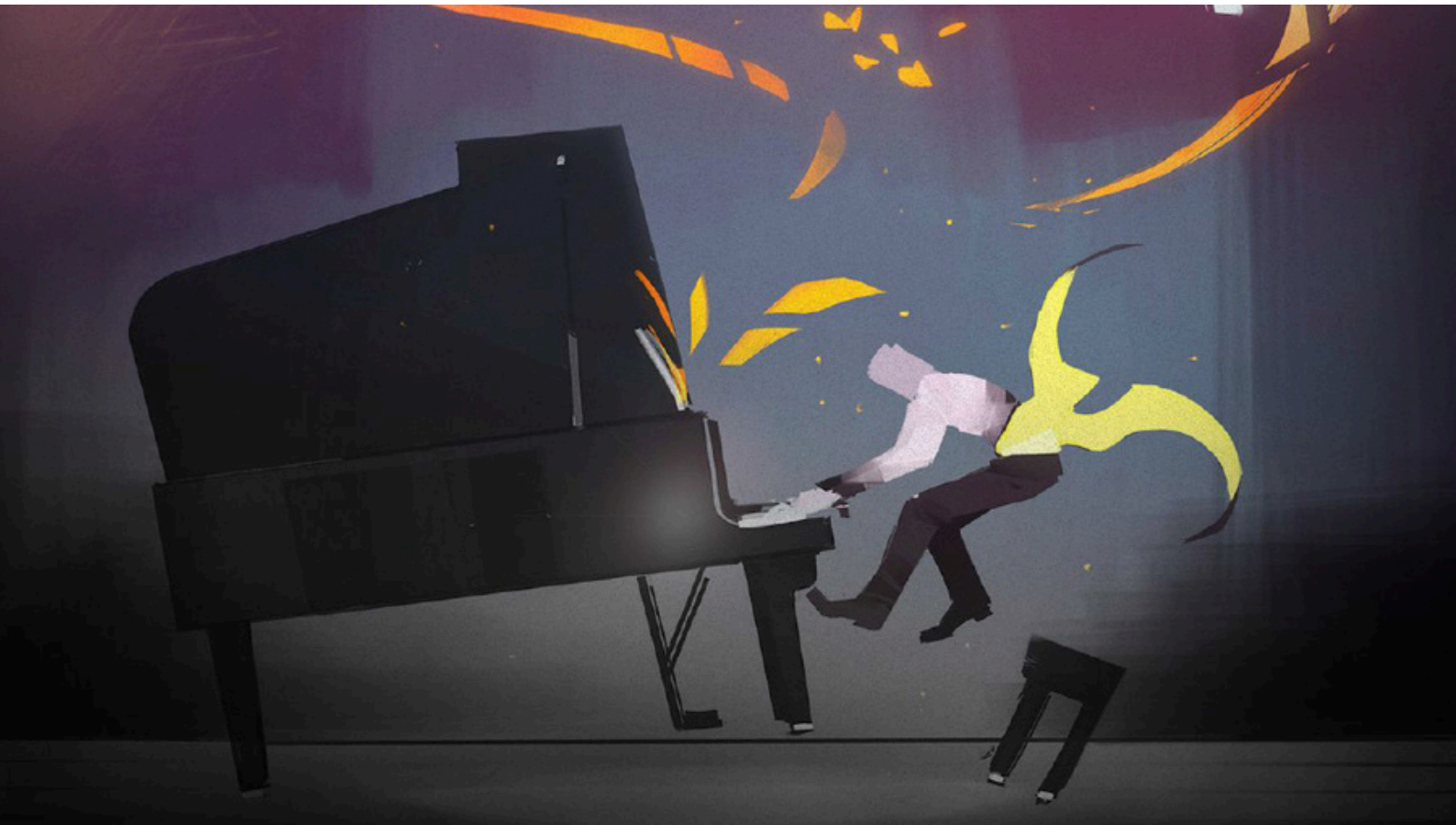
- **Project holder:** Nimrod Shanit
- **Director:** Adi Lavy & Nimrod Shanit
- **Production:** BLIMEY

Contact

- **Email:** nimrod@blimey.tv
- **Website:** www.blimey.tv



2019 SOLOIST



Synopsis/Logline:

The Soloist is a 7-minute VR musical experience inspired by Walt Disney's Fantasia. It combines classical music with a fantastical visual universe, offering an immersive and emotional journey accessible to all ages. Centered on a pianist's powerful solo, the performance transforms the surroundings into a vibrant, colorful score, transporting users into the artist's joyful imagination.

Fact sheet

- **Genre:** Animation
- **Duration** (in minutes): 7
- **Format:** RT Interactive
- **Country of production:** France

Team

- **Project holder:** Richard Turco
- **Director:** Balthazar Auxietre
- **Production company:** INNERSPACE VR

Contact

- **Email:** richard@innerspacevr.com
- **Website:** www.innerspacevr.com



2019 SYNESTHESIA



Synopsis/Logline:

SYNESTHESIA is a cinematic journey into the brain of one of the most complicated and mysterious type of people – synesthets. People who can feel deeply, smell colors, ‘taste’ music, memorize humongous amount of information. And now imagine that you yourself have these abilities during the 90-min cinematic journey that we are about to take you on.

Fact sheet

- **Genre:** Documentary
- **Duration** (in minutes): 90
- **Format:** 4K
- **Countries of production:** Russian Federation/USA

Team

- **Project holder:** Evgeny Subochev
- **Director:** Olga Pankratova
- **Production:** Pervoe Kino

Contact

- **Email:** yulia.f@grantburo.ru
- **Website:** /



TORNADE.

Animated short-film of fiction
with a layer of interactivity, based on cinematic camera move
< 10 min

www.corentinkopp.com/tornado



Synopsis/Logline:

In an almost abstract version of the American Great Plains, a Tornado approach from a small town lost in time. While the inhabitants lock themselves in or leave hastily, a freshly formed couple will face the violent wind and the town folks hostility. Always closer to each other, always closer to Tornado.

Fact sheet

- **Genre:** Fiction/Animation
- **Duration** (in minutes): 6
- **Format:** 3D animated (UNITY)
- **Countries of production:** Belgium

Team

- **Project holder:** Corentin Kopp
- **Director:** Corentin Kopp
- **Production company:** Abyssal process

Contact

- **Email:** corentin@lallali.com
- **Website:** www.abysalprocess.com

2019

THE EXPERTS

Louis CACCIUTTOLO (Masterclass+Jury+Matchmaking)

- **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 is one of the most influente 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/>

Alexandre REGEFFE (Masterclass+Jury+Matchmaking)

- **Society:** Rshift
- **Function:** CEO
- **Bio:** After twenty years of managing post production services for television, Alexandre REGEFFE acts today as a Cinematic VR specialist. He is the Co-founder and CTO of NEOTOPY, a Paris based Cinematic VR production studio where he handled various types of projects : documentaries like "700 SHARKS" or "EXPEDITION ANTARCTICA", commercials for JC PENNEY, GIVENCHY, VENTURI CARS, and musical experiences like BEETHOVEN 360, MOZART 360 and many others. Last year Alexandre decided to embrace another challenge: the creation of RSHIFT. Based in Paris, France, RSHIFT is a company dedicated to providing Cinematic VR services for producers, brands and other VR studios and works on projects like PSG VR EXPERIENCE, DS PERFORMANCE E-FORMULA, AMAZON WAREHOUSES... In Vancouver, Canada, Tobias CHEN is extending the RSHIFT network as an immersive media consultant. From shooting to post-production, consultancy or training, Alexandre and the RSHIFT team is ready to handle all technical aspects of your projects with a unique combination of skills and tools.
- **Town:** France
- **Activity:** Consulting/Post-production
- **Website:** /

Marine HAVERLAND (Jury+Matchmake)

- **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



2019

THE EXPERTS

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, documentary 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

Rafael PAVON (Jury+Matchmaking)

- **Society:** Atlas V
- **Function:** Producer
- **Bio:** I'm a Creative Director and Producer at AtlasV, one of the bravest and most awarded immersive studios in the world with pieces such as Spheres (Narrated by Millie Bobbie Brown, Jessica Chastain and Patti Smith and Grand Prize at Venice), Gloomy Eyes (Narrated by Colin Farrell and Winner at SXSW), Battlescar (Narrated by Rosario Dawson and Premiered at Sundance) or Vestige (Premiered at Tribeca). Started as Director and Creative Director for virtual reality back in 2015 at the legendary VR studio Future Lighthouse, where I worked on more than 30 virtual reality productions from idea to delivery, creating award-winning original content from scratch, like Melita and Ray, and also working with partners like Sony, Oculus and HTC on projects like Campfire Creepers, starring horror film legend Robert Englund and directed by Alexandre Aja, and Snatch VR, based on the Guy Ritchie cult classic and starring Rupert Grint. After that, I lead the creative department at Disney-backed company Jaunt in London and worked as a freelance immersive director for the World Monuments Fund, directing award-winning actress Geraldine Chaplin.
- **Town:** USA
- **Activity:** XR Film production
- **Website:** /

Boris BAUM (Jury+Matchmaking)

- **Society:** Les Films de la Récré
- **Function:** Producer
- **Bio:** Les Films de la Récré is a Belgian independent movie production house founded by Boris Baum. We aim to present artistically engaged movies and to fully support visions of tomorrow. We have recently produced the Documentary DAMASCUS, by Belgo-syrian female director Myrna Nabhan, the full-length movie BULA by Boris Baum in co-production with Brazil, as well as an interactive VR experience: 11.11.18, premiered at the international Tribeca Festival. On two occasions, Les Films de la Récré have represented Belgium at the International Rotterdam Festival as part of the Producer's Lab and Discussions around international co-productions. We are currently preparing our next feature film in co-production with SCOPE Pictures.
- **Town:** /
- **Activity:** XR Film production
- **Website:** /



2019

THE EXPERTS

An OOST (Jury+Matchmaking)

- **Society:** Cassettes for Timescapes
- **Function:** Project manager
- **Bio:** Cassette for timescapes produces films and interactive projects that combine innovative vision and social or political engagement. An Oost joined the production company in 2014, where she works as project manager for the VR projects. After obtaining a Master Degree in Social and Political Sciences, she participated in different international workshops on interactive storytelling, such as !Flab (2016, 2017) and the VR Summer School organized by the University of Antwerp (2019). With the support of the Flanders Audiovisual Fund, she is currently working on the cinematic VR experience 'Floating with Spirits' by Juanita Onzaga (selected for IFFR Pro X VR Days) and the VR animation 'Glad that I came, not sorry to depart' by Azam Masoumzadeh, planned to release in 2020.
- **Town:** Belgium
- **Activity:** Film production/Documentary
- **Website:** www.timescapes.be

Jean-Louis BILLARD (Jury+Matchmaking)

- **Society:** Digital Golem
- **Function:** CEO/Creative producer
- **Bio:** Founded in Brussels in 2006, Digital Golem has established itself as one of the leading visual effects studios in Belgium.
- We have become known for our creative skills and for an unrivalled attention to detail. Digital Golem offers visual effects design, production and supervision, CG character creation, 3D animation, and pre-visualization services for commercials, feature films, music videos, documentaries, and corporate films. Our creative production unit, Clay, brings together the skill of the Digital Golem team with exciting creative and design talent to help develop, produce and direct films.
- **Town:** Belgium
- **Activity:** VFX/Post-Production
- **Website:** <http://www.digitalgolem.com/>